

Harvest Moon: A Wonderful Life FAQ

by jiyu aifu

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Harvest Moon: A Wonderful Life

Jiyu Aifu

Version 3

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+ 1. Introduction +
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This game is a role-playing, farm simulation. If you are a fan of the Harvest Moon series, this game will be a pleasant addition. If you are new to the series, then this game is not a bad choice to start off with.

There are some new changes and some things that remain the same. For instance, in this game you can raise your child and the townspeople get older. You can make your own crops by hybridizing. There are new animals. You can change the view around. The seasons are shortened to only 10 days. Those are only a few changes.

Some things are the same. You can still get married. You can still raise crops, animals, make recipes, go fishing, expand your house, and just travel around town looking for stuff. There are sprites in this game and the Blue Feather.

The story of the game is based on your character. He leaves the city to take over his father's farm. His father and Takakura once worked on the farm, but your father died and Takakura couldn't tend to the farm himself. Now you and Takakura work on the farm and you must live your life by getting married and raising a son.

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+ 2. Characters +
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Make friends with the characters in Forget-Me-Not Valley. It will lead to certain events, items, or career paths for your son. To make friends, give them gifts they like and eventually when you walk past them while they are walking their head will look at you. This is when you know you're friends.

-Character Guide-

- a. Takakura
- b. Tim
- c. Ruby
- d. Rock
- e. Nami
- f. Galen
- g. Nina
- h. Wally
- i. Chris
- j. Hugh
- k. Griffin
- l. Muffy
- m. Romana
- n. Sebastian
- o. Lumina
- p. Vesta
- q. Marlin
- r. Celia
- s. Kasse
- t. Patrick
- u. Daryl
- v. Carter
- w. Flora

x. Gustafa
y. Dr. Hardy
z. Van
aa. Cody
bb. Murrey
cc. Grant
dd. Samantha
ee. Kate
ff. Nic, Nak, and Flak
gg. MukuMuku

-a. Takakura-

Takakura lives on the farm with you. He used to run it with your father. He is the man to go to if you have questions about your farm. He ships your dairy products and buys and sells livestock, tools, buildings, or animal food and medicine for you.

Gift Ideas- Give him cooked food.

-b. Tim-

Tim is the co-owner of the Inner Inn. He traveled to many places, but finally settled in Forget-Me-Not Valley.

Gift Ideas- Eggs, Milk, Butter, Fruit Punch, Cheese, Sashimi

When Tim is your friend he will give you the Strange Hoe. To get this enter his room around 8 in the morning to trigger an event.

-c. Ruby-

Ruby is the co-owner of the Inner Inn, Tim's wife and an amazing chef.

Gift Ideas- Flowers, Milk, Butter, Curry, Tomatoes

When Ruby is your friend she will give you the Ruby Spice. To get this, enter the inn's kitchen around 8 or 9 in the morning to trigger an event. The Ruby Spice doesn't run out if you cook with it, but don't sell it.

-d. Rock-

Rock is the village party boy. He lives at the Inner Inn with his parents, Tim and Ruby.

Gift Ideas- Toy Flowers, Mist Moon Flowers, Earth Soup, Upseeds, Marinade

-e. Nami-

Nami is a quiet, smart traveler who stays at the Inner Inn. She is one of the girls you can marry. If you do not marry her, she leaves town for a while.

Gift Ideas- Statues, Skull Fossils, Trick Blue Flowers, Watermelons,
Light Pickles

-f. Galen-

Galen is an old man who lives with his wife, Nina.

Gift Ideas- Fish, Apples, Mugworts, Royal Ferns, Bracken

In Chapter 2 or later you can get the Fishing Pole G if you are friends with Galen. Enter his house around 5 or 6 in the morning.

-g. Nina-

Nina is a nice, little, old lady who lives with her husband Galen.

Gift Ideas- Flowers, Milk, Crops, Mugworts, Royal Ferns, Hackberries

-h. Wally-

Wally is an athlete who spends his mornings running.

Gift Ideas- Eggs, Milk, Sashimi, Cheese, Fruit

Become friends with Wally and he will give you the Wool Clippers. Enter his house when he is home to trigger an event.

In Chapter 3 or later, he will give you the Gold Medal if you are his friend. Enter his house when he is home to trigger this event.

-i. Chris-

Chris is Wally's wife. She works in the city.

Gift Ideas- Flowers, Milk, Fruit

-j. Hugh-

Hugh is Chris and Wally's son. He is training to become an athlete like his dad.

Gift Ideas- Coins, Curry, Fishing Poles, Milk

-k. Griffin-

Griffin is the owner of the Blue Bar. He plays the guitar in his spare time.

Gift Ideas- Fish, Coins, Sashimi, Fruit Punch, Ores

-l. Muffy-

Muffy works at the Blue Bar and is another girl you can marry.

Gift Ideas- Flowers, Coins, Big Huchep, Milk

-m. Romana-

Romana is a rich old woman who's been in town longer than anyone.

Gift Ideas- Flowers, Milk

Romana gives you the Watering Can W if you are her friend. Enter her room while she is in there to trigger ths event.

She also gives you a cat in the Fall of Chapter 2 if you are her friend. Wake up around 9 and she should be waiting outside for you.

-n. Sebastian-

Sebastian is Romana's butler.

Gift Ideas- Eggs, Milk, Cheese, Butter, Pound Cake

-o. Lumina-

-----Lumina is Romana's granddaughter and a talented pianist.

Gift Ideas- Flowers, Fruit Punch, Strawberry Cake

In Chapter 3, if you are friends with Lumina you will get the Sheet Music. Enter her room when she is there to trigger an event.

Lumina is NOT an eligible girl for marriage. Keep in mind she's only like 10-years old in Chapter 1.

-p. Vesta-

Vesta runs a farm where you can buy seeds and fertilizer.

Gift Ideas- Flowers, Milk, Curry

If you are friends with Vesta enter her storage room when only she is in there, around 5 to 7 PM, to recieve the Weird Hoe.

-q. Marlin-

Marlin is Vesta's brother who helps her on the farm. He won't like it if you marry Celia.

Gift Ideas- S Rank Vegetables, Stamina Potions

-r. Celia-

Celia is a nice farm girl whom you can marry.

Gift Ideas- Flowers, Vegetables

-s. Kasey-

Kasey is one of the pyrotechnicians. He has the happy face on his clothes.

Gift Ideas- Flowers, Ores

-t. Patrick-

Patrick is Kassey's twin brother and the other pyrotechnician. He has the flower on his clothes.

Gift Ideas- Flowers, Ores

-u. Daryl-

Daryl is a crazy scientist, who lives in his lab behind the Blue Bar.

Gift Ideas- Fish, Eggs, Fossils, Coins

When Daryl is your friend enter his house to recieve the seed maker. You can also buy this yourself for 6,000 G, but this way is easier and cheaper.

-v. Carter-

Carter is an archaeologist who lives in a tent by the waterfall near his dig site. He'll let you help out by digging.

Gift Ideas- Milk, Fish, Cheese, Sashimi

-w. Flora-

Flora is Carter's assistant and lives in his tent with him.

Gift Ideas- Fish, Cheese, Butter, Milk, Curry, Meuniere Set

If you befriend Flora she will give you a Necklace in Chapter 3. Enter the tent when she is there.

-x. Gustafa-

Gustafa is a musician who lives in a yurt by the beach.

Gift Ideas- Flowers, Curry, Milk

When you are his friend, enter his house when he is in there to get the Strange Sickle.

He will give you Drums in Chapter 3 if you are his friend. Enter his home when he is there.

-y. Dr. Hardy-

Dr. Hardy is a doctor. He doesn't get a house until Chapter 2.

Gift Ideas- Flowers, Fish, Fossils, Happy Lamps

In Chapter 2 if you are friends with Dr. Hardy he will give you the

Weird Sickie when you enter his house.

-z. Van-

Van is a traveling merchant. The 3rd and 8th of every season he will open his shop next to the inn. He also comes on random other days occasionally.

Gift Ideas- Eggs, Coins

-aa. Cody-

Cody is an artist who lives in the trailer next to the pyrotechnician's tower.

Gift Ideas- Flowers, Eggs, Ores, Fossils

If you are friends with Cody, he will give you a piece of artwork he has done for you in Chapter 4 when you enter his house.

-bb. Murrey-

Murrey is the town beggar. He lives in the woods and will sit by the bar begging for money to return to his home of PoPo Valley.

Gift Ideas- Most Food

-cc. Grant-

Grant and his family move in in Chapter 2.

Gift Ideas- Eggs, Milk, Goat Milk

At around 5 AM, if you are friends with Grant, he will give you an alarm clock when you enter his house.

-dd. Samantha-

Samantha is Grant's wife.

Gift Ideas- Flowers, Milk

-ee. Kate-

Kate is Grant and Samantha's little girl.

Gift Ideas- Flowers, Coins

-ff. Nic, Nak, and Flak-

They are the Harvest Sprites. They live in a tree in the woods. You can't give them gifts.

-gg. MukuMuku-

MukuMuku is a white, hairy beast that lives in the woods. He is only around in Winter.

Gift Ideas- Flowers, Eggs, Fish, Crops

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+ 3. Forget-Me-Not Valley +
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Forget-Me-Not Valley is the name of the town you live in.

There are items in many of the buildings that may say a certain recipe. Explore around and press "A" in front of different objects within the buildings.

-Location Guide-

- A. Your Farm
- B. The Spring
- C. Inner Inn
- D. Blue Bar
- E. Houses
- F. Romana's Villa
- G. Pyrotechnician Twins
- H. Cody's Studio
- I. Daryl's Lab
- J. Turtle Swamp
- K. Gustafa's Yurt
- L. Vesta's Farm
- M. Carter's Dig

-A. Your Farm-

Your farm is basically in the middle. This is where you live, grow crops, and raise animals.

-B. The Spring-

When you leave your farm and go up to the woods, you will find the spring. You can fish here and there is also a lot of flowers and forage here.

-C. Inner Inn-

When you leave your farm and go down, you should find the Inner Inn. You can play a milk drinking game here with Grant, Rock, or Hugh when either one of them is here. To win, you have to drink more milk than your opponent. Keep pressing "A" as fast as you can. You have 60 seconds to do this. Grant is easiest, Rock is second, and Hugh is the hardest. You do not win anything by winning.

-D. Blue Bar-

The Blue Bar is next to the inn. When Griffin is behind the bar you can order a drink. These are the drinks you can order:

Red Punch- 100G

Blue Punch- 100G
Moon Trip- 120G
Moomoo Milk- 150G
Cherry Pink- 200G
Stone Oil- 300G

-E. Houses-

The houses are across from the Blue Bar. This is where many of the townspeople live.

-F. Romana's Villa-

The mansion on the pathway up from the houses is where Romana lives.

-G. Pyrotechnician Twins-

Down from the path is where the twins live. They live in the tower, not the little shed. You can play a game with them when they are there. In this game, you have to get as much triangles as possible. Move your cursor over to an empty line and press "A" to activate it. Then try to close it off with surrounding lines. You can take larger areas containing more triangles, but you can't take your opponnet's lines or triangles. But if you take an area with an opponnet's line, then that becomes your's, but it is not the same for triangles.

-H. Cody's Studio-

Down from the Twin's house is Cody's Studio. This is where Cody lives.

-I. Daryl's Lab-

Daryl's Lab is right behind the Blue Bar.

-J. Turtle Swamp-

The little pond by the beach is Turtle Swamp. A turtle wearing a hankerchief sits around here in the Spring sometimes. You can fish here.

-K. Gustafa's Yurt-

Gustafa's Yurt is behind the Inner Inn.

-L. Vesta's Farm-

Vesta's Farm is over the bridge on the river. Buy crops and fertilizer here. You can buy from Vesta, Celia, or Marlin.

-M. Carter's Dig-

Carter's dig site is up the path from Vesta's farm. You can dig up fossils,

statues, ores, coins, and other little ornaments.

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+ 4. Chapters/Walkthrough +
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In this section I'll explain what happens in each chapter and what should be done. This only really explains what differences take place during the chapters since you really don't have to do anything or just do certain things like just raise animals or grow crops. Except getting married all aspects of the game are optional. I'll leave it up to you to decide what to do, but I will give my suggestion.

The game lasts 30 years, but you only play 10. The other 20 pass during the intervals between chapters.

To sleep you will have to go to the little table next to your bed and choose sleep. You only sleep for 6 hours, but when you get the alarm clock you can choose when to wake up.

-Chapter 1- The Beginning-

Chapter 1 lasts 1 year

When you start the game Takakura will bring you around town and your farm. Name yourself, your farm, and your cow. You will also get to pick a dog. You can have a floppy-eared one or a pointy-eared one. Name your dog. After all that you can begin to play.

In Chapter 1 you have to get married or the game will end. You can marry either Celia, Nami, or Muffy. Sometime during the first year the Harvest Sprites will give you the blue feather. You have to build your relationship with any of those girls up to 4 hearts to marry her. You can view their hearts in their diaries. Celia's is upstairs at the house on her farm. You can't see it, but it's on the bed. Muffy's is in the colorful lamp at the end of the Blue Bar. Nami's is in her room on her desk. Celia is the easiest to please. Her hearts go up fast. Muffy is easy too. Nami is a bit harder. Offering the feather to the girls you don't wish to marry boost the hearts of the girl you want to marry. When they accept the feather you will not get married yet, but at the end of the year. If you do not propose to anyone, at the end of the year whichever girl likes you the most will ask you to marry them. If you do not get married the game will end after this chapter.

In the Summer, Takakura will find a horse for you. You can ride the horse anywhere in town and call it from anywhere in town by pressing "R" twice. Pressing it once calls your dog who only comes when you are on the farm.

-Chapter 2- Happy Birthday-

Chapter 2 lasts 2 years

At the end of Chapter 1 you will get married and you will have a son. You will need to pick a name for him and also a name to have your wife call you. Your house will have been expanded, giving you a kitchen. When you talk to your son he sometimes ask to play with him. This is just picking him up then throwing him in the air, cuddling him, or singing to him. This improves your relationship with him since you cannot give him gifts yet.

Things have changed around town. Grant, Samantha, and Kate moved into town and built a new house. Dr. Hardy moved into Galen and Nina's house and Galen moved to a little house near Vesta's Farm. Sadly, Nina has died. Early in the morning around 6 or 7 when you speak to Galen outside his house you can play a little game where you wash Nina's grave. If you do a good job her ghost will appear and thank you. This also raises your relationship with Galen since he is too depressed to receive gifts. Hugh has grown up a little here. Now you can get Tartan and start creating hybrids. Van also starts to sell a goat, but only in the Spring.

Starting from here is the time to influence what career your son will take. Refer to the Children section for further information.

-Chapter 3- Happy Harvesting-

Chapter 3 lasts 3 years

After Chapter 2 you will get a little scene hinting at what your child is interested in. Your son is older now. You can now give him gifts, but you can't pick him up anymore. Your house expanded again giving your son his own room. The items in his room reflect his career choices. Also, reading his diary tells you what he's into.

Not much changed around town. Hugh got a little older, so did Lumina. Van also starts to sell a bear. (Not a real bear, sort of)

You can still influence your son in this chapter.

-Chapter 4- Happy Farm Life-

Chapter 4 lasts 2 years

After Chapter 3 you will get another scene hinting at what your son wants to be. Now your son is a teenager. Your house expanded and now you and your wife have your own room. Your character is now a little older too.

Mostly everyone in town has aged. Hugh, Wally, Chris, Samantha, Kate, Kasey, Patrick, Tim, Ruby, Rock, Marlin, Van, and Takakura have aged. Nami and Muffy have aged. Van starts to sell a Vase. It doesn't do anything, but it has a recipe in it.

You still have time to influence your child's career.

-Chapter 5- To the Journey-

Chapter 5 lasts 1 year

You will get another scene as to what your son wants to be. Your son has aged a little bit. Your house doesn't expand anymore. Your son falls in love with either Kate or Lumina. Remember, your son will not get married. He just falls in love.

Nothing really changed in town.

Keep influencing your son's career.

-Chapter 6- The Twilight-

Chapter 6 lasts 1 year

You get another scene as to what your son wants to be. Nothing changes at the farm. This is the last chapter and it only lasts a year, so finish up anything you wanted to do.

You, Takakura, Celia, Wally, Chris, Grant, Vesta, Carter, Flora, Griffin, Tim, and Daryl age. Since your son's career is set you might as well make friends with everyone you were trying to avoid while influencing your son or just anyone you didn't make friends with.

Your son cannot be influenced anymore. His career is decided.

This is the last chapter. If you completed this chapter, Congratulations, you completed the game.

-Walkthrough-

This is my suggestion as to how you should progress through the game.

-Chapter 1-

When you start the game Takakura will explain the story and the person he is speaking to is your father. He will give you a tour of the farm and you will have to name your farm, cow, and yourself. Two dogs will run up to you and you have to choose one to keep. You have the choice of a pointy-eared dog or a floppy-eared dog. Then name your dog and Takakura will give you a tour of the town and introduce you to everyone.

Now you begin to play. Go outside and talk to and hug your cow and then milk it. Take your cow outside using that little red button outside the Barn and you should leave it out. You might as well leave your animals outside most of the time to save fodder. Takakura left you two B rank tomato seeds in the Tool Shed. Go get them and plant them. Take out the hoe, sickle, and watering can too. Pick up the mugworts on your farm and go explore the town. As you go around pick up mugworts and flowers. Decide who you want to marry and make friends with.

-Child Tip- Avoid friendships with people that might influence your kid to a career you don't want easily. For instance, If you want Nami's kid to be an athlete, (Good luck), avoid friendships with Cody or Sebastian because they influence him to a career in art.

Go to Vesta's Farm and buy some seeds. For now, buy either 5 tomatoes and 5 watermelons or 10 tomatoes. Crops are not a good source of income, so save them for recipes. When Van comes to town, buy the Brush and Fishing Pole from him. Go catch some fish and when your tomatoes are ripe, pick them and make some Marinade.

Go to the dig site and dig around. Unless you're trying to woo Nami you don't need to spend much time here in this chapter. Instead, spend time fishing. But dig here until you find the first tablet.

On the first day of Summer the Harvest Sprites will give you the Blue Feather. When you have either Celia, Muffy, or Nami's affection to 4 hearts offer it to whomever you want to get married to at the end. Once again, you will get

married at the end of the year.

Sometime during Summer Takakura will buy you a horse. On a sunny day, be outside when he comes back from Town.

Now throughout the chapter make money by shipping milk, crops, fishing, or digging. During the year I also suggest buying a male and female chicken and a sheep. Make sure you buy some Bird Feed and something to shear the sheep with too. Also build the Pond so you can get the ducks in the next chapter.

Now that you are done with the first chapter, you will have a wife for the rest of the game.

-Chapter 2-

Now you have a cute little boy running around. You cannot give him gifts yet. To raise his affection you play a little game with him. Sometimes when you talk to him he will asked to be carried. Then pick him up and throw him in the air, hug him, or sing to him. Your son has a toy box, in it is a Scratch Pad. If you don't want him to be an artist and you have Nami's kid, take it out. You should also buy the Ball, Toy Car, and Blocks from Van. They each have a different career of influence. (See Children Section)

Now that you're on your feet, you should follow a certain flow. Wake up and water your crops and then tend to your animals. Then go around town either fishing, making friends, taking your son places, etc. Then that night water your crops again and care for your animals and go to sleep.

In the Spring, either now or any other Spring, Van will start to sell a goat. When you have the money, buy the goat which comes with its own milker which you don't really need.

The dig site has expanded giving more spaces to dig and new items. Dig until you have a desired amount of items and until you found the tablet.

Use that little infertile field next to your house to grow trees. Plant bananas, peaches, grapes, apples, and oranges. You have room for one more so pick another to plant. I planted another peach tree.

Now, a new thing you should start doing in this chapter is growing higher rank seeds. Buy fertilizer from Vesta's Farm and once a day place a bag on your crop. If you want A rank, do it once every other day, and once a day for S rank. Remember, you still need to water them.

Tartan is available in this chapter. Enter Takakura's house when he is home at night to get Tartan. Talk to Tartan often to get the Hybrid option. Then start creating hybrids and growing them.

In this chapter you should have a goat, a cow, a bull, a horse, a sheep, a rooster, two hens, and two ducks male and female. Get any of the event items you missed and buy all of the tools from the Ledger.

Now you will get a scene hinting at what your son is on the path to be.

-Chapter 3-

Follow the same flow of watering crops and caring for animals.

Your son is older now and you can now give him gifts. He likes milk, ores, Jade Balls, or recipes. You have a little less options for influencing him now.

The dig site has expanded again. Dig for more items and the tablet.

You should also start buying Good Fodder to get S rank milk from your cows easier.

You should buy the Food Processing Room in this chapter and get the Seed Maker. Use the Seed Maker so you don't always have to buy seeds from Vesta. Put half of the crops you grow into the Seed Maker to recieve the same amount of seeds and so you can keep some crops. Buy the bear from Van for your son. Also buy another hen and another cow. Keep two spaces in the barn open for your cows' offspring. Start trading your cows in for Star cows.

Use the field in between the Chicken Coop and the locked shed to plant your hybrid trees. Since you don't need your other trees so much anymore, if you want, cut some down and plant some other hybrid trees. Use the big field for crops and some more trees if you want.

At the end of this chapter you will get another scene indicating which career your son is into.

-Chapter 4-

Follow the same flow for crops and animals.

Your son is now a teenager and you can't do much more for his career, but you still have time.

The dig site has expanded again. Dig for more items and the tablet. It is more worth your while to spend time digging in this and the following chapters, but you shouldn't need much more money.

Keep digging, fishing, and cooking. In this chapter start raising your hybrids to A and S ranks. And use the Seed Maker to make their seeds.

Buy the Vase from Van and build the Milking Room. Be careful of the Milking Room Glitch. If you save the game while a cow is inside it will be stuck there for a while. Buy two more hens for a full coop. Have all your cows be Star cows.

You will now get another scene about your son's career.

-Chapter 5-

Follow the same flow of gameplay you've been using.

Have a horse, a goat, a sheep, a bull, two cows, five hens, a rooster, and two ducks. Make sure all your cows are Stars.

The dig site has expanded again. Dig for more items and the tablet.

It might start to get a little boring and repetitive in this chapter, but keep raising S rank crops, digging, fishing, and cooking. This is also the last chapter that you have the opportunity to influence your son. If you do start to get bored then try playing the Milk Drinking game in the inn or the

Triangle game at the tower.

This will be the last scene that states what your son's career will be.

-Chapter 6-

This is the last chapter and year of the game. Follow the same flow of the game you've been using.

Since this is your last chance, make friends with any of the townsfolk you missed and get any items you forgot. Get the highest rank cows and milk and crops.

Fill the last two spaces in the barn with the last babies your cows can have.

On the very last day, Winter 10, talk to your friends one last time, say goodbye to your animals, put all your items in the tool shed, put all your food in the refridgerator and Food Storage, say goodbye to your wife and son, and watch the last scene of the game.

Congratulations, you have completed the game. Now you should start a new game and marry a different girl and push your son to a different job.

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+ 5. Animals +
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The animals in this game live on your farm. The livestock live in the barn. The fowl live in the coop. And the pets hang around the farm.

-Animals-

- A. Cows
- B. Bulls
- C. Sheep
- D. Chickens
- E. Ducks
- F. Goat
- G. Horse
- H. Dog
- I. Cat

-A. Cows-

Cows are pretty much the main money makers in the game. You can milk them twice a day and they will give you up to 4 bottles of milk each day. They only give milk for about 40 days. You will then have to get them pregnant to get more milk.

Cows need to eat twice a day. To get food for them, get your sickle and cut grass in the field. If you move your animals out into the field they will eat the grass out there and you do not need to put food in their feed box. To get your cow to produce S rank milk, buy Good Fodder from your ledger and feed them that in their feed box. Good Fodder just makes them happier though, they still need to eat regular Fodder. If your cows get dirty, take them outside and push them over the that little water box. Then use your brush to wash them by

pressing "Y".

Cows give milk for 40 days. To get them to give milk again you will need to get them pregnant. To do this, buy a bull. When it matures go to your Ledger and order a miracle potion using the farm's bull. Using another farm's bull costs money. Sometimes your bull might get your cows pregnant by itself. After about 30 days your cow will give birth to a calf. For about 5 days your cow will produce Mother's Milk which you will have to feed to the calf. Eventually the calf will eat fodder which you will have to place in its bin. Now your cow will give milk again. After about 10 days after giving birth, you should get your cow pregnant. It will still produce milk and you don't have to go 30 days without milk.

There are 4 types of cows:

Normal Cow- 4000G

Brown Cow- 5000G

Marble Cow- 5000G

Star Cow- 7000G

To milk a cow get on the side of it and press "A" when the little sign says "milk". You have a milker to milk your cows, but you do not need to use it.

Each of their milk is of different quality with different prices.

Normal Milk B- 75G

Normal Milk A- 115G

Normal Milk S- 150G

Brown Milk B- 115G

Brown Milk A- 175G

Brown Milk S- 225G

Marble Milk B- 115G

Marble Milk A- 175G

Marble Milk S- 225G

Star Milk B- 270G

Star Milk A- 405G

Star Milk S- 540G

If you have the Food Processing Room, you can make butter and cheese.

Regular Butter- 225G

Good Butter- 300G

Regular Cheese- 225G

Good Cheese- 300G

You shouldn't leave your cows out in the rain or any of your animals because they might get sick. They also get sick if you don't feed them. If they are sick, buy medicine from your Ledger. Have some on hand just in case. When they are sick give them the medicine to cure them. If they are not cured try again the next day.

If you have the Milking Room, never save the game when your cow is inside. Otherwise it will get stuck for a while. It might be released if you get it pregnant, it is about to have a baby, or eventually it will come out, but it will probably be sick. Unless it is pregnant. I don't think pregnant cows can get sick.

Breeding-

There are a few things to know about breeding your cattle. First off, it will be random whether or not it will be a cow or a bull. Now, what depends on what type of cow will be born depends on its parents. If you breed a Normal cow with a Normal bull then you will get a Normal Calf. If you breed a Brown cow with a Normal bull then it will also be random as to what type you get afterwards, but it is more common to get the lower rank. When ordering a Miracle Potion, the Other Farm's Bull will be a Normal bull.

-B. Bulls-

The bull's only purpose is to get your cows pregnant. You should have only one bull for that's all you need. The bulls also need to eat twice a day and they do not produce milk. Leave them outside and they will eat themselves. When you buy a bull it will take about 30 days for it to mature into an adult to impregnate your cows. If your bulls get dirty take them outside and push them over to that little water box. Then use your brush to wash them by pressing "Y".

There are 4 types of bulls:

Normal Bull- 3000G
Brown Bull- 4000G
Marble Bull- 4000G
Star Bull- 6000G

Don't leave your bulls outside in the rain or they might get sick.

-C. Sheep-

Sheep aren't that lucrative and don't require much care. They eat once a day. Leave them outside and they will feed themselves. They produce wool. They produce wool once every season (10 days). To shear them you will need the clippers. Buy them from the Ledger or use the ones from Wally. Sheep cost 1500G. If your sheep get dirty, take them outside and push them over to that little water box. Then use your brush to wash them by pressing "Y".

You can't ship your wool so you will have to sell it to Van or one of the townspeople.

Wool:

Normal Wool- 75G
Golden Wool- 600G

Don't leave your sheep out in the rain or they might get sick.

-D. Chickens-

Chickens do not live in the barn. They live in the Chicken Coop. There are male and female chickens (roosters, hens). The females lay eggs without the rooster, but you need a rooster for them to lay Fertilized Eggs. Male and female chickens cost 900G. They eat bird feed which you will have to buy from the Ledger. If you leave them outside they will eat the grass. You can hatch your own chickens by putting a fertilized egg in the incubator. Don't show your chickens or anything to your chickens. They don't like that.

Eggs:

Egg- 40G

Fertilized Egg- 50G

Golden Egg- 300G

Take the chickens inside when it rains otherwise they might get sick.

-E. Ducks-

You will only get ducks if you built a pond in the first chapter or beginning of the second. Wake up after your wife and you will get a scene where ducks come to your pond and your wife asks to keep them. You cannot buy ducks so do not sell either of these ducks if you want more. The ducks won't lay eggs, but if you have ducks sometimes a duck will hatch from a fertilized egg. Just think of it like ducks lay eggs, but make the chickens sit on them. Ducks also need to eat bird feed and will eat grass if you leave them outside. They will also sometimes sit in the pond. Ducks can be sold for 500G. Don't show your ducks or anything to your ducks. They don't like that.

Take the ducks inside when it rains otherwise they might get sick.

-F. Goat-

Now the goat is only available from Van beginning in the second chapter and only available in Spring. The goat costs 4000G. It comes with a goat milker, but again you do not need to use it. Just use your hands if you want. You can only get a female goat and the goat gives milk only for 40 days like the cows, but unlike the cows the goat cannot get pregnant to give more milk. You cannot sell the goat either. The only way to get rid of it is to let it die. Leave it out in the rain, don't feed it, or don't give it medicine. You might as well keep it though, you'll eventually have all the money you need. The goat eats once a day and can be milked only once a day. Leave it outside and it will feed itself. You can only buy one goat. If your goat gets dirty take it outside and push it over to that little water box. Then use your brush to wash it by pressing "Y".

Goat Milk:

Goat Milk- 115G

Good Goat Milk- 300G

If you have the Food Processing Room you can make goat cheese and butter.

Goat Cheese- 155G

Goat Butter- 150G

Don't leave your goat out in the rain.

-G. Horse-

The horse doesn't really require much care since I don't think it can die. It eats once a day and it will feed itself if outside. You can also feed it apples

by holding an apple and showing it to it. You can ride your horse anywhere in town and call it by pressing "R" twice. In the Summer or Fall of the first year, Takakura will return from Town and give you the horse. If your horse gets dirty take it outside and push it over to that little water box. Then use your brush to wash it by pressing "Y".

-H. Dog-

You get a dog at the very beginning. Choose either a pointy-eared or a floppy-eared dog. They don't require much care either. When you're on your farm call it by pressing "R" once. It has a food dish where you can feed it. If you feed it once a day it will prevent Murrey from stealing your food in the Food Storage, but only for that day.

-I. Cat-

If you are friends with Romana, in the Fall of Chapter 2, wake up at around 9 AM and Romana will visit your farm and present you with a black cat. It really doesn't do anything. You can feed it in the dog's dish, but it pretty much just hangs around.

+++++
+ 6. Crops +
+++++

To grow crops you will need a hoe. Use the hoe to till a square on one of the fields. Then you can plant your crop. The big field in the back is the most fertile field. All crops can grow there, but if you use the other fields you might have to use fertilizer for a particular crop. You will have to water your crop. You should water it twice a day. Trees grow in any field without fertilizer or water. Watering trees makes them grow faster and fertilizer increases their fruit's rank.

I will only place the first generation crops here. Not hybrids. Buy them at Vesta's Farm.
This is how they will be laid out:

Crop- Seed Price
Growing Season
Class
B Rank Selling Price
A Rank Selling Price
S Rank Selling Price

Tomato- 30G
Spring-Fall
Vine
35G

Watermelon- 60G
Spring-Summer
Vine
75G

Turnip- 20G
Summer-Winter

Root
25G

Melon- 50G
Summer-Fall
Vine
70G

Sweet Potato- 40G
Fall Only
Root
60G

Carrot- 30G
Fall-Winter
Root
45G

Potato- 40G
Winter-Spring
Root
60G

Strawberry- 30G
Fall-Spring
Vine
35G

Trees take about a year to grow and you do not need to water them. If you plant them adjacent to another tree or crop they will not grow. Trees stop growing in their harvest season and they grow for the rest of the year and in any soil. But they only have one harvest season.
Plant them like this:

O-Tree X-Soil

```
XXXXXXX  
XOXOXOX  
XXXXXXX  
XOXOXOX  
XXXXXXX
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Apple- 820G
Fall

Orange- 820G
Summer

Grapes- 900G
Fall

Peach- 1120G
Summer

Banana- 1500G
Summer

Vesta's Farm only sells B rank seeds. To raise the rank, place fertilizer on your crops every day. That should raise them to S rank. Then you should place them in the seed maker and you won't need fertilizer anymore. You still have to

water them though.

A good way to get S rank seeds without blowing all your money is to raise them to S rank and then place them in the Seed Maker. You will then get two new bags of S rank seeds. Keep this up to continue to get S rank seeds.

++++
+ 7. Tools/Buildings +
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Here I will talk about the tools and buildings.

Tools:

Heavy Hoe

How to get- Starting Tool

What it does- Tills field to plant crops. Cuts down trees.

Hoe

How to get- Buy for 800G from Ledger

What it does- Tills field to plant crops. Cuts down trees.

Light Hoe

How to get- Buy for 1000G from Ledger

What it does- Tills field to plant crops. Cuts down trees.

Weird Hoe

How to get- Receive from Vesta

What it does- Tills field to plant crops. Cuts down trees.

Strange Hoe

How to get- Receive from Tim

What it does- Tills field to plant crops. Cuts down trees.

Heavy Sickle

How to get- Starting Tool

What it does- Cuts dead crops, trees, and grass

Sickle

How to get- Buy for 600G from Ledger

What it does- Cuts dead crops, trees, and grass

Light Sickle

How to get- Buy for 750G from Ledger

What it does- Cuts dead crops, trees, and grass

Strange Sickle

How to get- Receive from Gustafa

What it does- Cuts dead crops, trees, and grass

Weird Sickle

How to Get- Receive from Dr. Hardy

What it does- Cuts dead crops, trees, and grass

Watering Can S

How to get it- Starting Tool

What it does- Waters crops. 35 squares

Watering Can M

How to get it- Buy for 600G from Ledger

What it does- Waters crops. 70 squares

Watering Can L

How to get it- Buy for 750G from Ledger

What it does- Waters crops. 140 squares

Watering Can W

How to get- Receive from Romana

What it does- Waters crops. 1 square

Wool Shears

How to get- Buy for 400G from Ledger

What it does- Shears sheep

Electric Clippers

How to get- Buy for 1300G from Ledger

What it does- Shears sheep

Wool Clippers

How to get- Receive from Wally

What it does- Shears sheep

Fishing Rod

How to get- Buy from Van for 500G

What it does- Fishes

Fishing Rod G

How to get- Receive from Galen

What it does- Fishes

Milker

How to get- Starting Tool

What it does- Milks your cows

Goat Milker

How to get- Buy a goat for 4000G

What it does- Milks goats

Brush

How to get- Buy from Van for 500G

What it does- Brushes or washes animal. Makes them happier

Buildings

Order buildings from the Ledger

Pond

2500G

What it does- Allows you to own ducks

Seed Maker

6000G

What it does- Turns 1 crop into 2 seeds

(Get it from Daryl for free)

Food Processing Room

30000G

What it does- Turns milk into butter or cheese

Milking Room

60000G

What it does- Cows milk themselves. Push them into it for a while and they will eventually go in by themselves.

++++
+ 8. Forage +
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In this section I will list the items you find around town, what season they are in, where you can find them, and their selling price.

-Spring-

Mugwort- 15G
On your farm, Romana's Villa, the Twins' Tower, on the path to Carter's Dig, and near Cody's Studio

Toy Flower- 10G
Around the Spring and near Galen's Chapter 2 house

Goddess Drop- 15G
Next to Vesta's Farm and next to the waterfall

-Summer-

Royal Fern- 15G
On your farm, the Twins' Tower, the path to Carter's Dig, near Romana's Villa, Cody Studio, the Spring, and near Vesta's Farm

Mist Moon Flower- 10G
Around the Spring and near Galen's Chapter 2 house

Happy Lamp- 25G
Near the Lower River and Cody's Studio

-Fall-

Hackberry- 20G
On your farm, Romana's Villa, Cody's Studio, and near the Spring

Bracken- 15G
On your farm, Romana's Villa, near the Spring, near Vesta's Farm, and near the Twins' Tower

Trick Blue Flower- 10G
Near Turtle Swamp

Gemsoil- 20G
Near Carter's Dig

Trumpet- 25G
Near the Spring and the Twins' Tower

Matsutake- 100G
Behind Vesta's Farm

-Winter-

Sorrel- 20G

On your farm, on the path to Carter's Dig, by Cody's Studio, the Twins' Tower,
and Romana's Villa

Upseed- 25G

On the path to Carter's Dig, and near Cody's Studio

Amorous- 10G

Near Cody's Studio and Turtle Swamp

+++++
+ 9. Carter's Dig +
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Carter's Dig is located up the path from Vesta's Farm. You can spend time here excavating. When Carter is in the dig site talk to him and he will give you a little shovel. You can dig in each of the tiled areas. You can dig after you dig once in an area. Sometimes you'll find something this way. The site expands every chapter giving more tiles and different items. Every chapter you can dig up a strange tablet. This is the only item you cannot keep. Carter will take this. Sell any other items to Van or give them as gifts. At 5 PM you cannot dig anymore for that day.

I will list what items can be found at the dig site, what chapter you find them in, and the price you sell them for. Each item found in a previous chapter can be found in the following chapters.

-Chapter 1-

Moon Ore- 40G

Skull Fossil- 50G

Coin- 10G

Human Statue- 40G

Tablet C- Not For Sale

-Chapter 2-

Sugar Ore- 50G

Fossil- 40G

Silver Coin- 40G

Horse Statue- 70G

-Chapter 3-

Hop Ore- 80G

Hip Fossil- 60G

Gold Coin- 30G

Jade Ball- 150G

-Chapter 4-

Temple Ore- 150G
Strange Fossil- 80G
Strange Item- 300G

-Chapter 5-

Prosper Ore- 300G
Back Fossil- 400G
Stone Disc- 500G

+++++
+ 10. Fishing +
+++++

In order to fish you need a fishing rod. Buy one from Van or receive one from Galen. To fish, go to a water area and cast the rod by pressing "A". Now there are 5 areas to fish at. I will list the fish and their prices and each spot they can be found in.

-Fish-

Arna-400G
Big Arna-800G
Colombo-20G
Big Colombo-40G
Huchep-90G
Big Huchep-170G
Nyamame-60G
Big Nyamame-130G
Rainbob-80G
Big Rainbob-150G
Snelt-30G
Big Snelt-60G
Sharshark-600G
Big Sharshark-1200G
Yameme-500G
Big Yameme-1000G

-Turtle Swamp-

Next to Daryl's Lab

Arna-400G
Big Arna-800G
Colombo-20G
Big Colombo-40G
Snelt-30G
Big Snelt-60G
Nyamame-60G
Big Nyamame-130G

-Spring-

In the woods

Arna-400G
Big Arna-800G
Colombo-20G
Big Colombo-40G
Snelt-30G
Big Snelt-60G
Rainbob-80G
Big Rainbob-150G

-Lower River-

River under from the bridge to the ocean

Colombo-20G
Big Colombo-40G
Snelt-30G
Big Snelt-60G
Rainbob-80G
Big Rainbob-150G
Sharshark-600G
Big Sharshark-1200G

-Middle River-

River from the bridge to the waterfall

Colombo-20G
Big Colombo-40G
Snelt-30G
Big Snelt-60G
Sharshark-600G
Big Sharshark-1200G

-Waterfall-

The waterfall area

Nyamame-60G
Big Nyamame-130G
Huchep-90G
Big Huchep-170G
Yameme-500G
Big Yameme-1000G

The fish that cost more are rarer to catch.

++++
+ 11. Marriage +
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Unlike previous Harvest Moon games, there are only three girls you can marry.
Nami, Celia, and Muffy. You also have to get married in this one. If you don't,

the game will end after the first chapter. To win the hearts of these ladies you must give them gifts to raise their affection levels. Once their levels are up to 4 you can propose and they will say yes. View their heart levels in their diaries. The harvest sprites will give you the Blue Feather in the first year.

-Nami-

Nami is an intelligent, quiet wanderer. She will leave town if you do not marry her. She likes Statues and Fossils from the Dig Site and also Trick Blue flowers. They are around only in Fall. She is the hardest of the 3 to marry. (Still easy though) Her diary is in her room at the inn. It's on the desk and get there early in the morning or late at night to view it.

To raise Nami's affection faster give her a recipe, something from the dig site, and a crop. She can accept these three gifts in one day.

-Celia-

Celia is a down to earth farm girl. Marlin won't like you if you marry her. She likes flowers and crops. She is the easiest to marry. Her diary is in her room at Vesta's Farm. It's on the bed, you won't be able to see it, but press "A" near the bed to view it.

To raise Celia's affection faster give her a flower, a milk, and a crop. She can accept these three gifts in one day.

-Muffy-

Muffy is a nice girl who wants a man to start a family. She likes flowers and coins. She's in between to marry. Her diary is hidden in the colorful lamp at the Blue Bar.

To raise Muffy's affection faster give her a flower, a milk, and a crop. She can accept these three gifts in one day.

++++
+ 12. Children +
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In this game you have the ability of raising your child from a baby to an adult. When he gets older, he will choose a career. This section explains on how to influence him to a certain career.

Your son has 6 career options.

- Farmer
- Rancher
- Athlete
- Musician
- Artist
- Scholar

Your son will be different depending on who you marry. They will have different strengths and interests which lead to their careers. Strengths are what they

are good at and interests are what they like. Keep in mind, you will only alter their interests. Their strengths stay the same.

They will be based on a scale of 1-5, 1 being the lowest, and 5 being the highest.

Nami's Son's Strengths:

Plants- 4
Animals- 4
Athletics- 1
Music- 4
Art- 5
Study- 5

Celia's Son's Strengths:

Plants- 5
Animals- 5
Athletics- 2
Music- 2
Art- 4
Study- 2

Muffy's Son's Strengths:

Plants- 1
Animals- 2
Athletics- 5
Music- 5
Art- 2
Study- 1

Nami's Son's Interests:

Plants- 4
Animals- 1
Athletics- 1
Music- 1
Art- 5
Study- 1

Celia's Son's Interests:

Plants- 5
Animals- 4
Athletics- 2
Music- 2
Art- 2
Study- 1

Muffy's Son's Interests:

Plants- 1
Animals- 5
Athletics- 5
Music- 4
Art- 1
Study- 1

Now here I will say how to influence your son to a certain career.

-Farmer-

Give your son seeds, crops and flowers
Befriend Vesta
Take him to Vesta's farm as a baby

-Rancher-

Show him animals
Have one of every animal
Show him milk and eggs
Keep him on the farm
Milk cows by hand
Keep animals outside

-Athlete-

Befriend Wally and Hugh
Take him to Wally's house
Keep only the ball in the toy box
Let him walk home as a baby
Use your horse sparingly

-Musician-

Befriend Gustafa and Lumina
Take him to Gustafa's Yurt and Romana's Villa when Lumina is playing the piano.

-Artist-

Befriend Cody
Take him to Cody's Studio
Leave only the Scratch Pad in the toy box

-Scholar-

Befriend Carter and Daryl
Take him to Daryl's Lab
Show him stuff from the dig site
Keep the toy car in the toy box
Use the milker to milk your cows

When talking to your son, conversation choices may also influence him to a certain career. Also, when you take him somewhere, he will run away, but that's fine, just take him there.

At the ends of Chapters 2, 3, 4, and 5 you will get a scene about what your son is currently into. Here will be which ones are which.

-Chapter 2-

-Artist-

Your son will be drawing and your wife will notice his talent and ask you what you think.

-Chapter 3-

-Rancher-

You will be in the Tool Shed and your son will come in and tell you he learned how to brush cows.

-Artist-

Your wife mentions your son has artistic talent.

-Chapter 4-

-Farmer-

Your son will ask your wife if you'll teach him about farming. She then tells him to ask you. He'll come to you and ask if you'll tech him about farming.

-Chapter 5-

-Farmer-

Your wife will tell your son why you came to the farm. He will then declare that he wants to be a farmer like you.

Your son will fall in love too. Celia and Muffy's child likes Kate and Nami's son likes Lumina.

++++
+ 13. Shops +
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There are two shops in this game. Van's shop and your's. Van comes every 3rd and 8th of the seasons and on random other days. When Van is not there you can open up your own shop by pressing "A" next to the tree where Van sets up shop.

-Van's Shop-

You can sell anything to Van. But he also sells stuff too. Here is a list of things he sells and what chapter to get them in.

Brush-

500G

Throughout the game. (Can only buy one)

Fishing Pole-

500G

Throughout the Game

Turbojolt-

750G

Throughout the Game

Bodigizer-

750G

Throughout the Game

Bodihyper-

1000G

Throughout the Game

Goat-

3000G

Chapter 2- Only in Spring (Can only buy one)

Ball-

300G

Chapter 2

(There is apparently some trick to buy more than one, but normally only one)

Toy Car-

300G

Chapter 2

(There is apparently some trick to buy more than one, but normally only one)

Blocks-

300G

Chapter 2

(There is apparently some trick to buy more than one, but normally only one)

Bear-

3000G

Chapter 3 (Can only buy one)

Vase-

2000G

Chapter 4 (Can only buy one)

-Your Shop-

When you set up shop the villagers who pass by might stop at your shop. Talk to them and they will ask for something. They ask for things they like. You have three options. You can keep the price, lower the price, or refuse to sell. Instead of waiting there, only set up shop when there are townspeople around because they will not stop by if they are not passing through.

++++
+ 14. Events +
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This is where you will find how to trigger all cutscenes and festivals. They are just little extra scenes that may tell you more about a character, you may receive an item, or view some extra story.

-Calendar Festivals-

New Year- Spring 1- Romana's Villa- Go to Romana's Villa on the first day of Spring sometime in the mid-morning or afternoon.

Music Festival- (Not marked on the calendar, but between Summer 3-5)- Gustafa's Yurt- Go to Gustafa's Yurt sometime during the day.

Harvest Festival- Fall 5- Blue Bar- Go to the Blue Bar once it's open.

Starry Night Festival- Winter 9- Gustafa's Yurt- Go to Gustafa's Yurt around 8 PM.

-Cutscenes-

Son- In Chapter 2, if you are friends with your son, enter your kitchen around 6 PM. This will trigger a bath scene.

Son- In Chapter 3, enter your son's room when he is in there and trigger a scene where he tells you about a box he found.

Son- In Chapter 4, if you bought the bear from Van in Chapter 3, enter your son's room at night while he is still awake. The bear will be moving and he will kick you out.

Son- In Chapter 5, enter your room at night and your son will come in to talk to you about who he is in love with.

Tim- If you are friends with Tim, enter his room in the morning and trigger a scene where he will give you a strange hoe.

Ruby- If you are friends with Ruby, enter the Inner Inn's kitchen and trigger a scene where she will give you the Ruby Spice.

Vesta- If you are friends with Vesta, enter the storage room while only she is in there to get the weird hoe.

Gustafa- If you are friends with Gustafa, enter his yurt when he is in there to receive the strange sickle.

Gustafa- Become his friend and enter his yurt in Chapter 3. This triggers an event where he gives you a drum.

Dr. Hardy- In Chapter 2, if you are friends with Dr. Hardy, enter his house while he is there to receive the weird sickle.

Dr. Hardy- Enter Dr. Hardy's house when he is in there to trigger a scene where you collapse and he tends to you.

Romana- If you are friends with Romana, enter her room while she is in there to receive the Watering Can W.

Romana- Be friends with Romana and sometime in Fall, Chapter 2, wake up around 9 and Romana will give you a cat.

Wally- If you are friends with Wally, enter his house to receive the Wool Clippers.

Wally- Become his friend and enter his house in Chapter 3. This triggers an event where he gives you the Gold Medal.

Daryl- If you are friends with Daryl, enter his house and he will give you a Seed Maker. (Easier than buying one)

Daryl- Leave your house one night and you might see Daryl running past up into the woods. This is a scene with MukuMuku.

Daryl- Leave your house one night and you might see Daryl running up into the woods. This time he wants to lure MukuMuku to his lab using food.

Daryl- Leave your house one night and you will see Daryl again trying to capture MukuMuku.

Daryl- Leave your house one night and once again Daryl will try and get MukuMuku.

Daryl- Leave your house and you might see Daryl try to steal one of your cows.

Daryl- Leave the Dig Site and you might see Daryl spying on Carter and Flora.

Daryl- Enter his lab at about 1PM and you will catch him doing an experiment. Of course it goes wrong and you leave. It has to be raining for this event.

Daryl- Enter Daryl's lab at about 1PM and he is doing another experiment which goes wrong. Must be sunny and after the previous event.

Daryl- Walk out of your house and catch Daryl spying on your family.

Lumina- In Chapter 1, enter Romana's Villa while a piano is playing to trigger an event with Lumina.

Lumina- In Chapter 3, be friends with Lumina and enter her room when she is there. This triggers a scene where you get the Sheet Music.

Nami- If you didn't marry Nami, enter the bar during the evening in year one, Chapter 2. This triggers an event where Nami returns.
(She eventually returns anyways)

Muffy- Be friends with Muffy. If you didn't marry Muffy enter the bar when she and Griffin are inside. Around 1 or 2. This triggers a scene where Griffin talks about Muffy.

Takakura- In Chapter 1, Summer, Takakura will give you a horse.

Takakura- In Chapter 2, enter Takakura's house at night when he's home to get a scene with Tartan.

Takakura- When you make a 3rd Generation crop, enter the Food Storage Room. This provides a scene where Takakura presents a shipping bin for your 3rd Generation crops.

Carter- Find all 6 tablets at the dig site and befriend Carter and Flora to get a chihuahua.

Flora- Be friends with Flora and enter the tent when she is inside to receive a necklace.

Kate- Kate has to have grown up. Leave the dig site one day, but make sure Flora is not inside. This might trigger an event where Kate talks to Flora about a book she is writing.

Griffin- Go in the bar late at night when only Rock is inside. This triggers an event where Griffin plays his guitar.

Van- When Van comes to town he first stops at the inn. Follow him in for a cutscene about his diet. This event can happen more than once.

Murrey- Enter the food storage room at night to catch Murrey stealing some food.

Murrey- If you give Murrey enough money, not sure how much, when you enter your house one day you may get an event where he says he has enough money and will be leaving town.

Sebastian- Become friends with Sebastian and enter his room at night when he is in there. This triggers a scene with a painting.

Sebastian- Become friends with Sebastian and enter the kitchen in Romana's Villa while Sebastian is inside. This triggers a scene where he is sad.

Sebastian- Not sure how to activate this. Enter Romana's Villa to see Van requesting to buy a painting. Romana refuses and Lumina says its her painting. Then follow Sebastian into the woods where he attacks MukMuku to get a paintbrush for Lumina.

Cody- Be friends with Cody and enter his house in Chapter 4. You will then get a big, metal thing for your living room or bedroom..

Sprites- During the first year the sprites will have a scene where they give you the Blue Feather.

Sprites- The sprites have another scene where you walk up to the woods and they talk about wonderful things for a harvest goddess.
(There is no harvest goddess in this game)

Chris/Samantha- Exit the clinic when both ladies are outside and they will be talking about their families.

-Heart Events-

Nami- Have at least 1 heart with Nami and leave your house around noon. This triggers an event with Nami looking around your farm.

Nami- Have 2 hearts with Nami. Enter the bar when only Nami, Muffy, and Griffin are inside. This triggers an event where you talk to Nami.

Nami- Have 3 hearts with Nami. Enter your house around 8 and Tim and Ruby come knocking and this triggers an event where Nami is missing.

Nami- Have 4 hearts with Nami and enter the Inner Inn around 10 PM. This triggers a scene with Nami and a letter.

Nami- Have 4 hearts with Nami and enter the inn late some time in Winter. This triggers an event with Nami. If you tell her she can live with you, you will get married at the end of the chapter.

Nami- Have 4 hearts with Nami and offer her the Blue Feather. This triggers an event where she will agree to marry you.

Celia- Have 1 heart with Celia and enter Vesta's house. Leave when Celia is outside. This triggers an event where Celia asks about your farm.

Celia- Have 2 hearts with Celia and leave your house around noon. This triggers an event with Celia and the spring.

Celia- Have 3 hearts with Celia. Enter Vesta's house when Celia is inside and Vesta and Marlin are in the storage room. This triggers a scene with a shopping trip.

Celia- Have 3 hearts with Celia and enter her house when she is inside. This triggers a scene where she takes you to the spring and speaks of another man.

Celia- Have 4 hearts with Celia and enter Vesta's house while Celia, Vesta, and Marlin are inside. They are arguing about the guy Celia is supposed to marry.

Celia- Have 4 hearts with Celia and leave your house after 6 AM. This triggers a scene where Celia is missing and she says she loves you.

Celia- Have 4 hearts with Celia and offer her the Blue Feather. This triggers a scene where she accepts your proposal at the spring.

Muffy- Have 1 heart with Muffy and exit your house around noon and this triggers a scene with Muffy and your dog.

Muffy- Have 2 hearts with Muffy and enter the bar during the evening for a scene with Muffy and a broken dish.

Muffy- Have 3 hearts with Muffy exit your house around noon and Muffy will talk to you about her trip to a wedding.

Muffy- Have 4 hearts with Muffy and go to bed from 6-8 PM. Muffy comes by and says she thinks she is being followed.

Muffy- Have 4 hearts with Muffy and enter the bar around noon. This will trigger a scene where you take Muffy on a date.

Muffy- Have 4 hearts with Muffy and offer her the Blue Feather. This initiates a scene where she accepts your offer.

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+ 15. Recipes +
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Recipes make food. Eating recipes will restore your fatigue and stamina more than weeds or crops.

At first you will only have "Soups" and "Salads", but as you cook, you'll unlock more recipes. When you cook 30 recipes (can be any recipes, including the Ruby Spice trick) you will unlock the "Hors D'Oeuvres" and "Desserts". Then cook 10 more to unlock the "Entrees". And your recipes are not saved, you'll have to remember them. I will also list what the recipes sell for. Unlike hybrids, you do not need to input the ingredient listed first first. You can mix it up.

-Soups-

Earth Soup- Potato+Carrot 100G
Fish Stew- Potato+Carrot+Fish 250G
Good Soup- Potato+Tataro+Fish 250G
Stew- Potato+Carrot+Milk 200G
Tomatoma Soup- Tomato+Carrot 90G
Yam Soup- Sweet Potato 110G

-Salads-

Dhibe Salad- Dhibe+Tomato+Berrytoma 35G
Egg Salad- Egg+Tomato+Berrytoma 25G
Fruit Salad- Apple+Orange+ Tomato 40G
Light Pickles- Turnip 25G
Marinade- Fish+Tomato+Mugwort 35G
Melon Salad- Melon+Apple+Orange 25G
Pickles- Trady+Raury 25G
Potamelo Salad- Potamelo+Apple+Orange 35G
Red Salad- Trady, Dhibe, Tomato 35G
Tomacaro Salad- Tomato+Carrot 35G
Tomamelo Salad- Tomato+Melon 35G

-Desserts-

Carrot Cake- Carrot+Milk+Egg 150G
Cocktail- Berrtoma+Phuju 190G
Dhibe Cake- Dhibe+Milk+Egg 1675G
Fruit Juice- Peach+Grapes+Milk 50G
Good Juice- Carrot+Berrytoma+Grapes 100G
Grilled Yam- Sweet Potato 75G
Ice Cream- Brown Milk+Star Milk 110G
Kashry Ice Cream- Kashry+Brown Milk+Star Milk 150G
Love Cocktail- Watermelon+Grapes 200
Magenge Jam- Magenge 45G
Orahge- Orahge 40G
Peach Tart- Peach+Butter+Egg 125G
Phurum Jam- Phurum 40G
Pound Cake- Butter+Milk+Egg 175G
Rich Juice- Banana+Peach+Star Milk 75G
Strawberry Cake- Strawberry+Milk+Egg 190G
Sweet Cocktail- Oraphu+Gehju 200G
Sweet Potato- Sweet Potato+Butter+Egg 150G
Veggie Cake- Tomato+Milk+Egg 150G
Veggie Juice- Carrot+Berrytoma 50G

-Hors D'Oeuvres-

Fried Mushrooms- Potato+Mushroom+Butter 80G
Fried Veggie- Tomato+Carrot+Butter 70G
Grape Pie- Grape+Butter+Egg 50G
Melon Pie- Melon+Butter+Egg 50G
Sashimi- Fish 150G
Smoothe Veggies- Potato+Turnip+Carrot 175G

-Entrees-

Curry- Potato+Carrot+Ruby Spice 150G
Gratin- Cheese+Butter+Milk 200G
Meuniere Set- Fish+Butter 250G
Mushroom Curry- Potato+Mushroom+Ruby Spice 200G
Mushroom Gratin- Cheese+Butter+Mushroom 150G
Omelet- Egg+Butter 200G

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+ 16. Hybrids +
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Hybrids are crops that are made by fusing two other crops.

In order to make hybrid crops you need Tartan. Tartan is a two headed plant that lives with Takakura. To get him be friends with Takakura and in Chapter 2, enter his house when he is home at night. This triggers a scene with Tartan. In order to get the option to hybrid you will have to talk to Tartan frequently and eventually that option appears when he asks what you want. To make a hybrid, show Tartan two different seeds. There are three flowers that boost seeds effects. I'll start with them.

Gemsoil+Seed = Allows crop to grow in any soil.
Happy Lamp+Seed = Allows crop to grow in any season.
Upseed+Seed = Boosts seed's rank

Find Gemsoils in the Fall
Find Happy Lamps in the Summer
Find Upseeds in the Winter

Now I'll start with how to get the 2nd Generation Crops. Also note that Tartan doesn't get it right all the time so keep trying. All hybrids grow in fertile soil. And make sure you enter the seed in the order I have written.

Gretoma:
Season- Spring-Fall
Growth Rate- Slow
Class- Vine
Hybrid- Tomato+Watermelon

Trady:
Season- Spring-Fall
Growth Rate- Slow
Class- Vine
Hybrid- Tomato+Watermelon

Tobatama:
Season- Spring-Fall
Growth Rate- Fast
Class- Root
Hybrid- Tomato+Potato

Tomacaro:
Season- Spring-Fall
Growth Rate- Fast
Class- Vine
Hybrid- Tomato+Carrot

Berrytoma:

Season- Spring-Fall

Growth Rate- Fast

Class- Vine

Hybrid- Strawberry+Tomato

Berryto:

Season- Fall-Spring

Growth Rate- Fast

Class- Vine

Hybrid- Strawberry+Melon

Dhibe:

Season- Fall-Spring

Growth Rate- Very Fast

Class- Vine

Hybrid- Strawberry+Turnip

Poberryto:

Season- Fall-Spring

Growth Rate- Fast

Class- Root

Hybrid- Strawberry+Potato

Berryber:

Season- Spring-Summer

Growth Rate- Slow

Class- Vine

Hybrid- Watermelon+Strawberry

Melober:

Season- Spring-Summer

Growth Rate- Slow

Class- Vine

Hybrid- Watermelon+Melon

Raury:

Season- Spring-Summer

Growth Rate- Slow

Class- Vine

Hybrid- Watermelon+Turnip

Melotoma:

Season- Spring-Fall

Growth Rate- Slow

Class- Vine

Hybrid- Melon+Tomato

Potamelo:

Season- Summer-Fall

Growth Rate- Slow

Class- Root

Hybrid- Melon+Potato

Camelo:

Season- Summer-Fall

Growth Rate- Fast

Class- Vine

Hybrid- Melon+Carrot

Sholo:

Season- Summer-Fall

Growth Rate- Fast

Class- Vine

Hybrid- Melon+Sweet Potato

Dhilon:

Season- Summer-Fall

Growth Rate- Very Slow

Class- Root

Hybrid- Turnip+Melon

Bashber:

Season- Spring-Summer

Growth Rate- Slow

Class- Root

Hybrid- Potato+Watermelon

Radita:

Season- Winter-Summer

Growth Rate- Fast

Class- Root

Hybrid- Potato+Turnip

Bashota:

Season- Winter-Summer

Growth Rate- Very Fast

Class- Root

Hybrid- Potato+Sweet Potato

Cabber:

Season- Spring-Summer

Growth Rate- Slow

Class- Vine

Hybrid- Carrot+Watermelon

Caberry:

Season- Fall-Spring

Growth Rate- Fast

Class- Vine

Hybrid- Carrot+Strawberry

Cady:

Season- Winter-Summer

Growth Rate- Fast

Class- Root

Hybrid- Carrot+Turnip

Tataro:

Season- Winter-Summer

Growth Rate- Fast

Class- Root

Hybrid- Carrot+Potato

Yamato:

Season- Spring-Fall

Growth Rate- Fast

Class- Root

Hybrid- Sweet Potato+Tomato

Kashry:

Season- Spring-Summer

Growth Rate- Slow

Class- Root

Hybrid- Sweet Potato+Watermelon

Berryto:

Season- Fall-Spring

Growth Rate- Slow

Class- Root

Hybrid- Sweet Potato+Strawberry

Kandy:

Season- Winter-Summer

Growth Rate- Very Fast

Class- Root

Hybrid- Sweet Potato+Turnip

Kanro:

Season- Summer-Fall

Growth Rate- Very Fast

Class- Root

Hybrid- Sweet Potato+Carrot

Now this is where the 2nd Generation Trees will be. The prices, are the prices of the seeds. Some of them have alternate combinations.

Lanmuge- 540G

Fall

Hybrid- Peach+Orange

Jurum- 470G

Fall

Hybrid- Peach+Grape

Grape+Peach

Orahge- 420G

Summer

Hybrid- Orange+Grape

Magenge- 540G

Winter

Hybrid- Orange+Banana

Gehju- 560G

Summer

Hybrid- Grape+Banana

Fall

Hybrid- Banana+Grape

Magerum- 610G

Winter

Hybrid- Banana+Peach

Appage- 540G

Fall

Hybrid- Banana+Apple

Phurum- 455G

Fall
Hybrid- Apple+Peach

Oraphu- 420G
Spring
Hybrid- Apple+Orange

The third generation trees you get to name yourself.
So I am going to list them as TA, TB, etc. T meaning tree.

TA- 950G
Summer
Lanmuge+Gehju
Gehju+Lanmuge

TB- 1400G
Summer
Lanmuge+Magenge
Magerum+Magenge

TC- 850G
Fall
Magenge+Phurum
Phurum+Magenge

TD- 960G
Fall
Orhange+Jurum
Orhange+Gehju

TE- 1250G
Summer
Jurum+Appage

TF- 950G
Winter
Jurum+Phurum
Phurum+Jurum

TG- 925G
Spring
Orhange+Phurum
Phurum+Orhange

TH- 900G
Fall
Oraphu-Gehju
Gehju+Oraphu

TI- 1100G
Winter
Oraphu+Appage

A good way to get S rank seeds without blowing all your money is to raise them to S rank and then place them in the Seed Maker. You will then get two new bags of S rank seeds. Keep this up to continue to get S rank seeds.

Here I will list various ways to make money fast. You might not want to use these often because then you'll have so much money and that might take away from the fun of making money by farming or raising animals.

When your tree's fruit is ripe, put the fruit into the seed maker and sell the seeds to Van. Tree seeds are worth a lot.

Go into your kitchen, and use Ruby Spice as the only ingredient. This makes another Ruby Spice and you keep the previous one. Sell them to Van, but make sure you keep one.

This isn't really a different way to make money, but it is a way to utilize the above method to get all farm buildings. Once you get the Ruby Spice use the method to get many, up to 99. If Van is not around store them in your shed, food storage, or fridge. Then sell them when he comes back to get a ton of money. Build the farm buildings. Doing this everyday should allow you to get all the buildings by the first chapter.

Cut down grass to make fodder. Go into the barn and take fodder out and put it into your rucksack. Sell the fodder to Van. Each fodder is worth 10G. 99 pieces are worth 990G.

When you catch any fish that is worth less than 150G, cook it into Sashimi and sell that for 150G.

Raise any crop to S rank. Place that crop in the Seed Maker for two new bags of S rank seeds. You can then sell the S rank crops while continuing to grow them. This works with all crops, but you get a bigger profit from S ranks.

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+ 18. Miscellany +
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In this section I will list all the information that don't really fit into their own sections.

- A. Eating
- B. Weather
- C. Dreams
- D. Feeding Pets
- E. Locked Shed
- F. Decor

-A. Eating-

Your character must eat in this game. If you don't, you could pass out. You will know he is hungry when he grabs his stomach, which makes a rumbling noise, and the word "Guu~" appears above his head. Now it's time to feed him. If you are in the dig site, you cannot eat, but you should be fine until you leave. You have three options for food.

Weeds/Mushrooms- These can be found throughout the town in different seasons. They're the least filling.

Crops- The fruits and vegetables you grow on your farm. They're secondary filling.

Recipes- The dishes you cook in your kitchen. They're the most filling.

Eating the mushrooms outside the tree by the Spring takes you inside the Harvest Sprites house. They always complain about hunger, but there is nothing you can do.

-B. Weather-

There are four different types of weather.

Sunny- Regular day and most common.

Rainy- Rain showers down for a while. Waters your crops for you and may sicken your animals.

Snowy- Snow falls down, only in Winter or end of Fall. May sicken your animals.

Hurricane- Very heavy rain. May sicken your animals, waters your crops, and may destroy some crops.

-C. Dreams-

The dreams are those little, wiggly pictures you see while you are sleeping. They represent how your character is doing. There are three.

Good- Your character will have a happy face, be surrounded by food, with a yellow background. This means you are doing well. You are well fed, with a high stamina and fatigue.

Normal- Just a bunch of blue bubbles. The default dream. You'll always have this dream at beginnings of chapters. You just have a normal stamina and fatigue.

Bad- Your character is in the backround with blue bubbles. This means you have low stamina and fatigue and you are hungry.

-E. Locked Shed-

The shed next to your big, fertile field doesn't open and won't open. Ever. It was originally supposed to be a stable for your horse, but Natsume didn't keep that idea and never removed the shed. The sheds by Romana's Villa and The Twins' Tower don't open either.

-D. Feeding Pets-

Next to your dog's house is a little dish. Put food in this to feed your pets. You can put any food in it and you will be feeding both the dog and the cat. They all have to have their own separate food though. Feeding your dog everyday will prevent Murrey from stealing food from your Food Storage.

-F. Decor-

Your house will get decorations. This is a list of all of the items you could get in your house.

Alarm Clock
Bear
Son's Bed
Your Bed
Blue Rug
Blue Mats
Blue Tablecloth
Help Bookshelf
Son's Bookshelf
Son's Box
Calender
Cody's Art
Diary
Dinnerware Shelf
Son's Dresser
Your Dresser
Kitchen
Refridgerator
Son's Rug
Your Rug
Kitchen Table
Son's Table
Toy Box
 Ball
 Blocks
 Toy Car
 Scratch Pad
Kitchen Trash Can
Living Room Trash Can
Son's Trash Can
Television
Vase

This is all the stuff that might be in your son's room due to what his career might be or his friends.

Art Boards-Artist
Fireworks Ball-Friends with Twins
Painting-Artist
Plant-Farmer
Weights-Athlete

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+ 19. Frequently Asked Questions +
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This is a list of many questions that are frequently asked about the game. Most can be answered in other parts of the guide, but the most common questions are here.

Q. Why won't my cow give me any milk?
A. Cows give milk for only about 40 days. They will have to have a baby to start producing milk again. For the first few days after birth, your cow will produce mother's milk which should be fed to the baby.

Q. How long before my cow can get pregnant/How long until my bull matures?
A. When you purchase cattle or after they have been born, they must mature before they are able to impregnate or produce milk. This takes about a year.

Q. What is the green heart when I try to milk my bull?

A. The green heart means he likes it.

Q. Where'd my calf go? It's not in the hatch.

A. Yes, it is. From time to time your calf might not be visible in the hatch. Change views, wait a minute, or come back later and it will be back.

Q. How do I buy the ducks?

A. You don't buy them. If you built a pond in Chapter 1 they'll show up in the Summer of Chapter 2 if you wake up after your wife. Keep in mind if you sell any of these first two ducks you won't get anymore.

Q. Why don't my ducks lay eggs?

A. Ducks do not sit on their eggs. Sometimes a fertilized egg might hatch into a duck though. So this draws the conclusion that ducks lay their eggs and the chickens sit on them. Just leave it at that.

Q. How do I get rid of my goat?

A. Your goat will stop giving milk eventually and it cannot start again and you cannot sell it. So the only way to relieve yourself of the goat is to let it die. A way you can do this is keep all your animals in the barn except the goat and it might get sick from rain or a hurricane. Or leave it in the barn with no food. However, you really shouldn't kill the goat. It's just one space in the barn and you really don't need that many cows or sheep.

Q. Is there a watering can that waters multiple crops?

A. No.

Q. Why haven't I gotten married yet? I gave her the Blue Feather.

A. No matter when you give her the feather, you will get married at the end of the year. And no there is no cute little wedding scene.

Q. Can I marry Flora?

A. No.

Q. How about Lumina?

A. No.

Q. How can I get into Nami's room?

A. You can either follow her around late at night until she goes to her room or wait for her to wake up in the morning. She'll hang out in her room for a while before she leaves or goes to sleep.

Q. Where can I safely store my food?

A. Well, your wife and kid sometimes eat the food in the refrigerator and Murrey will occasionally steal food from your Food Storage. But the Food Storage is safer. If you catch Murrey, tell him he can't have the food and he might not show up again for a while or feed your dog everyday to scare him away. However, the safest place is still in your rucksack.

Q. Do the Harvest Sprites/wife/son help out on the farm?

A. No, you'll have to do everything yourself.

Q. How do I carry my son?

A. When your son has not asked to be carried or has his arms up, press "Y" next to him to pick him up and carry him.

Q. How can I get more recipes?

A. Cook any food for 25-30 times to unlock Desserts and Hors D'Oeuvres. Then 10 more times to unlock Entrees.

Q. Why won't my son stay put?

A. When you take him somewhere, he'll leave and start walking home. But if you take him somewhere to influence him in his career, you just need to bring him there and you can let him leave.

Q. That creepy bear is alive. What is up with that?

A. There is a scene where the bear you buy from Van is walking around in your son's room. That's it, don't worry about him.

Q. How do I open up my own shop?

A. Go next to the tree at the bar, and press "A" when you have the option to set up your shop.

Q. What is that shed for?

A. The shed by your fertile field does nothing. It was originally supposed to be a stable for your horse, but Natsume didn't proceed with that idea and left it there.

Q. Does Murrey leave?

A. No, so don't even bother giving him money unless you are feeling charitable.

Q. What does MukuMuku do?

A. Aside from some scenes with Daryl and mention of him from a few villagers, nothing.

Q. I heard that MukuMuku gives you a lizard.

A. There are variations to that statement, but under no circumstance does MukuMuku give you a lizard. Wherever you people are hearing that I don't know, but it is false.

Q. Is there a Harvest Goddess in this game?

A. No, but there is a scene where the sprites speak of wonderful things to get a goddess, but no. There is a goddess in the next town over.

Q. Is there a free-play mode?

A. Other than starting over, no.

Q. Is this game like/better than Animal Crossing?

A. Yes, this game has similarities between Animal Crossing, like you go fishing, make friends, raise a town and house in AC, and farm in HM. I personally think this game is better, but it all depends on what you like.

Q. What is this next Harvest Moon: A Wonderful Life about?

A. In December, supposedly, a Harvest Moon: A Wonderful Life for Girls will be released. It is basically the same thing except you are a girl instead of a boy and I assume you will also have a daughter instead of a son.

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+ 20. Credits +
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I'd like to thank Natsume and Marvelous Interactive Inc. And anyone else who helped in the making of this game.

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- Smash Master- Chapter 4 and 6
- Boojiell119- Sebastian Event
- willemine- Chickens, Forage, and Trees
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Sarah Braun- Sebastian event and Chapter 3, Artist career scene
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Jason Sessoms- Starry Night Festival
Mexicanmix- Dating tips for Nami, Celia, and Muffy, S rank crops
shot weapon5- Gift Ideas
Ms Angela Healy- First year farm buildings
HeatOmen- Takakura Event

++++
+ 21. Contact Info +
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If you found any errors, have any comments, know of something I forgot to mention e-mail me at jiyu_aifu@yahoo.com.

Make sure you put in a subject and mention that the game is Harvest Moon. Also write your e-mail so it can be read without any problems. If your e-mail does not contain a subject, mention the game, or is ineligible, then it may be ignored. Also, if you ask about anything mentioned in this guide or even not mentioned you will also be ignored. If you require further help on something then by all means ask for help and I'll help if I can, but please don't ask me how to do something clearly mentioned in the FAQ.

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+ 22. Copyright +
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