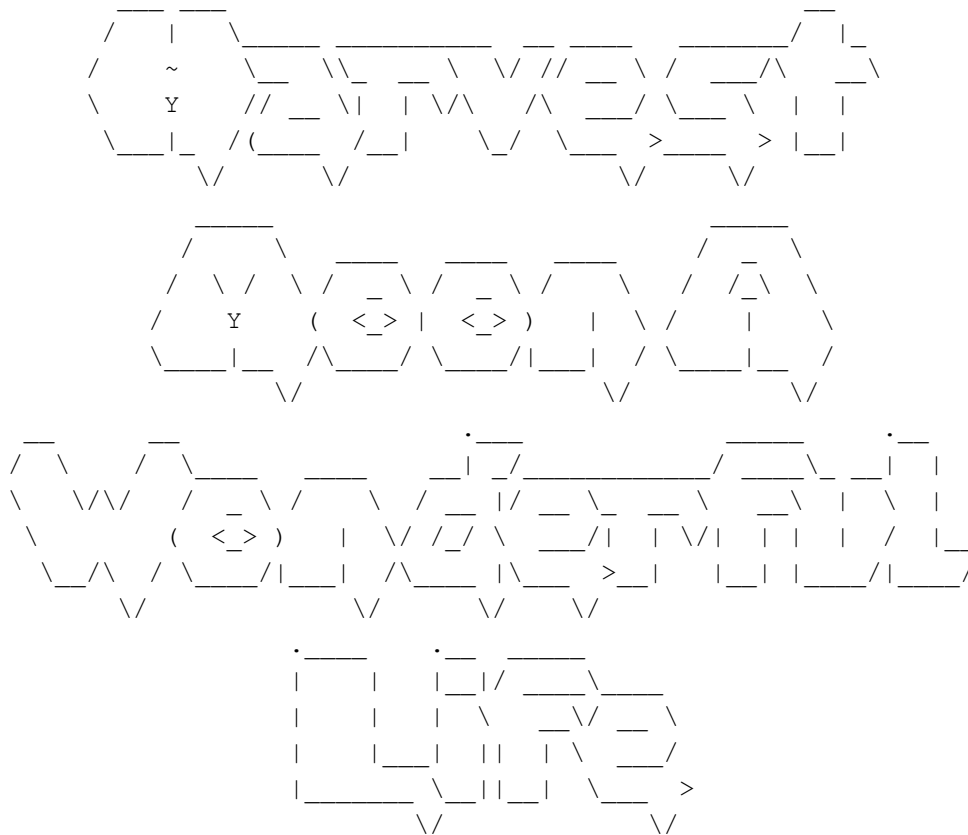


Harvest Moon: A Wonderful Life FAQ/Walkthrough

by BobTheDog

Updated to v1.3 on Jul 11, 2004



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07/11/2004

1.3 - Wha? It hasn't been two months yet ;)

I told ya I'd be getting back on track with the FAQ! This update's got a lot of info from Emails, getting some REALLY good stuff now.

This revision is going to focus on Emails (as usual) but also the on "Other Events" and "Recipes" sections.

OH, BTW, the 25th of June marked my 18th birthday :)
/me hands reader a slice of B-Day cake.

Happy July 4th (Independence Day) to all us Americans ('specially to those still out of the country in Iraq, etc.).

I'ma say it AGAIN: Let me clarify one thing. There is NO HORSE RACE. I don't know who keeps telling people there is, but there's not a Horse race, or Dog race, nor pretty much any of the old HM Festivals. Bummer.

//

Updates/corrections/additions to MANY sections.

Versions

LOL @ me, I forgot to finalize the date for the last revision.

Fixed it in this revision.

Gameplay Basics

Added Sheep Section

Added Goats Section

Heart Events

Huge thanks to PllnSPULLEN for giving me the correct translation of Nami's "A Cry for Help" Scene. Bummer I missed it :(Anyhoo, it's corrected in this version, and it should make a lot more sense now.

Expanded Other Events Section

Glitches and Hoaxes

Added new Section!

Secret & Gifts

Added new Section!

Legal

I have a new host! www.cheats.de is hosting the FAQ now! :)

There's TONS of other stuff.. I just forgot to list it all ^_^

Anyhoo, I know I said I'd be putting in more Recipes and stuff but this Revision took so long I had to get it out as-is. It's got plenty of other neat stuff in it, and it's laying the groundwork for even more stuff. Heck, I didn't even get thru all my emails this time around so I'll have a few leftovers for the next Revision.

06/22/2004

1.2 - I LIVE!

Sorry for the lack of updates, life's been coming at me fast. But I guess it's been busy for most people what with end of school stuff and all :/ Anyhoo, thanks to everyone for all the emails!

About the emails: My computer decided to die on me, so I've temporarily lost all my emails prior to May, but I should be able to get them back. I'll put the info from them into the NEXT revision so no need to resend them (yet).

FIRST OFF: Let me clarify one thing. There is NO HORSE RACE. I don't know who keeps telling people there is, but there's not a Horse race, or a Dog race, nor pretty much any of the old HM Festivals. Bummer :(

Anyway, I'm gonna try and get back on track with this FAQ. I've got some new things for you in this version:

//

Updates/corrections/additions to MANY sections.

Gameplay Basics

Corrected info on Controller Reset

Added Buying and Selling Section

Added Dog Section

Added Horse Section

Added TV and Weather Section

Expanded Social Interaction Section

Added Hints for Fishing

Added Hints for Farmers Market
Corrections and additions to just about every other section in
Gameplay Basics.

Added some new sections:

Crops/seeds (Just basics for now ^_^).

Recipes (not complete yet... Tables are hard work >_<).

Added some Other Events and organized the Other Events section a little.

Found some errors in the Table of Contents, and added a lot (now the
entire Gameplay Basics section is listed!).

Added notices about the lack of Horse Races to various sections.

Worked on Chapter 1 (a little).

Got tons of Emails with additions and corrections and added those in.

Redid the format of the Versions section.

04/25/2004

1.1 - Been really busy lately, so not a whole lot for you this time. Mostly
this is info I've received from e-mails (thanks everyone!).

//

Got some new info on the Yamame, Sharshark, and Nami's "Betrayal" Scene.
Also, other sections have updates.

Added a Van section to the Gameplay Basics section.

Added a Social Interaction section under the Gameplay Basics section.

FoMT Linkup section!

04/16/2004

1.0 - First Public Release! YAY! Lots more coming soon.

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Complete Crop/Seed Hybrid Seeds/Trees and Rare Seeds/Trees Guide

Rest of the Recipe Guide

The rest of Chapter 1

Chapter 2

Non-Heart Events List

The Rest of the Gameplay Basics Section

More info on FoMT Linkup

Section about raising your son... gonna be a BIG addition.

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02.1

Hello and welcome to my first FAQ. I'm going to try and make this as in-depth as possible, detailing changes and special events as the game progresses, instead of just providing a general overview of the game. I hope this helps you along in HM:AWL.

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03.1

You can reach me at bobthedog@comcast.net. When e-mailing me, please include something referring to HM:AWL in the subject or I may delete it as spam. Also, constructive criticism only please, I don't like flames. Please try and find the answer in my FAQ before asking me about something. If you send me something that isn't already in my FAQ, then I'll put it in and credit you. Please note that I will credit the first person to send it to me, so if I put up something you sent, but credit someone else, then they just happened to send it first :)

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05.1

I'm writing this as a complete FAQ, so expect spoilers if you read ahead too much farther than your point in the game. I'll try and denote any major spoilers before I list them.

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06.1

So, you're a HM newbie, or a seasoned Farmer, and ya want to know what makes AWL special. Here it is:

The game spans 30 years of your life, from just starting out on the farm, to raising a family and becoming a master farmer/rancher.

You actually only get to play 10 of the 30 years, the rest are shown during cutscenes. Don't worry, though. The years are long enough.

It's an all-new town with all-new people.

You can link with Harvest Moon: Friends of Mineral Town (on the GBA) to unlock special events and items on both games.

Experience living in Forget-Me-Not valley for 30 years, and watch yourself and others grow older.

MASSIVE IMPORTANT NOTE: THERE IS NO HORSE RACE OR DOG RACE. NONE OF THE OLD HM FESTIVALS ARE IN AWL. There are new ones that you have to find. Yes "find", because they are mostly hidden and you have to be in the right place at the right time to trigger them.

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06.2

There are a few things that set this apart from the recent Harvest Moon games (HM 64, FoMT).

1. You HAVE to get married. Period. Sorry if you like bachelorhood, but you can't get out of it. If you haven't proposed at the end of the first year, then the girl that likes you the most will come find you at the end of the last day of winter (10 Winter) and a special event will occur. I **believe** you basically get a yes or no choice of whether or not you want to marry her. If you refuse, then you lose the game. Yep.
2. No lumber. That's right. Everything's in gold.

3. ALL Crops are one-time-use only. Except for trees.
4. You can plant trees. Trees bear fruit in one season only (i.e. only has fruit every Summer), but live forever.
5. There are lots of events. Not just "Heart Events" with the girls, you can also run into events with the townsfolk. And you often get several options, so choose your response carefully. I dunno if there are any lasting repercussions from ticking someone off or ruining their day, but keep in mind you have to live with these people for 30 years ;)
6. You don't upgrade your house. Well... sorta... Basically you upgrade your farm, and buy new buildings and stuff, but your house is only upgraded between Chapters (but, hey, it's free ^_^).
7. No Harvest Goddess. There're the harvest sprites, but no Goddess. Also, you can't get the Sprites to work for you.
8. Festivals are... well you have to "find" them. Basically they aren't on the calendar, you just have to know where to go to trigger one. They're sorta like Events that happen every year instead of "Festivals".
9. Ducks, Goats, and different kinds of cows.
10. You can't accidentally throw stuff on the ground. Yay! If ya press the A button with something in your hands, it just gives ya a description of it (unless you can perform an action with it).
11. You find a girl's affection towards you by reading her diary, not by a heart icon in her speech.
12. No Power Berries. BLASPHEMY! you cry. But don't worry. There're plenty of restorative items. Cow's Milk works great, and your normal stamina isn't too bad either.
13. Revised sleeping system. Now you sleep a fixed number of hours. I think it's 6-8 hours. This means you can go to sleep in the morning after you water your crops and wake up in the after-noon when everyone else is out and about. But this also means that if you happen to go to sleep real late, you get up late too.
14. The Dig is only one level. No searching for the elusive Stairs Down anymore.
15. You can set up shop and sell stuff yourself to the townsfolk.
16. No hat for the Farmer Guy. You finally get to see his hair!
17. No Rivals! Kinda odd, but oh well... Note that there is a guy for every girl, but nothing ever comes of it.
18. No Horse or Dog Races, or really any of the old HM festivals.

second from exhaustion.

Time keeps going while you use tools, milk cows, dig in the mines, and when you find something in the mines.

Buying and Selling:

06.4.2

Aside from Van, you can also sell things through Takakura. All you can sell through him are Eggs, Dairy, and S-Grade (or was it hybrid) crops. Why bother with him then? Because it raises your LinkStar Rank (used in Linking with FoMT so if you don't link, don't worry too much). To sell stuff through Takakura, go into your Cold Storage building. It's the tall, skinny one right across from the barn. You should see a Cooler on the ground in the middle of the room, open it (with the "A" button) and you can put the aforementioned items into it. Takakura will come around 5:00 A.M. and pick it up to sell the stuff and come back around 3:00 P.M. with the cash. To the left of the Cooler is the Ledger, With this, you can get the cash from your sales (just open it to get the money) and you can also buy and sell livestock and tools, and buy farm buildings and supplies.

Note: Selling prices for items is set at 1/1 their buying price. (Thanks Clifford Hawkes!)

Your Dog:

06.4.3

You start the game with a dog, and you can pick between two breeds. The choice doesn't affect anything other than the appearance (pointy ears or floppy ears) so don't stress too much ^_^

The Dog doesn't require all that much attention. You can't do a whole lot with it, like in other HM games, like you can't take it inside your house or anything like that. Your interaction, for a long time at least, will be feeding it. To feed the Dog, simply take out something solid that you could eat (one of the various wild herbs, etc.) and then walk over to his food dish and press "A" when it says "Put". Then whistle for your dog while you are standing next to the dish and he should eat the food. Feed him regularly and eventually you will be able to train him (it will be a "Y" button interaction). This will cause him to chase Daryl and Murrey off your Farm! Good Dog!

Your Horse:

06.4.4

Sometime in Summer of Year 1, Takakura will surprise you with a Horse. Your faithful steed can get you around town much faster than you could on foot, and you can whistle for him from anywhere (double-tap the whistle button) provided you are outside. You should talk to, nuzzle, and brush your horse daily (buy the brush from Van).

TV and Weather:

06.4.5

Everyone likes TV, right? Well, there's little to choose from, here in the valley, as we've only got 4 channels, but one channel will save your life, or at least those of your livestock. The weather channel. To expound further, I direct your attention to Armand:

1. Never listen to the weatherman who comes on really late.
sometimes the weatherman really late will look middle-aged and be wearing a gardener's/farmer's hat. This is the only weatherman who has credibility and is usually right. The other guys is just random. For example, when the clouds are covering the sky he often says a weather front will bring clouds in later in the twelve hours he's predicting for.
2. The only reliable weather forecast is to look up at the sky every now and then. Notice any changes. Example, if the clouds were sparse early, and then it gets windy later on, a couple game hours later, then you can expect more clouds and darker clouds. This is most often a sign that it will rain later that night and/or in the morning or sometime early the next day.

So, to be precise, use the TV for general purposes, but always keep an eye on the sky and be ready to rush back to the farm if it starts raining or snowing.

The other channels are pretty much useless, unless the Horoscope channel has some underlying meaning that nobody's uncovered yet... Info anyone? Or perhaps they might be useful if you don't have the manual and have never played an HM game before (but.. why does the NEWS channel have Farming Tutorials?!).

Social Interaction:

06.4.6

Ya gotta make friends if you want to get anywhere in this game. Talk to people, and give them things.

To give someone an item, just take it out of your Rucksack, and show it to them (run up to them and press A while holding it). They'll talk about it, and may ask if they can have it. If they don't ask, then show it to them several times. If they say something to the effect that they DON'T like it, then, well, they don't like it ^_^ . Try something else. You can give some people only one gift per day.

NOTE: Some people have times when they can't/won't accept gifts.

Examples:

Cody won't accept gifts if he's standing with his arms folded outside. Wait until he's moving.

Daryl won't accept things when he's in his lab.

Romana won't accept things when she's in her rocking chair.

There are others, but that gives you an idea.

NOTE: You only have ONE chance to give someone an item, per day. SO, if you try and give Romana a flower while she's in her rocking chair, not only will she not be able to take it, but you won't be able to give her anything else for the rest of the day. Likewise, if you refuse to give her something, you won't be able to give her anything else for that day.

NOTE: There ARE exceptions. Some people will accept several gifts per day. For example, Takakura will accept up to two gifts, and Carter will take an amazing 10! Note also that they can't be the all the same thing. You'll have to vary your gifts if you want to

give more than one. (Thanks Devil8dogz!)

NOTE: BE VERY CAREFUL! The dialogue boxes for giving people things are wacky. Sometimes the cursor defaults to NO while other times it defaults to YES. I believe this is different for each character (Romana, for example, always defaults to NO). ALSO, the YES/NO dialogue box comes up at the end of a dialogue section WITHOUT you having to press a button. That means don't keep hitting A to advance the text. ALSO: Some people have several pages of text when you show them something, while some only have one. You'll get a feel for it soon.

Now, just talking to people might bring up a dialogue box for you to answer a question, or comment on something. BE NICE! EVEN if it means you have to lie. I mean it. You want these people to like you, right? So, when you talk with Van about his diet, Congratulate him, etc.

If you are unsure of which answer to pick, first use logic, then use your knowledge of the character's personality (which answer would they like most), then which answer you'd like most. BUT ALWAYS BE NICE!

Now, how do you know when someone likes you? After many month of tests and arguments, the community has finally come up with this answer: When they turn their head towards you when you walk by. Ever notice that? Also, sometimes if you just stand in front of them they'll actually start talking to you!

But, why bother with these people? Why spend so much time cultivating relationships with them? Simple! Most people/households will eventually give you something in return for your friendship! For example, Gustafa will give you a Strange Sickle that uses very little stamina. You can get a whole set of low-stamina-drain tools from the townsfolk, so it definitely pays to have friends!

Farming:

06.4.7

You have three plantable fields. One next to your house, one next to your Chicken Coop, and one past the Locked Shed. They are POOR, BETTER, BEST quality soil in that order. and also SMALL, MEDIUM, LARGE in that order too.

Use the lower-quality soil for Trees, and the high-quality one for Crops.

You can buy seeds from anyone on Vesta Farm that is inside a building (i.e. Vesta, Marlin, or Celia). If you talk to her outside, Vesta will usually tell you what is best to plant in the current season.

You have to first use your Hoe on the ground in your fields. One Square of dirt can hold one Seed. You should till your fields in a checkerboard fashion (like Vesta does).

Once you've tilled the soil, you can plant a Seed in the tilled spot.

Now you can use Fertilizer on the planet, to get a better quality Crop from it. I wouldn't suggest using this until you have the Seed-Maker, as it's just a waste of money until then.

To get them up to A Rank you have to use FOUR Fertilizers on a single Crop and THIRTY on a Tree. To get it to S rank you need to use EIGHT on a Crop.

Plants will have several stages of growth. First they are seeds in the ground, then they are sprouts, then small plants, then budding, then flowering, and then ripe. You can only pick them once they are ripe, and you can only harvest a plant once before it dies.

Once a plant dies, it will stick around for about a month, then it will be gone. You can alternatively use your sickle on it to remove it earlier. You can also use this to get rid of a plant you don't want.

Trees take a LONG time to grow. But they will produce 32 fruits, so they are worth it in the long run. Also, NEVER plant anything in the eight spaces around the tree, as any plant planted there will die (trees are apparently VERY unfriendly ^_^). Trees only produce in their season, just like plants, but they can live through all seasons. Trees do eventually die, but I *think* they live through three years... or give fruit three times. Info?

Seeds:

06.4.7.1

Here's a list of basic seeds:

Seed	Season	Buy for	Sell for
Tomato	Spring-Fall	30G	35G
Watermelon	Spring-Summer	60G	75G
Melons	Summer-Fall	50G	70G
Strawberries	Fall-Spring	30G	35G
Turnips	Summer-Winter	20G	25G
Potatoes	Winter-Spring	40G	60G
Carrots	Fall-Winter	30G	45G
Sweet Potatoes	Fall ONLY	40G	60G

Tree	Season	Buy for	Sell for
Peaches	Summer Harvest	1,120G	40G
Oranges	Summer Harvest	820G	30G
Grapes	Fall Harvest	900G	35G
Bananas	Summer Harvest	1,500G	35G
Apples	Fall Harvest	820G	25G

Best Bets:

Spring: Watermelon

Summer: Melons

Fall: Sweet Potatoes

Winter: Potatoes

Plant accordingly and you can get bumper crops. Make sure to grow a little of everything, though, so you have some raw materials for recipes and hybridization!

Seed Maker:

The Seed Maker is to AWL what the Sweet Potatoes were to FoMT. With this baby, you can turn any fruit or veggie into TWO seeds. You'll never have to buy seeds again! PLUS! With trees, you get many fruits at a time, so you can get tons of Seeds to sell. A lot of HM'ers have made insane fortunes on Tree Seeds.

To get it:

Cutting Costs: If you are good friends with Daryl, you can trigger a cutscene where he GIVES you the seed maker, instead of having to buy it yourself!

Ranching:

06.4.8

Ranching is by far the BEST way to get money for the first part of the game. Milk sells for SO much Gold.

Cows:

06.4.8.1

You should only concern yourself with cows for the first year or so. Cows come in several flavors:

Normal:

Your average dairy cow. You start with a Female Normal Cow.

Prices:

Male: 3,000 G

Female: 4,000 G

Seeding: 2,500 G

Brown:

A Brown Cow, not too special.

Prices:

Male: 4,000 G

Female: 5,000 G

Seeding: 3,500 G

Marble:

Pretty much the same as Brown cows...

Prices:

Male: 4,000 G

Female: 5,000 G

Seeding: 3,500 G

Star:

The best kind of Cow. They give the most expensive milk, but give less bottles...

Prices:

Male: 6,000 G

Female: 7,000 G

Seeding: 5,500 G

Care:

Keep them in the Barn when it's Raining or Snowing, and let them out when it isn't. Talk to them and nuzzle them every day. Get the Bush and use that on them too. To borrow a phrase from the California Dairy Farmer's Association, "Happy cows make better milk!" and it's true.

There're three grades to milk, and the way you treat your cows is directly influential towards this.

Don't wake them, ever. Just don't. Cows need their sleep, and they get angry if you disturb them. Accidents do happen, so don't worry too much, just don't let it become a habit.

Wash them occasionally. to do this, move them to the water trough outside, and take your brush out. face the cow while standing next to the water trough, and press Y when it says "Wash".

Make sure to feed them TWICE a day if they are in the barn. Their feed trough holds two pieces of fodder, so make sure to have plenty on hand.

To get fodder, use your Sickle on the Grass in the pasture. Fodder is stored in the fodder bin at the front left of the barn (from the camera angle).

Note: Just like you can milk them twice a day, so too can you nuzzle, brush, and talk to them twice a day. The more you pay attention to them, the quicker their milk increases in grade!

Milk:

Milk will be the lifeblood of your farm for probably the first two Chapters. Like I mentioned before, the Quality of the Milk is directly proportional to the Cow's affection towards you.

Prices:

Normal:

B Quality: 75 G
A Quality: 115 G
S Quality: 150 G

Brown:

B Quality: 115 G
A Quality: 175 G
S Quality: 225 G

Marble:

B Quality: 115 G
A Quality: 175 G
S Quality: 225 G

Star:

B Quality: 270 G
A Quality: 405 G
S Quality: 540 G

As you can see, Star Milk is, by far, the best. But the Star Cows are the most expensive, and they give less bottles of milk.

NOTE: Star Cow Milk is worth more than Butter. Keep that in mind.
(Thanks Clifford Hawkes!)

Milking:

Twice a day you can milk your cows. Just approach them from the side and press A when it says "Milk". the bottles will stack behind and to the right of you.

During Spring and part of Summer you can get approximately 3-4 bottles

of Milk from a Normal cow per milking. After that, the production goes down to around two bottles per milking (Takakura says it's the heat).

That means that, on a normal day in Spring, you can make around 450-600 G PER DAY from ONE Cow giving just B Quality Milk. Once your quality goes up, you get even more.

Only bummer is that the cows will only give milk for around 35-40 days after giving birth, so your starter cow will run dry sometime in Winter. To "fix" this, just Seed the cow by going to Takakura's Ledger and buying a MP for "Other Bull" and selecting the name of your cow.

Your Cow will be pregnant for about 30 days or so...

NOTE:

NEVER EVER EVER buy a Bull of your own. Why not? Because they can mate on their own, thus causing complexities since a pregnant Cow doesn't give milk until the end of the pregnancy.

This can also be a problem since there are various bugs related to this...

Pregnancy

Once you've Seeded a Cow, you have to wait until the pregnancy ends to get any more milk.

About 5-10 days before the end of the pregnancy, you'll have to build the Isolation Fence for the expectant mother. The H.Sprites will guide you on this. From now on the mother has to stay indoors and you have to feed her by hand. MAKE SURE TO FEED HER!

Once the calf is born, you have to name it and then it goes in the Calf Hutch. The H.Sprites will guide you here too.

The mother will now produce Mother's Milk, which is a more nutritious Milk designed for the calf. You have to feed this milk to the calf manually. Also, make sure to talk to the calf and interact with it every day. You want it to like you, right? ^_^

After a little while, the mother will start producing normal Milk again, and you'll have to feed the calf that. Soon after, the calf will stop taking milk altogether, and you'll have to feed it fodder. At this point, the calf will be ready to leave the hutch very soon.

NOTE: I'd suggest NEVER filling your last Barn Spot. Why? There are several reports of game-halting bugs related to this. It appears that sometimes the game goes insane and thinks your barn is full when it isn't, so make sure to keep a save-game from a few days before the calf will be born so you can do an emergency animal sale if it DOES screw up on you.

Note: There's a REALLY bad glitch were your calf disappears from the Calf Hutch. It's not known what causes this, but you won't be able to do anything about it. Just make sure to buy some medicine because your Calf is gonna be REALLY sick when he does come back (since you won't have been able to feed him). He should reappear when it's time for him to leave the Hutch and go into the Barn.

Bulls

If you use your own bull to seed a Cow, then there's a bit of math involved.

If the Bull and Cow are of the same type, then the Calf will be that type. HOWEVER, if they are of different types, then the calf usually takes the type of the mother. NOT ALWAYS, but usually.

New Cows

If you buy new cows, they have to be impregnated BEFORE they will give milk. But before you can do that, they have to grow for about a month! Annoying, yes, but what can ya do? ^_^

I believe new Bulls also have to grow for about a Month before they can mate, but I'm not sure.

Chickens:

06.4.8.2

Not content to be merely a Cow Rancher, we must also have our Chickens!

Your chicken coop will hold a maximum of 8 fowl. The Seed runs out at a rate directly proportional to the number of birds eating each day. So it's a good idea to have around 1/2 occupancy for perhaps the first year, unless you really like buying Bird Seed in bulk ^_^

You should buy a Male AND a Female Chicken to get your flock started. You should only ever have ONE Rooster in your Coop. Others are unnecessary. You should sell spare Roosters.

NOTE: ALWAYS buy some seed at the SAME TIME you buy a Chicken. A hungry Chicken isn't a happy Chicken. If you forget, I think you can carry them outside and they'll eat worms and stuff in the dirt.

Note: Getting both a Rooster and a Hen does NOT guarantee every egg will be fertilized. It's entirely random.

Note: Pick up your fowl twice a day, as, just like with the cows, they can be interacted with twice a day and that makes them like you more!

Note: Chickens will sit on ANY type Egg.

The Eggs:

Unfertilized: 40 G

Fertilized: 50 G

Golden: 300 G

Yes, there ARE super-rare Golden Eggs.

NOTE: You can barter with Van for the Golden Eggs. Just say "No" to his price, and he'll go up a bit. Note that you can sometimes refuse twice or more to get the price higher, though you shouldn't push your luck too much. Also, as he gets older, Van will go up in price less and less.

Chickens sell for 450 G.

Ducks:

06.4.8.3

To get ducks, you must buy the Pond in the first Chapter, and then you will get ducks sometime in Summer of the first year of Chapter Two ONLY if you have less than 6 Chickens. You'll ONLY get this chance ONCE. You can say "No" not to keep them, but you'll NEVER get them back. Also, if you sell the Ducks, you can't get them back.

After you have Ducks, you will have a chance of getting Duck eggs instead of Chicken Eggs, though you won't know which kind you got until it hatches ^_^

Ducks sell for 500 G.

NOTE: If you are wanting only one kind of fertilized egg, just move the other species outside for a few days until you get another fertilized egg. That way you'll be sure to get the one you wanted.

Note: A tip from Clifford Hawkes: "When hatching eggs and you have both Ducks and Chickens the selection between hatching Duck or Chicken is random thus you can reset if you wanted the other than what you got." Thanks!

Note: Another tip form Clifford Hawkes: "When I just had 2 ducks I would never get an egg out of 'em but now that I have chickens I'm hatchin' 'em left and right(note I still haven't caught a duck sittin' on an egg). Thanks!

Sheep:

06.4.8.4

Awww... isn't he a cute little fuzzy little guy? ^_^

Anyhoo, Sheep aren't as good as Cattle, in my opinion, but you may think otherwise. Basically, it's produce is Wool, and it has two grades, dependant upon it's relationship with you.

NOTE: MAKE SURE TO BUY A PAIR OF SHEARS. You need them to get the wool!

Sheep Costs: 1,500 G

Sheep Sells for: ?G

Regular Wool: 75G

Golden Wool: 600G

So, yah it pays a LOT to be nice to your Sheep.

Now, once you've raised the Sheep enough to start growing a Golden Fleece, you must battle the Hydra and the Skeleton Army... Wha... OH WAIT nevermind! Wrong story! ^_^ (bonus points for getting that).

Goats:

06.4.8.5

EVIL INCARNATE! These things are completely useless! You can only buy Female goats, so no breeding. That means it's only gonna produce Milk

for ONE year and then NOTHING.

Goat Costs: 4,000G

Goat Sells for: N/A

You can buy them from Van during any Spring after Chapter 1.

Goat Milk is just like Cow Milk, except it only has two Levels, and starts at a pretty good price.

Goat Milk: 120G

Good Goat Milk: 300G

NOTE: YOU CANNOT SELL THESE THINGS. I'm serious. You're stuck with it FOREVER if you buy one, and after it stops producing Milk, it stops making you money. The only way to get rid of the Goat is to kill it. How, you ask? Simple. Don't feed it when it's inside the barn. Leave it outside in the rain, and generally ignore it and don't take care of it. Once it finally gets sick, don't cure it. It'll die a little later. I hate having to resort to such drastic measures (so I'll probably never buy a Goat myself), but what can you do?

Fishing:

06.4.9

Fishing is much more difficult in this games as opposed to the older ones.

To fish, buy the Fishing Pole from Van, and find a good watery place. The very end of the River is good... along with the base of the Waterfall.

Take out your fishing pole and cast into the water. Now, sit and wait. If you don't get a bite within 15-20 seconds or so, try again (you'll learn when to recast). If you feel a fish nibbling on your hook DON'T reel in! Wait until the hook splashes! That means the fish has bitten hard on the hook. Make sure to the A button when this happens... I'd say right as the splash sound is almost through playing... it's hard to tell when... It takes some practice, as the window for successfully reeling in a fish is very small. Just hold the A button until the fish is reeled in to make sure you get it. If you press the A button and your line comes out, then try again.

Fishing, though hard, is worth it in the end. If you are lucky, you can catch a Big Sharshark, which is worth an amazing 1,200 G! And Fish (especially Snelt) are one of the few things Daryl likes.

Hint: Ahorn312 suggests: "Wait till all of the blue is gone then hit A it works better and its easier."

Note: Kerry sends in that if you are fatigued you won't be able to catch anything, so buy some revitalizing drinks form Van, eat something, or get some sleep ^_^

The Catch of the Day:

NOTE: Fish info taken from HM Otaku since I can't fish worth beans ^_^

Fish Name	Price	Location(s)
Arna	400G	Swamp (Where the Turtle drinks)

Big Arna	800G	Swamp (Where the Turtle drinks)
Colombo	20G	Past the Bridge
Big Colombo	40G	Past the Bridge or in the Spring
Huchep	90G	Before the Bridge
Big Huchep	170G	Before the Bridge
Nyamame	60G	Before the Bridge
Big Nyamame	130G	Before the Bridge
Rainbob	80G	Past the Bridge or in the Spring
Big Rainbob	800G	Past the Bridge or in the Spring
Sharshark	600G	Before the Bridge, End of the River
Big Sharshark	1200G	Before the Bridge, End of the River
Snelt	30G	Past the Bridge
Big Snelt	160G	Past the Bridge
Yamame	500G	The Spring
Big Yamame	1,000G	The Spring

NOTES on the Yamames: You can haggle the price of the Yamame from 500 to 600 and the Big Yamame from 1,000 to 1,200 if you don't accept Van's initial price.

It can also take quite a while to catch a Yamame, even over a Game Hour! Make sure to eat and be well rested.
(Thanks Boccoy99 and Mason Woodhams!)

NOTES on the Sharsharks: Tictoc71586 tells me that the best place to catch Sharsharks is just before the Bridge (on the side that the Waterfall is on).

Mining: 06.4.10

Time to unleash the archaeologist inside you ^_^

Go up to the Archaeology Dig any time between 9:30 A.M. and 5 P.M. and go inside. If Carter isn't inside, then wait a little while and come back. It seems that some days he just takes off.. so it's kinda random...

If he IS inside the dig, then talk to him and tell him you want to help out. He'll give you a spade and ask if you want instructions.

Once you have the Spade, begin digging up the Light Brown Squares in the center of the Dig. You can find many things in the Dig, ranging from Bones and Skulls to Old Coins to Rare Crystals to Artifacts, and even some

Special Artifacts that will interest Carter to no end.

NOTE: Don't quit just because you've turned over all the Brown Squares! You can keep digging until you find something. Go back to some squares that didn't have anything the first time and keep digging in them. You might find something.

When you're ready to go, just talk to Carter again or head for the exit.

NOTE: Carter closes up shop at 5 P.M. sharp so make sure to come early enough.

NOTE: Come well fed! Carter doesn't want you sneaking any priceless artifacts out in your Rucksack, so you have to check it at the door ^_^ Don't worry, he'll let you keep all but the most important finds.

Possible Finds:

NOTE: Info comes form the Nintendo Power list at:
<http://www.nintendo.com/np/harvestmoon/arch.html>

<ITEM NAME>	<PRICE>
Black Fossil	300
Coin	10
Fossil	40
Gold Coin	30
Hip Fossil	60
Hop Ore	80
Horse Statue	70
Human Statue	40
Jade Ball	150
Moon Ore	40
Prosper Ore	300
Silver Coin	40
Skull Fossil	50
Stone Disc	500
Strange Fossil	80
Strange Item	300
Sugar Ore	50
Temple Ore	150

SPECIAL ITEMS:

These are the ones that Carter takes for research. You can't keep them so you can't sell them. Hence no price ^^

<ITEM NAME>

Mysterious Tablet

Tablet C

Tablet D

Tablet E

Tablet F

Tablet G

NOTE: Not all items are immediately available. Each chapter, the Dig gets bigger, and more items become available, while at the same time increasing the amount of time you need to allot for your excavational excursions.

Farmer's Market:

06.4.11

Any time you want you can set up your own shop (just like Van). Go to the spot of land next to the Blue Bar that's right next to where Van sets up shop. You should find a spot that lets you press A to set up a shop. You'll then have to wait until people pass by to sell them things. They'll come up to your shop and wait for you to talk to them. Talk to them and they'll say "I want <Item>" and you can either pick to sell it, discount it, or not sell it. Discounting an item helps to raise their Friendship Level with you.

NOTE: You sell EVERYTHING in your inventory. So that means that someone might want to buy that other Record you have in your Rucksack. You don't really want to sell that... because I don't know if you can get it back... Some people may even want to buy your farm tools! I don't know if you can get them back, so be careful! (Thanks Sara).

Note: Armand sends in the best times to get customers:

1. The best time to have your stand set up at is between 7:00 - 8:00. Occasionally, you should leave it open till 9:00 A.M. As that is when just about everyone is out of their houses unless something random is about to happen.
2. You can get people's attention by whistling when they are almost onscreen.
3. Another time if you miss the morning traffic is when they return home. This is usually from a little before 4:00 P.M. to 5:00 P.M. Of course, at random times they may still be walking by the stand till 6:45 or so. So it would be best to stay till no later than 6:30P.M..

Note: During Year 1, Hugh may come up to your stand to look at your wares. If you try and sell him anything, even at the lower price, he won't be able to buy it because he doesn't have any money ^^

Van:

06.4.12

Van's going to be your best friend throughout the game. You can sell him just about ANYTHING. He comes to town at least twice a month, though he usually comes more often. Check the calendar in your house for more info.

NOTES: You can barter with him for MANY items, but mostly with the high quality ones, and some types of seeds. To barter, just refuse the price he gives you. If he will go up, he'll tell you. You can SOMETIMES refuse the second price and get an even HIGHER price, but not too often. Also, it gets harder to barter with him as he gets older.

Sleep

06.4.13

Sleep may seem innocuous enough an activity at first, but it's also a good metric of how your character is feeling. You'll see his dream while it loads the next day. There are three different dreams you can have:

1. Bad dream:

Looks like: Your guy with a weird expression on his face in front of an evil looking purple vortex.

The bad dream occurs when your guy is exceedingly tired/hungry/fatigued. If you see this, you need to feed him a couple of herbs and go to sleep earlier the next day. Also make sure your aren't making him do too much work. If he's falling over and having stars circle his head quite often, that's a sign of too much activity and not enough food and rest.

2. Medium Dream:

Looks like: Bubbles... lots and lots of bubbles.

This dream means your guy is ding ok, but could be doing better. He should eat a little more and get a little more rest. Try working him a little less too, or feeding him more. Just make sure to take good care of him and you should move onto the next dream in no time.

3. Good Dream:

Looks Like: Your guy (happy this time) surrounded buy fruits and veggies in front of a shining sun.

Now your guy is doing fine. He's in tip top shape and couldn't be better. Keep up the good work!

NOTE: By default you ALWAYS sleep 6 hours. No more, no less. If you have the Alarm Clock, however, you can get up whenever you want.

Harvest Goddess

06.4.14

Officially, the H.Goddess IS NOT in AWL. The game suggests otherwise (of course that doesn't mean anything, look at the Shed). Anyhoo, there's a cutscene you can trigger (not sure when) wherein the Harvest Sprites lament the fact that the H.Goddess is sleeping, and the only way to awaken her is to find "wonderful things". Now, I'm not sure what they are, nor if they even exist, so I'd appreciate any info.

(R | e | c | i | p | e | s)
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06.5

Many people have been wondering how to become a master chef, able to cook anything and everything. To acquire this ability, one must practice a lot. This means that to open up new culinary avenues, you have to cook a lot of what you can. About 25-30 of each kind before a new kind opens up. Yep. 25-30 Soups and 25-30 Salads and you should have a new recipe type or two.

Note: Info on Recipes and Ingredient Lists mostly garnered from <http://www.nintendo.com/np/harvestmoon/cookcrop.html> and other subsections of that site. Also got some info from email submissions.

How cooking works:

May seem innocuous enough at first, but actually it's somewhat scientific. Basically, each recipe requires up to three ingredients. The ingredients must be used in a specific order. Some ingredients are multiple choice (for instance, you might be able to use a Potato, Tataro, or Carrot for a specific ingredient), or it might even be any member of a specific class.

Crop Ingredients:

06.5.1

Veg1	Veg2	RootVeg1	RootVeg2	Fruit1	Fruit2
Tomato	Berrytoma	Carrot	Bashber	Apple	Appage
	Cabber	Potato	Bashota	Banana	Gehju
	Caberry	Sweet Potato	Berryber	Grape	Jurum
	Camelo	Turnip	Berryoto 1	Melon	Lanmuge
	Dhibe		Berryoto 2	Orange	Magenge
	Dhilon		Cady	Peach	Magerum
	Gretoma		Kandy	Strawberry	Orahge
	Melotoma		Kanro	Watermelon	Oraphu
	Tomaca		Kashry		Phuju
	Tradry		Melober		Phurum
			Paberryta		
			Potamelon		
			Radita		
			Raury		
			Sholo		
			Tataro		

			Tobatama		
			Yamato		

Soup Recipes:

06.5.2

Soup	Ingredient1	Ingredient2	Ingredient3	Value
Earth Soup	Potato, Tataro Carrot	Potato, Tataro Carrot		100G
Fish Stew	RootVeg1	RootVeg1	Fish	250G
Good Soup	RootVeg1	Tataro, Bashota Kanro	Fish	250G
Good4U Soup	RareCrop8	RareCrop17	RareCrop14, 23, 24	400G
Potato Soup	Potato	Mt.Veg	Mushroom	100G
Rare Stew	RareCrop1, 2, 4, 6, 15	RareCrop1, 2, 4, 6, 15	Milk	400G
Stew	Potato, Tataro Carrot	Potato, Tataro Carrot	Milk	200G
Super Soup	RareCrop10, 11, 12, 13	RareCrop18, 19, 20, 21		400G
Tomatoma Soup	Tomato	Carrot		90G
Yam Soup	Sweet Potato			110G

Salad Recipes:

06.5.3

Salad	Ingredient1	Ingredient2	Ingredient3	Value
Dhibe Salad	Dhibe	Veg1, Veg2	Veg1, Veg2	35G
Egg Salad	Egg	Veg1, Veg2	Veg1, Veg2	25G
Fruit Salad	Fruit1, Fruit2	Fruit1, Fruit2	Veg1, Veg2	40G

Good	RareCrop22	RareCrop14		60G	
Pickles					

Light	Turnip			25G	
Pickles					

Pickles	Trady, Raury,	Trady, Raury,		25G	
	Cady, Kandy,	Cady, Kandy,			
	RareCrop4	RareCrop4			

Pickles	Cabber			25G	

Potamelo	Potamelo	Fruit1,	Fruit1,	35G	
Salad		Fruit2	Fruit2		

Rare	RareCrop1-9	Veg1,	Veg1,	350G	
Salad		Veg2	Veg2		

Red	Trady, Toca,	Trady, Toca,	Trady, Toca,	35G	
Salad	Tomato, Dhibe	Tomato, Dhibe	Tomato, Dhibe		
	Caberry	Caberry	Caberry		

Red	RareCrop18	Trady, Tomaca,	Trady, Tomaca,	35G	
Veggie		Tomato, Dhibe,	Tomato, Dhibe,		
		Caberry	Caberry		

Shiny	RareCrop18, 19,	Fruit1,	Fruit1,	200G	
Salad	20, 21	Fruit2	Fruit2		

Marinade	Fish	Turnip, Tomato	Mugwort	35G	

Mellow	Melotoma	Dhilon	RareTree2	35G	
Salad					

Melon	Melon	Fruit1,	Fruit1,	35G	
Salad		Fruit2	Fruit2		

Tomacarro	Tomato	Carrot		35G	
Salad	/				

Tomamelo	Tomato	Melon		35G	
Salad					

Dessert Recipes:

06.5.4

COMING SOON!!!

Hors d' Oeuvre Recipes:

06.5.5

COMING SOON!!!

Entree Recipes:

06.5.6

COMING SOON!!!

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06.6
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One of the cool things about AWL is that you can Link it to Friends of Mineral Town (GBA) to unlock a bunch of neat extras for each game!

To link, you need:

- 1x Gamecube
- 1x Gameboy Advance _OR_ GBA SP
- 1x Gamecube to GBA Link Cable
- 1x Harvest Moon: A Wonderful Life game
- 1x Harvest Moon: Friends of Mineral Town game

Now, put the games in, and connect the Link cable to the top of the GBA, and to Controller Port 2 on the GCN. Turn both on.

On AWL:

Head out of your farm, and up to Vesta's Farm. Don't go in, though. Continue down the road, to the mountain path. When you get to it, the H.Sprites will stop you and ask if you want to connect to FoMT. Say YES. Once you get to the completely white screen, move on to FoMT.

On FoMT:

Grab a piece of produce (sorry, there's no other way to link without a piece of produce from your farm on FoMT). Head to the lake with the waterfall above it (the one next to the Spring Mine, just above the Hot Spring). Toss in the Veggie (toss from the bottom, facing up, next to the trees).

The H.Goddess should appear and ask if you want to Link. Say YES. **IMPORTANT:** There's a MAJOR translation error here. On the next question or so, the H. Goddess will ask you if you "want to STOP transmission". What she really means is do you "want to START transmission". Select YES.

If you did everything correctly, the games should exchange data for a few seconds, and then automatically quit the Link Session.

What happened? Van will now show up in FoMT on Wednesdays. To trigger this, you have to exit your house some time in the morning or afternoon on a Wednesday. You'll talk to Van (I think his name is Lou in FoMT...) and he'll tell you he's gonna be setting up shop on the second floor of the Inn on Wednesdays. YAY!

What's he sell? First he sells a Record Player for 2,000 G. From then on he'll sell you Records to play on it.

Spring Theme	500G	From HM SNES

Firefly Festival theme	600G	From HM64

Fall theme	700G	From HM64
Opening theme	800G	From HM64
Girl theme	900G	From BTN
Girl Event theme	1,000G	From BTN
Summer theme	1,100G	From STH
Fall Theme	1,200G	From STH
Quiet Winter	1,300G	From AWL
Blue Bar night time song	1,400G	From AWL

That's not all, though.

Remember the Bookshelf in Mary's Library that was always empty? Now it holds Character Bios of the characters from AWL.

Also, if you manage to get all 42 LinkStars (more on them later), you get the Seaside Cottage!

Stuff happens in AWL too:

If you ReLink AWL and FoMT later on, Van will start selling you Records for AWL:

Spring Song	430G	
Town Spirit	450G	
Flower Bud Fall	600G	
64 Memories	600G	From HM64
Marin Jazz	640G	
Butterfly	640G	
Summer Memories	810G	
Joy of Fall	810G	
Winter HM	900G	From FoMT
The Bride	900G	From FoMT

That's not all for AWL either. Ruby will also visit FoMT on Sundays (though the game says Mondays ^_^), and may have some interesting Recipes to share back in AWL.

NOTES: NEVER EVER EVER Link EITHER game to another one. I.E. Link your copy of FoMT ONLY with your copy of AWL, and vice-versa only link your copy of AWL with FoMT. AND make SURE to use the same save games each time (or the same game but where you've progressed farther). Why? The game Devs designed the LinkSystem so that the bonuses you receive are based on the level of each game, so basically, every time you Link, it recalculates the bonuses based on the level of each game. That means that if you use your FoMT to link to your friend's copy of AWL, then it will reset YOUR FoMT to what it would be based on your friend's level in AWL.

So, ONLY link your games to each other.

"But what about my brother/sister/etc.? They want to link on their save too!"

Then they CAN, AS LONG AS you make SURE that they don't use EITHER of your saves. Both AWL and FoMT support two save files, so theoretically you could connect to two different saves. MAKE SURE never to combine the saves, or you could screw everything up.

I hope that isn't too confusing ^_^

(Thanks to HMotaku for letting me use their info, since I haven't gotten around to linking much yet.)

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06.7
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There are a lot of rumors floating around, detailing how to do a variety of things. I'll try and list them here, along with any Glitches or Bugs.

Glitches and Bugs

06.7.1

This section is dedicated to... well... Glitches and Bugs ;) Anything that can go wrong or is wrong will be listed here, from catastrophic game-stopping bugs like "Full House" to minor graphical glitches like "Hollow Moon" it's all here.

Vanishing Calf

06.7.1.1

Severity: Medium (Low if done right)

Sometimes your Calf will magically disappear from the Calf Hutch. If this happens CONTINUE FEEDING THE EMPTY CALF HUTCH! the Calf will still get the food. If you do not feed it, the calf will get sick, and come out of the CH VERY ill.

Stuck in the Door

06.7.1.2

Severity: Medium-High to EXTREME!

Sometimes your cows will get stuck in the entrance to the Milking Room. The only known way to solve this is to load a savegame from before the stuckness. If you DON'T have a save from before, then keep reloading the save you DO have, as sometimes the Cow will eventually appear either inside or outside the Milking Room. You might also sell the offending Cow as a last resort.

Full House

06.7.1.4

Severity: EXTREME!

RARELY, the game will go insane and think your barn is full when it's not. When your next animal comes in and you try to place the fodder bin in the barn, it won't let you, even in the free space. THERE IS NO KNOWN SOLUTION FOR THIS. If it keeps happening after repeated reloads, you might have to try quickly selling an animal, or you may just be out of

luck and have to start all over again :(I'd suggest keeping an open slot in your barn AT ALL TIMES to protect against this.

Encore

06.7.1.5

Severity: Unknown (presumed to be None)

Very rarely, you may be able to trigger Heart Events repeatedly, this is known to happen most often with Celia. Some people have gotten her Heart Events 2-3 times. There is no known good or bad result of this occurring (unless the relationship bonuses for completing the Events stack). You can use this opportunity to pick the CORRECT answer if you screwed up last time, or perhaps to experiment with alternatives.

Hollow Moon

06.7.1.6

Severity: None

Merely an aesthetic bug, simply look up at the full moon (any moon other than a New Moon will do, but it's easier with a Full Moon) and watch closely. You'll be able to see the stars through the Moon. Apparently it doesn't block them ^_^

Underworld

06.7.1.7

Severity: Low to EXTREME (depending on when you last saved)

Given that it's almost impossible to encounter this glitch outside of ATTEMPTING to get it, it's not much of a problem. That said, if you DO encounter it, you're toast.

Simply head up to the Dig and go behind it to where the fence is next to the mountainside. Now, try and run in-between the fence and the mountainside. You'll be able to walk a little ways if you're careful, and you'll fall out of the world. I dunno what exactly happens, since I've not done it yet myself, but you'll basically have to reset the game to escape. I hear it's very blue in (out?) there.

Gemini Spice

06.7.1.8

Severity: GOOD!

After you get the "Ruby Spice" head home and start cooking. Start cooking anything, but use "Ruby Spice" as the ONLY ingredient. Finish cooking, and you should have TWO "Ruby Spices" instead of only one. Rinse, repeat. Now you can sell surplus "Ruby Spice" to Van for 100G a pop.

Rumors and Hoaxes

06.7.2

These are mere rumors, started in forums and spread throughout the HM world. I'll try and clear some things up in this section.

The Shed

06.7.2.1

Spring, but this is probably rare or a glitch.

Cat:

To get the cat, become friends with Romana and she'll drop by your Farm sometime every Fall after Chapter 1, until you accept a Cat.

The Cat functions in the same way as the Dog, except that it doesn't DO anything except walk around your Farm all day.

Chihuahua:

Mmmm.... Taco Bell.... Hehe ^_^

Anyways, to get the Chihuahua, you need to get all of the special tablets from the Dig for Carter. This will require you being VERY far in the game, so don't expect to be getting this little guy until closer to the end of the game.

The Chihuahua functions like the Cat.

Injured Lizard:

To obtain the Injured Lizard, you need to become friends with Mukumuku. Simply give him LOTS of fish. You can give him several day. Keep giving him fish, and you'll eventually receive the Lizard from him.

The Lizard functions like the Cat.

Gifts:

06.8.2

Sometimes, people will give you a present. The item may be completely useless, or it may not be. Either way, here's a list:

Sheet Music:

Become friends with Lumina, and go to her... well what do you call it? It's sorta like her living room upstairs... anyhoo, go up there once you two are friends and she's in there, and she might give you the Sheet Music. It's use is currently unknown, but it MIGHT help your son proceed down a Musical career path.

Flora's Necklace:

I don't have much info on this one yet, so more would be greatly appreciated, but according to Devil8dogz, if you become good friends with Flora, she'll eventually give you a necklace. It's use in also not currently known.

Ruby Spice:

Required for some recipes, this is obtainable once you are friends with Ruby. Simply enter the Kitchen at the Inn when she's in there. You might trigger the scene where she gives you the spice. I think she asks you if you like cooking or something, so SAY YES! You now have your very own Ruby

Spice! w00t!

Alarm Clock:

Any time in Chapter 2 and beyond, go into Grant's house a little before he leaves for work. You might trigger this event. He basically tells you he doesn't need his Alarm Clock any more, and asks if you want it.

You can use it to get up at specific times. Be careful, though, and make sure you get enough sleep. Ya don't want to be too tired the next day.

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07.1

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I don't know how much of this you may consider to be a spoiler or not, but just in case I thought I'd let you know.

Basics:

The girls each have things they love/like/dislike/hate. Find what they like and use that.

You can find a girl's affection for you by reading her diary (and, no, she doesn't mind you reading it right in front of her...).

Rating is:

- One Green Heart: She knows you exist.
- One Red Heart: She knows you exist and knows you are available.
- Two Red Hearts: She's getting to know you better. Nothing special yet, but...
- Three Red Hearts: She's gotten to know you very well, and is pretty sure you have something going.
- Four Red Hearts: She's head-over-heels in love with you. You can propose now.

Proposing (good):

Any time during 1 Summer, in the first Year, that you have a girl at Three Red Hearts, the Harvest Sprites will give you a Blue Feather. Use this to propose to the girl of your choice. She will accept ONLY when she's at Four Red Hearts.

Proposing (evil):

Once you have the Blue Feather, you can boost the affection of one of the girls by being evil... When you show the BF to a girl she'll ask whether you are proposing to her or not and you have a simple Yes or No answer. If you answer "No" then she'll get all ticked at you about being a jerk and stuff. If you do this to two of the girls, then the third will like you better.

NOTE: This is untested by me, but it was in the Nintendo Power AWL Mini-Guide, so it's sure to work.

I wouldn't do this though, since you're gonna have to live with the two girls you just dissed for 30 years... The game IS about building relationships after all... but it was listed as a last-ditch effort to get Nami to like you if you have trouble...

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07.2

07.2.1

Nami: From the Manual: "Like Tim and Ruby, Nami is a world traveler who stopped in Forget-Me-Not Valley and forgot to leave."

Nifty Fact: Nami is one of the few names in the American version of the game that WASN'T translated. Its Japanese meaning is "Wave". I don't think she's connected in any way to the boat on the Beach, though, since it's been reported that she doesn't leave in it...

My thoughts: Nami reminds me most of Karen from the other HM games... Sort of a mix between Karen and Cliff (You'll understand later :P) She's... different from the others. You can tell she has a back-story. As far as I can tell, she's had some problems with her family, although what I don't know. She's been traveling around the world, but for some reason, she's drawn to Forget Valley. She's been there a year and hasn't been able to leave...

Lives: At the Inn, Upstairs in the room on the left.

Hours: Wakes up around 6-9 A.M. and goes to bed around 9-10 P.M. but her schedule is VERY erratic. Sometimes she's up waaay early and sometimes she's out all night.

Works: Nowhere.

Hours: N/A

When not at work: Look around town. She wanders around town all day, taking in the scenery. She likes the area around the Blue Bar, tho. Look in the square, and up the hill towards the mansion, and in the mansion grounds. She may also wander out towards Gustafa's yurt. I've only seen her enter the Inn, the Blue Bar, Gustafa's Yurt, and Cody's Trailer.

Diary: On the table near the window in her room, on the left. You can only get to it while she's in her room and she's only in her room for about 10-15 minutes in the morning and 10-15 minutes at night,

so if you want to see it, you have to be waiting for her at the door.

Likes: Not much... She likes Fossils and Statues from the Archaeology Dig BUT NOT Pretty Ores or Old Coins (EXCEPT Silver Coins). She also likes Trick Blue Flowers, which only grow in the Fall. She's mildly interested in Fruits and Vegetables from your farm, and she DOES like your home-cooking. She's particularly fond of Curry, but most dishes will do. I've given her a Tomamelo salad and she wants me to "Let her know if I make it again".

Dislikes: Pretty much everything else.

Personality: She's a clam. She doesn't talk much, and seems pretty cynical. Of course, this is just because she doesn't have very good "People Skills", but she often comes off as being angry or disinterested.

If I marry her: She gets up around 7 A.M. and goes to bed around 10 P.M. unless she's out on the town. She's not at home much, and she may even go up to Mineral Town, although she's usually around the Farm, at the Bar, or at the Spring. And, yes, she DOES become less cynical and more... normal and happy after you marry her.

If I DON'T marry her: Then she leaves town. Having run out of money to pay for her room at the inn, and not wanting to have to bum off of Tim and Ruby, she finally makes up her mind to leave Forget Valley. Will she come back? Only time will tell...

My son: He'll have Nami's quiet, collected attitude, along with her fiery red hair. He wears blue and white, and has blue eyes.

07.2.2

Celia: From the manual: "Compassionate for people and animals, Celia is the perfect counterbalance to Vesta's overbearing personality. She loves planets--especially flowers."

My thoughts: Celia is a down-to-earth, friendly person. She loves anything you grow on your farm, along with flowers. Only problem is that whenever you talk to her indoors (which is most of the time) all of her dialogue is ended with a question on whether or not you wanna buy something. Just gets a little annoying...

Lives: Vesta Farm
Hours: ? to ?

Works: Vesta Farm
Hours: ? to ?

NOTE: As you can see, I'm not too sure about Celia's timing, so help would be appreciated. Also note that it's somewhat random, as she's indoors a lot some days, and sometimes she's always outside.

When not at work: Look in the house, upstairs (or should I say, upladder :P). She's also outside around Vesta Farm, and up by the pond (where the Sprites live). She may also wander

randomly through town... But mostly she's in her room.

Diary: Under her bed.

Likes: Flowers, produce, Home-Cooking, Clay Artifacts from the Dig, and Crystals from the Dig.

Dislikes: Bones (from the Dig)

Personality: An all-around nice person. She's cheery and she knows a lot about farming. Only problem is she doesn't get out much. She also has an interesting future ahead of her...

If I marry her: She gets up around 6 AM and goes to bed around 10 PM. Unlike the others, she doesn't go out of the house very much.

If I DON'T marry her: She acquires a bit of Vesta's temperament. Doesn't like the fact that she never married, and adopts the view that all men are lazy bums. Never really gets along with Marlin all that well... You get to see this played out in some scenes much later in the game.

My son: He'll be friendly, just like his mom. He'll wear two shades of green, have dark brown eyes, and have brown hair.

07.2.3

Muffy: From the manual: "Muffy toils behind the counter of the Blue Bar and works her charm on eligible bachelors. She would love to marry the right man and raise a family."

Nifty Fact: Muffy's had some bad luck with friends before. She's been Hurt several times, and doesn't want to go through it again. She's hoping you'll be different. Will you?

My thoughts: "Pretty to look at, but not much upstairs" comes quickly to mind. But fear not! There's more to Muffy than meets the eye (moving on...). She's actually fun to be around. She can often be found in the front or back rooms of the Bar, or out taking a stroll along the river. Reportedly, (By Nintendo Power) she doesn't like being bothered while she's working. You can talk to her, but leave the romance for when she's off-duty.

Lives: Blue Bar

Hours: Wakes up around 10 A.M. and goes to bed a bit after the Bar closes.

Works: Blue Bar

Hours: 1 P.M. to Closing

When not at work: Look for her around the River, or walking round town. She's also in the back room of the Bar before the Bar opens.

Diary: In the Blue Bar, on the table directly across the room from the entrance.

Likes: Flowers and Old Coins from the dig. I hear she doesn't like to be bothered while working, though.

Dislikes: Fish.

Personality: She's outgoing. She loves her job, and look up to Griffin. Much as she like Griffin, though, she doesn't want to be a barmaid forever...

If I marry her: She gets up around 8 A.M and goes to bed around 11 P.M. unless she's out on the town. She leaves the house a lot, but doesn't often go very far.

If I DON'T marry her: Not too sure, but she doesn't like the fact that she never married.

My son: He'll be energetic and outgoing, much like his mother. He'll wear red and blue, have green eyes, and blonde hair.

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Just like in most other HM games, each girl has a series of Events that occur depending on her heart level. UNLIKE most other HM games, they are entirely optional. You don't have to see any of them to get married (but they do count towards her heart level).

As you might expect, there are quite a few of them for each one... about seven for every girl.

REMEBER! Heart Events are one-shot so if you screw it up somehow and answer the questions wrong, then you can't repeat it except by reloading your game and triggering the Event again.

ALSO: I don't think you have to trigger them in order. I may depend since I couldn't get Nami's third event before I got her second, but I got some of Celia's out of order...

NOTE: Proposing to a girl disables ALL other scenes for ALL girls. SO, if you propose to, say, Celia after seeing her second Heart Scene, and she accepts, you won't be able to see the rest of her scenes, nor any of Muffy or Nami's.

NOTE: Seeing a girl's last non-engagement Heart Event precludes seeing any other girl's last non-engagement Heart Event.

Example: Seeing Muffy's "Making a Date of It" Scene will make it so you CAN'T see either Nami or Celia's "A Cry for Help" Scenes.

Thanks go out to Jenn and September from the HM Forums over at HM Otaku for helping to prove my theory ^_^

Note that you can still marry anyone, just not see any more FPE Scenes.

NOTE: Specific timing and info on events I haven't actually done comes from www.hmotaku.net (Not a direct rip. I'm not that cheap ^_^)

NOTE: Seeing the Final Pre-Engagement Scene of a girl means that she's the one that will come propose to you on Spring 1 of Year 2. So BE CAREFUL NOT TO TRIGGER one for a girl you don't intend to marry!

NOTE: Seeing the Final Pre-Engagement Scene of a girl and then proposing to another girl will set up the "Betrayal" Scene of the girl who's FPE Scene you had seen. This is triggered the next time you enter your house. To avoid this, simply propose to the other girl on Winter 10 and don't go back to your house. At Midnight you'll see the normal Marriage/Endgame scene, and won't have triggered the "Betrayal" Scene.

7.3.1 Nami

General info: Nami's different from the other girls in that she likes to be left alone most of the time. The general rule is don't bother her and don't ask her questions.

1. Out for a Walk

Any time after she's at One (Red) Heart, leave your house around noon and you'll see Nami looking out over your pasture. You'll automatically go up and talk to her. She'll tell you she's fine and that you should get back to work. If you want things to end well, select Option Two (Whatever you say...). She'll decide to take a look around your farm after that.

2. Chat at the Bar

This is THE HARDEST Heart Event to get. There are several conditions that have to be met:

1. Nami must be at Two Hearts.
2. The Bar has to be open.
3. The Bar must be empty except for Griffin, Muffy, and Nami.
4. Muffy must be in the front room of the bar.

Optional:

1. Have around 300-400 G or so.

So you can see how it's hard to accomplish this. you basically have to follow her around all day waiting for her to enter the bar. I think she'll also only try and commence this event once per day, so if she enters the Bar and immediately exits, then you know some of the criteria were not met, and you have to try again tomorrow.

When you finally get the event (YAY! Pat yourself on the back.) make sure to pick Option 1 and then Option 2 then Option 3 and finally Option 1. Why do ya need the cash? the last option you pick is where you pay for Nami's drinks :D

3. Where's Nami?

When you have here up to Three Hearts, Enter your house around 8 A.M. You'll immediately hear a knock on the door and go back outside. It's Tim and Ruby! They haven't seen Nami and are worried she's left Forget Valley. They want to know if you've seen her, and if you'll help look for her. Select Option 2. You'll then go off to search for her, but won't find anything. You'll return to the Inn and will be talking to Tim and Ruby outside when Nami will come up and ask what everyone's doing and when's lunch (o_0). Tim and Ruby will be ecstatic that she's back and ask her what happened. She'll then basically say "Oops... When I got hungry I forgot that I was leaving town and came back for lunch." Tim and Ruby will go in to fix lunch, and Nami will follow them. You'll overhear her saying that you shouldn't worry about her so much.

4. Mail Call

When you've finally managed to get Nami up to Four Hearts (not hard if ya do it right), you'll be able to trigger her last non-proposal event. Enter the Inn late at night (around 5-6 P.M) when Tim will still be up and Nami's already in the Inn (follow her around like Event 2). Tim will tell Nami her father called last night and Nami will be sorry to hear that. She'll ask if she can have her mail, and Tim gives her a letter. I don't know what it says, but basically she needs a job. She asks Tim if he needs help around the Inn, and he says he'd love for her to work at the Inn. She thinks about it for a minute and decides against it anyway. As she's leaving the Inn, Tim points out that you're here as well. She then proceeds to ask you if it's all right to help around your farm. You can either say yes or no. What do you think :P If you have any common sense at all you'll agree. She'll think about it for a minute, and again, she'll change her mind (wha?). Apparently she's not one to live off the kindness of others...

5. A Cry For Help

Here's the first of the Proposal-Events. Late at night, during the Winter, enter the Inn (around 5-6 like last time I should think... and make sure Nami's in the Inn too) and Tim will be glad to see you. He says that Nami's been looking more despondent than usual (is that really possible?) and thinks you could cheer her up. As he says this, Nami walks downstairs and Tim will try and get her attention. She ignores him and walks out anyway. You automatically agree to go after her. You'll automatically find her at the Beach, crying. As soon as she notices you, she'll try and compose herself... but you already know something's wrong. She'll break down and tell you she's finally run out of money and has to leave Forget Valley. She wants to stay, but can't bring herself to bum off of Tim and Ruby. You'll now have two options, 1) So long, and 2) Work with me. If you've come all this way, you obviously want to marry Nami, so go ahead and pick Option 2. She'll be ecstatic. No, really, Nami will be happy. Now, after the end of the year, She'll come to live with you no matter what (this is a mini-proposal of sorts). (Thanks to PllnSPULLEN for giving me the correct version of this event!)

HINTS: I've heard many ways of getting this event if you are having trouble (thanks to those on the HM Forums for giving me some help ^_^):

1. Try any time between 6 PM and 2 AM.
2. Don't follow Nami around.

3. Nami may not have to be in the Inn for it to trigger (o_0)

4. Try after Midnight.

NOTE: Just in case you were wondering about the religious implications of her living with you without actually being married, you technically do. After the first year, the Blue Feather magically disappears from your inventory. This leads to the assumption that you do indeed get married. I guess you two figured you might as well if you're gonna be working together...

Note: Don't worry, tho, since the Blue Feather doesn't disappear until after Midnight on Winter 10, so you have until then to properly propose to Nami.

NOTE: DON'T see this event if you want to see all the events of another girl. Like I said earlier, this will lock-out the final pre-engagement scene of both other girls.

6. Proposal the Normal Way

Any time after you have Nami at Four Hearts, you can propose to her with the Blue Feather that the Sprites gave you. Simply take it out and show it to her. She'll ask you if you're proposing and you can say yes or no. WHATEVER YOU DO DON'T SAY NO! That REALLY makes the girls mad. Now, assuming you said yes, one of two things will happen:

If you haven't seen Event 5, she won't immediately know what the Feather is for (she's not from around here...). You'll explain it to her and she'll accept your proposal.

If you have seen Event 5, she will know what it's for, and accept right away.

Either way, assuming you did this at Four Hearts, she'll accept and you'll be engaged for the rest of the Year. At the end of the year, you'll have the wedding.

7. Proposal the Lazy Way

Why do all that work of proposing to her yourself when you can get her to do all the work for you! Just get her up to Four Hearts (or at least make SURE she has the Highest Heart Level of the three girls) and at the end of the Year, she'll come to your house and tell you she's out of money and has to leave... but since you are such great friends she thought you might not mind if she moved in with you. You can say yes or no (come on, do I have to tell you?) and if you say yes, she'll be REALLY happy. She'll run out and tell Tim and ruby, and everyone else too. Then you'll have the wedding.

NOTE: This won't happen if you saw Event 5 (for obvious reasons).

8. Betrayal

UPDATE: Jenn over at HMForums has confirmed that Nami has no "Betrayal" Scene, since in her "A Cry For Help" you basically propose.

UPDATE: I'm not so sure... After receiving the updated info on "A Cry for Help" from PllnSPULLEN, I can't see why you wouldn't be able to marry someone else since you keep the Blue Feather...

7.3.2 Celia

General info: Celia is somewhat shy. She doesn't leave the house very often. When she does, she stays around Vesta Farm mostly. You don't know it yet, but she has a difficult decision ahead of her. She lives at Vesta Farm with her dad, Marlin and her aunt (Marlin's sister) Vesta.

1. Flower Power

Once you have Celia at One Heart, head up to Vesta Farm at a time when Celia is outside. Enter and exit the house and she'll be working in the fields. You'll go over and talk with her. She ask you if farm work bothers you. Pick Option 2. She'll then tell you that she likes working with plants because she thinks it makes her stronger. She'll ask if you think that sounds silly and you'll automatically say no.

2. Meditation

With Two Hearts in her Diary, leave your house around noon and you'll see Celia on the path towards the Spring. She'll walk off and you'll follow her. She'll tell you she likes relaxing here, and asks you to be quiet for a minute. Pick Option 1. She'll then ask you another question, agree with this one too (Option 1).

3. Shopping Day

Note that by this time (2-3 hearts), Marlin will start to dislike you a bit... You'll find out why later.

Go over to Vesta Farm after Celia has Three Hearts, and when she's in the house alone and Marlin and Vesta are in the other building. Try entering the house. Celia will come out the door as you knock. She'll say something, and you'll have the option of asking if she wants to do something (Option 2). If you decide to do something together, she'll agree, and you'll be on your way out when Marlin will come out and see you two. He'll become slightly irate and remind Celia she has to go shopping today (though that's not why he's mad ^_^). You can the offer to accompany her (Opt. 2). If you try that, it'll make Marlin REALLY mad and he'll start making fun you. This makes Celia angry and she starts yelling at Marlin (happy family, eh?). Hearing all the commotion, Vesta will come out and ask what's going on. Being the evil, plotting man he is, Marlin will say you were keeping Celia from going shopping. Celia gets angry again and refutes Marlin. You can then either agree that it's Marlin's fault, or apologize for bothering Celia (Opt. 2). Apologize (yes, apologize), and Celia will then ask you to accompany her while she walks to town (now Marlin can't say anything or he'll show his hand). While you walk, Celia will apologize for Marlin.

4. Answers

Now you get to know why Marlin dislikes you!

At Three Hearts, go to Vesta Farm when Celia is inside. Just like Event 3, she'll come out as you knock. She'll ask you to go to the spring with her. Agree. She'll seem preoccupied as you walk there. Ask her if there's something wrong (Opt. 1) and she'll tell you that she's in an arranged marriage (this is why Marlin dislikes you. You pose a threat to the arranged marriage!). She's going to have to meet her future husband soon, but she doesn't really want to go through with the marriage... but she also doesn't want to tell that to Vesta... You can pick either answer, it doesn't really matter. Either way, Celia will still be worried.

5. Eavesdropping

This is somewhat hard to get... you have to enter the house on Vesta Farm when you are at Three Hearts with Celia, and when Marlin, Vesta, and Celia are all downstairs. No one will notice you enter, and you'll see Marlin yelling at Celia for seeing the man she's supposed to marry without telling him. Vesta tells him it's none of his business. Marlin demands Celia tell him what she's decided. Vesta, more irate now, tells Marlin to shut up and leave Celia alone, it's her decision. THEN they notice you (I'd like to see your characters face after seeing everybody at Vesta Farm so angry...). You can say you just got there (i.e. heard nothing), and you should do that (Opt. 1). Vesta will then tell you Celia decided to meet her future husband. She'll then ask Celia what she thought of him. Celia will say he's nice, glance at you, and say she needs more time to think about it.

6. A Cry For Help

Yes, I know, this has the same name as Nami's 5th Event, but they're fundamentally the same.

AFTER you've seen Event 5, exit your house after 6 A.M. Vesta and Tak will be there, and Vesta will be frantic. She can't find Celia anywhere. Marlin will come up and say he can't find here either. Vesta will ask you to help find her, and you'll automatically agree. Knowing Celia, you go look for her at the Spring, but she's not there. Dejected, you go back home and see Celia talking to your dog (o_0). You run over and Celia tells you she decided to break off the engagement, because she's in love with you! You can either tell her you love her too, or destroy the very fabric of all her hopes and dreams and tell her no. I wonder which you should pick...

Anyhoo, assuming you pick Option 1, Celia will become overjoyed and run back to Vesta Farm to tell everybody the news.

This, like Nami's 5th Event, means Celia is marrying you at the end of Chapter 1.

NOTE: DON'T see this event if you want to see all the events of another girl. Like I said earlier, this will lock-out the final pre-engagement scene of both other girls.

Need help with this Heart Event? Kayla sends along some hints:

1. Get up around 6 AM and leave the house a few minutes afterwards.
2. Make sure it isn't raining or snowing.

7. Proposal the Normal Way

Give the Blue Feather to Celia any time after she has Four Hearts and she'll ask you if it's really for her. Say yes and she'll agree to marry you. Say no and she'll get REALLY ticked off.

If you saw Event 6, then she won't ask if it's for her, but accept it right away.

8. Proposal the Lazy Way

At the end of Year 1, if you haven't proposed, and Celia likes you best, she'll come and ask you if you want to get married. Say yes and you propose to her with the Blue Feather and get married. Say no and it's Game Over.

9. Betrayal

Supposing you decide to Propose to another girl AFTER seeing Celia's "A

Cry for Help" scene, you'll get a special scene soon after... probably the next time you try and enter your house.

After attempting to enter your house, Celia and Marlin will come up. Marlin's VERY ticked at you. Celia doesn't want to be here, but she's trying to make sure Marlin doesn't kill you or something.

Anyway, Marlin lets into you for screwing up his plans for Celia and then not even bothering to marry her. Expect the Vesta Farm Crew to be a little antagonistic towards you for a while...

7.3.3 Muffy

General Info: Muffy is outgoing and energetic. She's in the market for a husband, and you seem like a good choice.

1. HELP!

At One (Red) Heart, exit your house somewhere around late afternoon. Tak will see you and come up and talk with you. While you talk, you'll hear your dog barking and Muffy screaming. Apparently, your dog's got her cornered and she's a bit afraid of dogs (^_^). You automatically run over and get your dog to leave her alone. Tak will walk off (he's not a people person) and Muffy will apologize for interrupting you. Tell her it's ok (Opt. 1) and ask her if she's all right (Opt. 1). She's fine, and was just coming to take a look around.

2. Oops!

Try and enter the Blue Bar after she has Two Hearts in her Diary, around evening, and Muffy will come out as you try and enter (What's with all these people who come out as you try to come in?). She'll be flustered because she broke some dishes. Listen to her (Opt. 1) and she'll feel better.

3. Belonging

At Three Hearts, leave your house in the afternoon, and you find Muffy out walking around on the road. She's just back from the wedding of a friend in the city (Perhaps one of the characters in FoMT?) and she's in a quandary. Her friends at the wedding all thought it was funny that she was working as a barmaid in Forget Valley, and she wonders if she should move back to the city. Tell her she belongs in the valley (Opt. 2) and she'll be happy.

4. A Walk at Night

Try and go to bed around 6-8 P.M. with Four Hearts in her Diary, and Muffy will come to your house and ask if she can stay a while. She thinks someone's stalking her (ahh... the adventures of life in a small town, eh?). Agree (Opt. 1) and you'll talk for a bit. Then someone else will knock on the door. It's Griffin! He was just following her around for some reason. You'll all laugh about it and Muffy and Griffin will go back to the Bar.

5. Making a Date of It

Finally! You get to go out on a date with someone!

At Four Hearts, go into the Bar around noon. Muffy will ask you to go to the back room with her. She'll then tell you how bored she is today, since business has been slow. You can then ask her out on a date (Opt. 1)! She'll agree right away. When you get back, she'll tell you she had a great time.

NOTE: DON'T see this event if you want to see all the events of another girl. Like I said earlier, this will lock-out the final pre-engagement scene of both other girls.

6. Proposal the Normal Way

Muffy's the only one without a "Cry For Help" Event.

You know the drill, give her the Blue Feather after she's at Four Hearts and she'll ask you if it's for her. If you agree, you get married at the end of the Year. If you've seen Event 5, she'll know it's for her right away, MEANING BE CAREFUL 'CAUSE YOU CAN'T SAY NO!

7. Proposal the Lazy Way

At the end of the Year, if Muffy likes you best and you haven't proposed, she'll come up to your house while you're sleeping and find your Blue Feather. She'll be there when you wake up, telling you how cute you look when you're startled. She'll then take you YOUR blue feather and ask you why you have it. You'll get the chance to propose to her. PROPOSE OR GAME OVER.

When ya propose, she'll run back to the Bar and tell Griffin. You'll follow and then have the wedding.

8. Betrayal

Just like Celia, if you see her "Making a Date of It" Scene, and then proceed to propose to someone else, you' get this scene.

Attempt to enter your house after having proposed to someone else, and you hear Muffy come up behind you. She's completely broken.

"I don't even know why I'm here..."
<turns to leave, walks a little ways, and turns back>
"I was serious about you."

Now don't you feel awful?

ALSO: Note that it is possible that even if you use my trick to avoid the "Betrayal" Scene you may still be able to occasionally encounter Muffy on the Beach, at certain times after Year 1, reminiscing about you...

"Don't you just love your son? You must be very happy..."
<pause>
"I didn't feel like talking to anyone that night..."

(Quoted from a paraphrase by September).

Yep, this game can make you hate yourself. Yep.

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One of two things will cause this:

1. You propose to a girl, and get married on Spring 1 of Year 2.

2. You neglect to propose, but the girl that likes you best comes and proposes to YOU. If all the girls like you the same amount, it's probably then the one you've see the most Heart Events for. If they are all the same Heart Level, and you've seen the same number of Events, it's then most likely random, or the one you last saw an event with. Alternatively, the girl who's FPE Scene you've seen will always propose. Regardless.

NOTE: The scenes where the girl proposes to you doesn't mean you have the marriage scene. I think for Nami's she just moves in... although marriage is implied by the sudden disappearance of the Blue Feather...

The marriage scene basically runs like this:

You wake up, and walk to the girl's house. She meets you, along with her fellow housemates. After some dialogue, you go off to tell the rest of the town.

For bonus points, look closely and watch for Murrey following behind you, raiding everyone's house while they are out congratulating you ^_^

When you tell the folks at Romana's Villa, you'll see a short scene that showcases the fact that Lumina had a crush on you. Don't worry, she won't hold it against you.

Note: If you DIDN'T marry Nami, then at some pint during the Wedding, you'll see her leaving town. More on this later.

Then you go back to the farm and Tak asks the girl what she's gonna call you from now on.

"Can't we just go on as before?" - Nami

Remember, like all names, this is PERMANENT. So pick something you'll like being called for another 29 years ^_^

I stuck with my normal name, for simplicity. Besides, Nami wanted it that way.

NOTE:

Assuming you have waited for the girl to propose to you, then you HAVE to accept HER proposal to advance the game!

She's the only one who'll propose. If you decline her proposal, not only will you create a particularly sad scene (like I did with Muffy...) but you'll also loose. You will NOT be proposed to by the other girls, no matter what their Heart Level was.

And that brings us to:

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If you DON'T marry anyone, and refuse the girl's proposal, then you loose.

Like I said earlier, you HAVE to get married.

Here's the scene:

<Tak, talking to your father again>:

"Well, I guess he had something different in mind..."

<Cut to angle shot of the road outside Tak's House. You pass by him on your way out>:

"What are you still doing here? Don't you have a life goal or something?"

Well, best of luck on that."

And that's it. Game Over, man. GAME OVER. I hope you saved not too long ago. Now, reload and marry someone.

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There are a lot of other characters you have to meet in the game. Here's a list of them:

NOTE: Lists of Likes and Dislikes are compiled from my own experience and those listed on www.hmota.net

Year 1:

Tim: He owns the Inner Inn with his wife, Ruby. He's a world traveler, and, like Nami, he got "stuck" in Forget-Me-Not Valley.

Likes: Milk, butter, stuff from the Dig, flowers, fruit punch, cheese, sashimi, fruit juice, goat's milk

Dislikes: Curry (wha...?)

Ruby: Tim's wife, and the best cook in town. You can get Curry Spice from her later.

Likes: Produce, Flowers, Crystals from the Dig, and items for cooking

Dislikes: Your Dog

Rock: The son of Tim and Ruby (adopted maybe?). Stereotypical kid who loves partying, having fun, and nothing else. When he's at the Inn (which is rare) you can challenge him to a milk-drinking duel.

Likes: Mist Moon flowers, fodder, human-shaped artifacts, coins, mushroom gratin, butter, Tomamelo salad, cheese, earth soup, Toy Flowers, Milk

Dislikes: Other kinds of Flowers

Galen: A retiree from the city who likes the quiet of the Valley, but is a bit bored at times. Lives with his wife Nina.

Likes: S Quality Produce, Fish, Fish Dishes, Apples

Dislikes: Produce under S Quality (picky eater, eh?)

Nina: Galen's wife. She loves Forget Valley and wants to live there for the rest of her life.

Likes: Produce, Flowers, Milk

Dislikes: ? (maybe nothing?)

Chris: Wally's wife, and mother of Hugh. She goes to work in Mineral Town every day.

Likes: Flowers, Produce, Apples, Milk, Apple Juice

Dislikes: Vegetable Cake

Wally: Chris' husband, and father of Hugh. He's an exercise maniac. All he does is run around Forget Valley all day long.

Likes: Eggs, milk, coins, sashimi, cheese

Dislikes: ?

Hugh: Son of Chris and Wally. He loves exercising with his dad. When not exercising, you can often find him at the Spring.

Likes: Milk (Only in Chapter 1), coins, blue Crystals

Dislikes: ?

Griffin: Lives in and runs the Blue Bar. Muffy lives with him, and regards him as a close friend.

Likes: Fish, coins, sashimi, Mist Moon flowers, Trick Blue flowers, crystals, golden eggs

Dislikes: Butter

Romana: Lives in the manor on the hill. Lives with her butler, Sebastian, her granddaughter, Lumina, and her two cats.

NOTE: You can't give her stuff while she's sitting in her rocking chair.

Likes: Flowers, Produce, Milk, records, Stuff from the Dig EXCEPT Bones

Dislikes: Cheese, Fish

Sebastian: Has been working for Romana as her butler most of his life. He grew up with Romana. Loves painting.

Likes: Eggs, Milk, Cheese, Stuff from the Dig except Bones, Butter, Produce

Dislikes: ?

Lumina: Granddaughter of Romana. She's learning how to play the piano, and is pretty good at it, though she does feel some... unintended pressure from Romana to excel at it. She also has a crush on you.

Likes: Flowers, fried sweet potato, strawberry cake, Ores

Dislikes: ?

Special: Your son can marry her.

Vesta: Lives on Vesta Farm (duh) with Marlin and Celia. Big and boisterous, she tells it like it is. She's also helpful because she'll tell you what to grow each season.

Likes: Milk, flowers, crystals, earth soup, curry, gratin, Produce

Dislikes: ?

Marlin: Lives on Vesta Farm with Vesta and Celia. He moved to the Valley for a healthier lifestyle, and is becoming quite the agriculturist.

Likes: Vegetables of S quality, records, strength and stamina potions

Dislikes: Pretty much everything else

Kassey: 1/2 of the Pyrotechnician Twins. Lives with his brother Patrick. The Bros. are almost identical, except for their clothes. Kassey wears blue overalls with a smiley face on the front. Interestingly... he has a crush on Muffy! Don't worry, though. He's no threat to your aspirations.

Likes: Flowers, crystals, tomato-carrot salad

Dislikes: Pickled turnips

Patrick: The other half of the Pyro. Twins. Lives with his brother Kassey and wears green overalls with a flower on the front.

Daryl: Every town's got a mad scientist, right? Well Forget Valley's no exception. Daryl spends most of his time wandering around your farm.

Likes: Fish (Especially Snelt), Eggs (especially golden eggs), bones, coins, earth soup

Dislikes: Flowers and a lot of other stuff

Carter: Archaeologist who lives in the tent at the dig. He's dedicated his life to uncovering the ruins under the Valley. He'll always accept an offer of help with the dig, and he'll even let you keep anything unimportant you find!

Likes: Melons, cheese, sashimi

Dislikes: ?

Flora: Lives in the tent with Carter and works on the dig with him. They aren't married... but I bet they get married later in the game...

Likes: fish, cheese, butter, milk, curry, mushroom curry

Dislikes: Fruits and vegetables below S quality

Gustafa: Local town minstrel. Lives in his yurt. Likes music, and often wanders around in the forest. You can also find him at the Bar.

Has a crush on Nami (yeah, that's gonna work out), but he's no opposition to you.

Likes: Flowers, stuff from the Dig, curry, mushroom curry

Dislikes: ?

Dr. Hardy: Local doctor and Romana's physician. Likes to talk to people and give advice on health matters. Looks more like an assistant for Daryl, but he's really a nice guy.

Likes: Bones, fish, flowers

Dislikes: Curry

Van: Traveling salesman. Doesn't live in Forget Valley, but comes into town at least twice a season. Likes to chat with Tim and Ruby when he's not hawking his wares. You can sell your stuff to him, and buy some rare items from him... especially if you link with FoMT. He's on the Matkins Diet.

Likes: Eggs, stuff from the Dig, curry

Dislikes: Butter

Cody: Cody lives in his trailer house, working on his art projects. He seems a little gruff at first, but he's nice once you get to know him. You can often find him out wandering, looking for inspiration from nature.

Likes: Flowers, crystals, bones, Produce

Dislikes: Curry

Murrey: Murrey is an enigma. He's not from around here... says he comes from Po-Po Valley. He wants to go home, but doesn't have enough cash, so you can often find him begging for money next to the in. Beware, lest he pillage your farm while you are away (doesn't happen often, and you can catch him and get stuff back).

Likes: All food except food made from fish, fodder, bones, wool

Dislikes: fish dishes and fish.

Takakura: Tak was your Father's partner, and founded the Farm with him. Your father saved him from some big trouble, so he's deeply indebted to your father...

Likes: Milk, Eggs, Crops, Home Cooking

Dislikes: ?

Nik, Nak, and Flak: These are the Harvest Sprites. They don't offer their services, like in FoMT, but they do keep up with the goings-on of your farm, and play several crucial roles in the game.

Likes: ?

Dislikes: When you forage in the woods: "If you take all the food in the forest, then there'll be no

ledger) so he can go get the horse for you.

Here Kitty Kitty Kitty...:

Any time in Fall of any year starting Year 1 of Chapter 2, Romana may drop by and offer you a cat, if you two are good enough friends. If you accept, The cat will function in the same way as the dog, except that you don't really need to do ANYTHING for it. It just lives outside and hangs around the farm.

South of the Border:

Carter's a man with a mission: Uncover the secrets of the ancient ruins under Forget-Me-Not Valley and he needs your help. As you dig for artifacts (to give to Nami, of course ^_^) you may occasionally stumble upon super-rare artifacts. I've outlined these in my "Mining" section above, so refer to that. But my point here is, that once you collect all the special artifacts, Carter will give you a Chihuahua! This acts like your normal dog, but I'm not sure you can train it... so it may be more like the cat in function...

Note: I'm not absolutely sure about the details of the Chihuahua, so more info would be appreciated!

People Events:

08.2.2

Nami's Return:

You didn't think anyone could escape the Valley, did you?

<insert evil laugh>

Note: This only happens if you DON'T marry Nami (for rather obvious reasons) as if you marry someone else, she leaves town during the wedding.

Anyhoo, Year 1, Chapter 2, any evening at the Blue Bar. Enter right after Muffy leaves and you might trigger this event. Basically, you'll see Patrick, Gustafa, and Cody reminiscing about Nami, when Carter drops by for a drink. He overhears them and mentions something about seeing her not long ago. The guys spaz and tackle Carter with questions about where she is. The three of them bust out of the Bar to go search for her, leaving a bewildered Carter to his drink, and Griffin asks if you're gonna stay or go look. Well WHAT DO YOU THINK YOU SHOULD DO?! After you say you're gonna leave, you step out only to find everyone triumphantly returning after having found her. Everybody gets together and catches up on what's been going on, etc. Tim and Ruby are, of course, crazy happy that she's back, and gladly welcome her back to the inn.

Note: If you miss this event, Nami comes back anyway during the next year.

Gather 'round the Well:

I Chapter 2, enter and exit the Clinic on a sunny day while both Samantha and Chris are outside. You might trigger this event, wherein the two of them talk together by the Well. Exciting! :P

Chris' OTHER job:

IF you become good friends with Chris, she will eventually start asking if you want your fortune read. Nothing super special, but it's neat nevertheless. Might be handy if you're having a hard time getting to Nami's Diary and need to know how close you are.

THIEF! Or is he?:

You may run into Murrey on your Farm, stealing food from your Cold Storage (note that this WILL require you to have something in your Cold Storage). You'll run over to him and he'll tell you he found some food. You'll look puzzled, and be able to tell him either (1) YAY! or (2) Give that back! (not sure about the order, but you get the idea).

Things to keep in mind BEFORE picking an option:

1. You have to understand Murrey's mind. He thinks he's just found a nifty source of free food. He doesn't know it's yours (he's kinda slow I guess...).
2. This is a prime example of why I have that weird section at the beginning of the Story section in my FAQ (Section 09.1). Your decision here will affect your relationship with Murrey for (possibly) the rest of the game. Do you let him believe he's found a source of free food and make his day, at the expense of never being able to safely store food in your Cold Storage again? OR, do you tell him this is your food pile, and send him out hungry, preserving the use of your Cold Storage, but creating a fairly sad scene? Murrey's not an important character, per-se, but why not be nice to the homeless guy?
3. The Cold Storage is actually useless. Food and other items NEVER spoil, so you could keep something from the start of the game ALL THE WAY 'til the end of the game (in your Rucksack, mind you) and it'd still be ok!
4. I've heard that Murrey might also try and steal your crops once they ripen. I haven't had this happen to me either, but that might have more serious consequences if you let him keep your newly grown crop...

Event Events:

08.2.3

New Years Party:

Go to Romana's Villa in the afternoon or evening of the first day of Spring of any Year to trigger this event. You'll be invited to the Festival/Party where most of the Valley is coming to hang out and celebrate the New Year. Pay attention to Murrey during all this ^_^

Harvest Festival:

Go to the Blue Bar on the 5th of Fall during the afternoon, around 1:30 P.M., and Griffin will tell you that the Bar is closed today because it's been reserved. Then Vesta and the gang will bust in and see you. You'll be invited to help with the preparations. You'll of course oblige and start fixing the meal. Once everything is ready everyone is about to eat when Marlin tells you that you're gonna have to pay for the meal. Vesta about

plasters him into the wall, and Celia keeps the peace. You don't have to pay (you DID help, and all ^_^) and everyone has a good time (from that point on).

Daryl Events:

08.2.4

Daryl has a ton of events, mostly centering around his battles with Mukumuku and Murrey. One, though is of particular note:

Acquisition of Test Subjects:

I haven't gotten this scene yet, so I'm going to copy the email I got about this scene here:

8<-----

My daughter's character has not been friendly with Daryl and I suspect that she has neglected to remember to feed her dog every day. As a result, she had the following experience with Daryl.

1. Daryl shows up at her farm and is just standing there frozen. He won't talk to you and he won't move. He won't do anything and he doesn't go away.
2. She went back into her house for a moment and came back out to water plants and was taken to a cutscene with a close up of her face (surprised look) and Daryl coming out of the chicken coop with her rooster in his arms. He stole her rooster.

She went to try to talk to Daryl, but nothing different - he just tells her to leave his stuff alone.

8<-----

(Thanks Melanie and Madison!)

So, the moral of the story is, make sure you feed your Dog, and make sure to befriend Daryl (he likes fish).

Nemesis, Part I:

Daryl takes a keen interest to Mukumuku. Being the scientist he is, he can't let this interesting beast slip out of his grasp. As you progress through the game, you'll see excerpts from his ongoing battle with Mukumuku (and, oddly enough, Murrey).

To trigger this event, exit your house around 7:00-9:00 P.M. during the Fall of Year 1, Chapter 1 (the timing may be a bit random... You may get the event at an earlier time or date) and you'll see Daryl on the path up to the Spring. You'll follow him, and see him pondering something. He'll be walking back towards you and spot you. He'll start talking to you and eventually explaining all about his plans to capture the "being that lives in the forest" etc. etc. etc. and while he's doing this, that very "being" (which happens to be Mukumuku) comes up behind him. You freeze, and it takes a moment for Daryl to notice something's wrong. He turns around and sees Mukumuku. Mukumuku's friendly enough, but Daryl's terrified of him. Daryl freaks out, which makes Mukumuku freak out, and the scene ends with you leaving after the other two have run off in different directions.

Nemesis, Part II:

Daryl will now start trying to lay out traps for Mukumuku. He'll be setting food down in a line from the Spring down to his Lab.

To trigger these scenes, do as with "Nemesis, Part I". Expect to find this one later... maybe a month later...

Anyhoo, this time Daryl is laying out food when he sees you. He start explaining everything to you, and while he does so, Murrey runs up behind and sees the food on the ground. He immediately begins eating it all! You stare on in amazement, and Daryl eventually notices something's wrong again. He turns to see Murrey, and FREAKS. He's crazy mad. He yells about stuff and then storms off back to his lab, but not before tripping over something.

Nemesis, Part III:

Pretty much the same as "Part II", just occurs a month or two later.

Nemesis, Part IV:

Again, pretty much the same as "Part II", but occurring a moth or two after "Part III".

Lightning Rod:

go up to Daryl's Lab sometime when it's raining AND he's inside AND he's not asleep. You might trigger this event.

Basically, Daryl's busy working on a new project. He notices you entering, and asks what you want. You can either (1) say nothing and walk away, or (2) ask him what's going on. If you pick Option 2, he'll explain all about how he's going to harness the lighting to power the Valley... by his calculations one bolt should be enough for an entire year! He congratulates you on your luck on being present at the maiden test of this new Lightning-Harnessing invention. He flips it on, as you look on with a troubled expression. The screen flashes and the lights go out. Daryl tells you not to worry, that it's just a blown fuse. He replaces it, and comes back, mumbling about the invention needing work. You look worried as you leave.

Kid Spy:

Few things are as interesting to Daryl as live things. Your son is no exception. He can't pass up the rare opportunity to "Observe" your son. Simply exit your house sometime in the morning in Year 1, Chapter 2, and you might run into Daryl peeking in the side window.

Love Blooms Anywhere:

Any time during Chapter 2, go to the Dig, and dig until 5 P.M. After the usual "kindly-hand-over-the-important-artifacts" routine, Flora might walk up. She and Carter will start talking as you leave, and the Camera will cut to Daryl on the other side of the River, watching them. Apparently, he's in love with Flora! (Note: You can see "Flora" written on his blackboard in his Lab). Whilst daydreaming about blasting Carter out of his new Cannon, he manages to blow his cover, and everybody sees him spying on them. Another awkward scene for Daryl ^_^

Revenge Upon the Cows:

Daryl doesn't like cows. Exit your house at night, and you may see Daryl out plotting his revenge upon your Cattle (assuming you have your Cows out grazing, that is). As he's plotting to himself (out loud, mind you), one of the Cows will have had enough, and rush at him, stopping at the fence. Daryl will freak, and run screaming back to his Lab.

Van Events:

08.2.5

Van doesn't have as many or as varied events as Daryl, but he does have a few.

Matkins, Part I:

When Van comes to town (around 10:000-10:30 A.M.), check to see if he goes into the Inn before setting up shop. If he does, go in after him. You'll most likely trigger a Matkins Scene.

Basically, Romana told Van about the new Matkins Diet, and Van is reporting his "success" to Tim. After regaling Tim with a new story of the crazy stuff you're supposed to do whilst on the diet, he'll turn around and see you. He'll ask you what YOU think. You can now either congratulate him, or ruin his day. I wonder what you should do.

If you Congratulate him, he says thanks, and leaves the Inn filled with more enthusiasm for his diet than ever.

If, however, you burst his bubble and tell him the truth, that he's NOT actually loosing weight by walking around in circles and is as fat as he ever was, the music will get all sad, the camera will focus in on his face, and he'll almost start crying. He'll regain his composure a bit, tell you you're probably right, and leave sad and dejected. Way to go.

I wonder which you should pick?

Matkins, Part II:

Pretty much the same as "Part I", except it's a different activity he was trying on the Matkins Diet regimen.

Matkins, Part III:

Pretty much the same as "Part I", except it's a different activity he was trying on the Matkins Diet regimen.

Matkins, Part IV:

Pretty much the same as "Part I", except it's a different activity he was trying on the Matkins Diet regimen.

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09.1

"This is your Story." - Auron, FFX

Welcome to the meat of this FAQ. What you get out of this game is exactly what you put into it. What you take away from this is dependant on how well you perceive the actions of the other characters, and your own.

Not that HM:AWL is by any means deep. Yet it can still be experienced much differently depending on the way you approach the game.

To this end, I suggest you come prepared to make life-changing decisions. Come to play for real. Make sure you have fun and enjoy the game, but treat the characters in the game the way you'd treat your neighbors in real life.

Now, why all the melodramatic stuff here? Because AWL is unlike any other HM game before it. The decisions you make can have far-reaching consequences. Other may perceive your actions in a vastly different way than you intended them. Try to learn the way others think, and act accordingly.

And, by all means, being nice to the point of lying is by far the lesser of two evils.

Thus equipped with this advice, you may now set forth on your journey.

Welcome to the first day of the rest of your life ^_^

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09.2

Now that you know the basic controls, and have a good idea of which girl you want to pursue, lets get started!

When you start a new game, you'll have an opening cutscene. Takakura (henceforth to be known as "Tak") sets up the backstory, and introduces you to your new life as a farmer. He asks you what you want to name the farm, and lets you pick one of two dogs.

09.2.1

The Puppies:

You have your basic floppy-eared variety and your pointy-eared variety. Pick one and name it. It doesn't matter which one you choose, both are functionally the same, and Tak will take the other one and find a home for it. He'll then tell you he'll make a doghouse for you later.

Now that you've picked a puppy, lets continue with our intro.

Tak proceeds to show you around some more, and then takes you out to meet the townfolk. Tak will ask you how you want him to introduce you (what's your name?). Give yourself a name. Remember, all these names and decisions are permanent so make sure you like the name. You're gonna hear it for 30 years.

Once you're thru with all the introductions, Tak will take you home and remember that he bought you a cow to get you started (which you have to name).

Tak then suggests you get some sleep, and you do so.

Now the real fun begins!

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Welcome to the first of six chapters. This chapter will span one year, and here are your objectives:

Primary Objectives:

1. Pick one of the three girls and work on getting married. You MUST do this.
2. Familiarize yourself with the interface and how to be a farmer/rancher.

Secondary Objectives:

1. Get to know the town and its inhabitants.
2. Figure out where things grow and what people like.
3. Buy some Chickens.
4. Buy the Brush.
5. Learn the patterns of the townsfolk, when they get up, when they go to sleep, etc.

Optional Objectives:

1. Buy the Pond.
2. Buy the Fishing Pole.
3. Get to know Romana.

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Everything :P

This Chapter everything is new. In future chapters, I'll outline the changes from last chapter (if any) here.

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Since this is the first and only Year in Chapter 1, the Objectives and info

are the same as for the whole Chapter. In future Chapters and Years, I list what's specific to each year here.

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10.2.1

Some Chapters span multiple Years. I'll list any changes between years here.

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10.3

I'm not going to go through and list each thing you should do each day (since there are too many variables) but I will give you a rough outline of what you should have done by certain checkpoints.

I'll give you an overview of the first day though:

When you first wake up, you should watch the weather channel. Remember, the weather channel only forecasts for 12 hours, so if it's clear in the morning, it could rain later that evening.

If it's raining/gonna rain, make sure all your animals are in the barn or chicken coop.

If it's going to be a sunny day, let the barn animals out into the pasture.

Talk to and hug your cow, then milk it. Once you're done with that, gather up all the milk (it stacks to behind you to the right).

You should cut some of the grass outside until you have a bit stored up (15-20 is good). Plan on cutting a little bit every couple of days or so.

Now, grab the seeds from the storage shed, along with all the tools. Take out your Watering Can and fill it at the Well (next to the Chicken Coop).

Go to the farthest plantable field from your house (the largest one). Take out your Hoe and dig up two squares. Make sure there's one square of space between them. now, take out the bags of seeds, and plant one in each spot you just tilled. Then water them. Now, you may have to water them twice a day, just check on them once in the morning and once at night. Notice how the ground changed color where you watered? When it's back to it's normal color, it's time to water again.

Now, go to the food storage building, and go to the Order Book (left box in the middle of the room). Order a Female Chicken (Hen).

Now, this means your morning chores are done! You can now go explore the town and look for things to pick up. There're a couple of herbs on your farm.

Go out and meet some people, including the girls. It's best to decide sooner rather than later which one you want to marry.

Head up to the Dig around noon or 1 P.M. and help with the Dig. You should

only need to do this if you are counting on the artifacts for a source of income, or need more for gifts.

Assuming you've picked a girl out, find her and give her a gift. Give your girl a gift PER DAY. Doing that, you should potentially have her up to Four Hearts by mid-Summer or sooner.

Grab some flowers and give one to Romana. Now, you're probably wondering why you need to bother with the old lady, right? Well, if you become friends with her, she'll give you one of her cats in Year Two. And we all want a cat, don't we? Need more incentive? She'll also give you a special watering can for trees! Need more? Getting on Romana's good side helps get on Lumina's good side. Why's that important to you? It's not. Not to you, per se... but to your son... well... more on that later. (Thanks to Armand for pointing that last one out to me!)

By now, you should have a pretty good idea of what do in the game, at least for the basics. Spend the rest of the day roaming around the town, looking for wild plants and meeting people and figuring out their patterns. Around 6:00 P.M. head back to the Farm and water your crops again and hug/milk/talk to your cow again as well. Go inside and check the weather channel. If it says anything about rain, make sure to put your cow in the barn.

It should be getting pretty late, so go ahead and go to sleep. I'd suggest saving if you can. I'd also suggest getting your own memory card (if you have brothers or sisters) so you can use both save slots. That way you can use one as a backup a few days back in case something goes wrong (there are glitches in the game, and ya might screw up an event or something ^_^).

Take note of the "dream" you get while you sleep, and refer to my "Sleep" Section in "Gameplay Basics"

Now, While you sit and plan your farming empire, let me caution you as to something. Money isn't cheap. You'll spend a long time saving up to buy thing in the early part of the game, so don't get ahead of yourself. Secondly, unless you want to become quickly frustrated I'd suggest viewing crops as a secondary income source or as merely a "hobby" for your guy so you have ingredients for cooking (at least until you get the seed maker that is ^_^).

<MORE TO COME!>

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What? A FAQ within a FAQ? NO WAY! ^_^

I've gotten a few questions that couldn't be answered in a specific section, so I thought it was about time I made a FAQ section for my FAQ. I'll also list common questions here.

Q. Who's the best wife? (Contributed by Dakota)

A. There isn't a "Best Wife", per-se, as there aren't any real advantages to picking one wife over another (except perhaps the difference in their children). It really depends on which personality you like best. Get to know each one and see which one you like best. Personally I chose Nami, but you might like Celia or Muffy better.

Q. Can you have 2 kids or a girl? I'm a girl, and I would like to know.
(Dakota)

A. No, and no, unfortunately. You can only have one kid and it is ALWAYS a boy :(Interestingly, AWL: For Girls is coming out sometime soon (November I think) where you get to play as a girl instead of a guy.

Q. Where's the <Insert Old HM Festival Here>?! (Cont. by several people)

A. Not in AWL. They took out all the old Festivals, and put in "hidden" ones. You'll have to find them by being in the right place at the right time.

Q. When/where are the Horse Races?! (Cont. by several people)

A. Not in AWL. They took them out :(Don't ask me why they decided to take out the HORSE RACES. I mean, they've only been in MOST of the other HM games, and you have a Horse in AWL... but no Horse Races :(

Q. What do I have to do to be able to make Recipes other than Soups and Salads? (Cont. by several people)

A. Simple. You have to make 25-30 of what you can. So make 25-30 Soups and then 25-30 Salads. You should have unlocked a new Recipe type or two by then.

Q. Tartan isn't making some Hybrids, but I have the correct Recipe!
(Cont. by Celticgdss & RipTides)

A. Tartan's not 100% accurate, so you need to save before using him. Sometimes he fails repeatedly, so it just depends on luck.

Q. Why won't Galen take gifts anymore (Chapter 2, Year 1)?
(Celticgdss & RipTides)

A. He's too sad/angry to accept any gifts right now. Try back next year.

Q. I still can't get <Heart Event>. Any ideas? (Celticgdss & RipTides)

A. It's all random. Try messing with the timings, and try making sure the weather is clear. Also, you might need to try in different month. In the end, though, a lot of it is really up to luck.

Q. Do the wild animals do anything? (Cont. by Emi T.)

A. Nope. They just sorta wander around. An exception might be the giant turtle, but I haven't found a use for him yet either.

Q. If I stop giving someone gifts, will they eventually stop being my friend?
(Cont. by ExtremeSoldier)

A. As far as I know, the only people who can go DOWN in relationship with you are Celia, Muffy, and Nami (and only in certain specific events). You should be ok ignoring people once you've gotten them up to friendship level.

Q. My guy keeps going "Guu~!". I think he's hungry. How do I feed him?
(Cont. by various)

A. Take a food item out of your RuckSack, and while holding it in your hands, press the button that says "Eat" (look at the diagram in the top right corner of the screen). You'll probably need to eat at least once a day, and possibly more often as the game progresses, and you'll also need to eat more if you do a lot of work.

Q. I have to get a Memory Card for my GameCube, and I was wondering if you had any suggestions? (Cont. by Emily K.)

A. Yep. Make sure to get one with a REASONABLE amount of storage space. I've heard some advertised that supposedly hold several THOUSAND blocks of data, but those will probably break easily. I'd get one with at MOST 16 MB of space (most manufacturers list capacity in MB and in blocks. It should be only several HUNDRED blocks).

Here's why:

The way the GameCube store data on the Memory Card is like this: Think of the Memory Card like a collection of plastic sacks. The Memory Card has a maximum size, AND a limited number of sacks (called pages, I think. Same number for ALL MemCards, it's a design limitation of the GameCube). Anyhoo, you can fill each page with data from only ONE game, and you can't use more pages than there are (25 or 36 or something). Some games use a LARGE amount of data, but of course only one page. AWL is like this. It will take up almost an ENTIRE original Gray Nintendo MemCard (which holds only 59 blocks). As the sacks expand to fill with Data, they take up the available room. SO! you will usually have either leftover pages or leftover blocks. The only ADVANTAGE to buying an EXTRA SPACE memory card is that the maximum number of blocks is higher, so you can store more DATA on the MemCard, but the number of PAGES will ALWAYS remain the same. So it's only useful if you have a lot of games that use a LOT of storage space. Some examples:

Game Name	Blocks Used
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AWL:	47
Custom Robo:	15
Sonic Adventure 2: Battle:	11
Zelda 2 game Bonus Disc:	15
Zelda 4 game Promo Disc:	36
Zelda: The Wind Waker:	12
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So you can see how your MemCard could fill up rather quickly.

Personally, I use a HipGear 16 MB MemCard, and two Gray Nintendo MemCards. I've never had any trouble with any of them. Be careful, though, as some people report having data loss trouble with off brand MemCards.

Q. Does your Dog ever have Puppies? (Cont. by Chandler)

A. Not that I know of... I know it's happened before in previous HM games

(HM64 for one), but I don't know of a specifically female dog owned by another person in the Valley. The Chihuahua doesn't count, since you can eventually get him. So theoretically, the lack of a non-male Dog in the Valley precludes your Dog ever having (or causing) Puppies.

Q. My LinkStar Rating isn't going up any more. What's wrong?
(Cont. by Dangerpuppy_101)

A. Just keep at it. Keep selling things through Tak, as that's the only thing that raises it. I've heard that it gets harder to get the later stars. Also make sure you keep selling things in FoMT, as the system works both ways to a certain extent (I think).

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E1

Tons of thanks to these people/organizations. Without them, this FAQ wouldn't be possible.

Natsume: For making the Harvest Moon series.

Nintendo: For licensing HM:AWL.

GameFaqs: For Hosting this faq.

CheatCC: For Hosting this faq.

NeoSeeker: For Hosting this faq.

Cheats.DE: For Hosting this faq.

Nintendo Power Magazine: For their handy AWL mini-guide and online reference.

The Otaku Gang: For letting me quote stuff from their site.

Everybody at <http://HMForums.net>: For various tidbits of info. This FAQ wouldn't be possible without HMForums.

Jenn and September from <http://HMForums.net>: For helping prove my Heart Event Theory. Thanks ^_^

September (HMForums): For info on Muffy's "Betrayal scene extending into Chapter 2.

Boccy99: For detailed info on the Yamame pricing and location.

Jenn (HMForums): For confirming that there is no "Betrayal" Scene for Nami.

Starman537: For info on the Wavebird Wireless Controller and various spelling errors.

Alex: For spotting my mistake in the Time section.

Mason Woodhams: For more info on the Yamame and info on the Big

Yamame and how to catch both.

Melanie and Madison: For info about Daryl's "Acquisition..." Scene.

Tictoc71586: For info on Sharshark locations.

Sara: Corrections and additions in the Chickens, Fishing, and Farmer's Market, as well as in Celia and Takakura's profiles.

Alex Dunn: More info on Celia's Heart Events.

Mr. Otaku: For telling me Lumina likes Ores.

Devil8dogz: For info on multiple gift giving and Flora's Necklace.

Kayla: For Hints on Celia's 6th Event.

CsC CsM: For info on Nami's other haunts and correction of the Dig Site's hours.

Armand: For good Farmer's Market times and info, Weather info, and info on Romana and Lumina.

Ahorn312: For fishing tip.

Sabrina, HMotaku, Edison J. Lomibao II: For info on the "Nami's Return" Scene.

Kerry: For telling me that lack of sleep = no fishing.

Max Hamre: Proved that Daryl likes Snelt better than Colombo, and for reminding me that you can interact with animals twice a day.

Elizabeth: For info on the Harvest Festival Event.

Emma Bruce: For various Recipes and some info on the H.Goddess.

Emi T: For TONS of info on various things, such as Daryl's Events, Ruby Spice, the fix for the "Vanishing Calf" glitch, reminding me to buy feed for the Chickens when I buy Chickens, info on the Chihuahua, info on Trees, info about Chapters 2 and 3, Fortune telling Chris, Nina, Grant, Samantha, Kate, Recipes, the Injured Lizard, and other stuff I probably forgot ^_^ (Oh, and for being the second person besides me I know who's played Earthbound).

Clifford Hawkes: For info on Sleep, Chickens, Ducks, Star Cow Milk being worth more than Butter, Trees and Tree Fruits, and item depreciation.

Chase Stewart: For info on getting some of Celia's Heart Events earlier than I had thought possible, and info on Set Tools.

Celticgds & RipTides: For info on Daryl continuing to bother you even after you're friends, and other Daryl related stuff.

PllnSpullen: For giving me the English version of Nami's "A Cry for Help" Heart Event. THANKS! Also credits for info on Van's "Matkins Events".

Blackness: For info on being able to get the Horse early.

Chris Betts: For info on Murrey's "THIEF! Or is he?" scene.

Chandler: For info on the Injured Lizard.

BestSnEver06: For info on some "Daryl Events", and the "New Years Party".

Dangerpuppy_101: For Fishing tips.

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E2

These are some handy links:

www.hmotaku.net - THE BEST Harvest Moon site out there. Period.
I Got a lot of info here.

www.nintendo.com/np/harvestmoon/home.html - A pretty good source of
info on some things.

www.GameFaqs.com - The best FAQ site out there. Plus great message
boards for the games.

www.network-science.de/ascii/ - For their online ASCII generator.

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E3

Ya gotta have a legal section... Anyhoo:

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