# Harvest Moon: A Wonderful Life FAQ

by kkslider

Updated to v0.74 on Jul 5, 2004

Harvest Moon: A Wonderful Life FAQ

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|By: kkslider02 |
|Version: .74 |
|Written in: Notepad+ |
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Well, now that the all important author/version/written in/format box is out of the way...Lets move on to everybody's favorite... None other then... The table of contents!!! \*\*\*\*\* \* I. Introduction/Captain's log (100% done) INT191 \* \* II. The story (100% done) TS628Y \* III. The controls (100% done) CON\$8P \* IV. The tools (98% done) TOOL91 \* V. The animals (95% done) ANI242 \* VI. A) Cows (90% done) COWPOO \* VI. B) Chickens and ducks (100% done) CAD563 \* VI. C) Sheep and goats (100% done) SHGOO-\* VI. D) Horse (100% done) H!5320 \* VII. The people (50% done) THPEO& \* VIII. The town (100% done) TOWN69 \* IX. The crops (33% done) CRO^58 \* IX. A) First generation (90% done) FIG591 \* IX. B) Second generation (80?% done) SIG676 \* IX. C) Third generation (0% done) (doesnt exist yet)\* \* X. Money making tricks MMT\$\$\$ \* XI. Recipes (10% done) FOOD54 \* XII. Girls (100% done) GIJOE5 \* XIII. Children (100% done) KID561 \* XIV. User submitted questions and FAQ USQAF3 \* XV. Link up info (50% done) LUI925 \* XVI. Van's shop (0% done) \* XVII. Item List (coming soon) \* XVIII. Contact info (100% done) CIME#^ \* XIX. Closing (100% done) CL0883 \* XX. Credits (100% done) CRED60 

In case you haven't noticed yet I like to box stuff in. It's just my style.I picked it up from a buddy. If You don't like it email me on why I should stop. Anyway... back to the introduction. I am going to do the version numbers in a normal way. I will go up one tenth for every small adjustment and up about .20 for every large adjustment. If I go above version one then I have no clue what to do next. Also if you noticed the User submitted questions does not have a % done next to it. This is because I will (hopefully) get a lot of questions that i can't put a percent on it. I'll also keep a log here of what I do. ALSO, I have added a search function. Press Ctrl+F and type in the strange words and stuff in the table of contents to find the section.

3/27/04

Started guide. Got ASCII art, and did the first seven and a half sections.

# 3/29/04

Added a few more sections, resubmitted guide to the sites.

#### 3/31/04

Did a little bit more. Worked on the girls section and children section Also, please note I will not have internet acess on Apr. 3 to Apr. 5 I'm going to the mts. for spring break.

#### 4/1/04

I have decided to never work on the guide again and just delete it. APRIL FOOLS!!! hahahahaha

## 4/2/04

YAY!!! My b-day... not that you care... lol ok today I got a bunch of info from ryguy899 and resubmitted guide. Forgot that I had submitted V.25 to gamefaq and checked on it. REJECTED!!! For lack of content. I'll get this on gamefaq someday... Also please note that this is my last update till APRIL 6th!!! We decided to stay in mts. for one more day. Sorry bout this guys. You can send your e-mails, but they won't get answered for 4-5 days.

#### 4/14/04

Ok...I know..... I slacked off... added a ton of stuff. Now onwards to the good stuff.

## 4/15/04

Added some stuff and search keywords.

### 7/04/04

THANK YOU FISHERKID326!!! Your questions (though not posted) have encouraged me to get back into the guide writing with regular active updates! Anyway i added alot of contributions and stuff and I did some more stuff.... Wow... i always seem to update it on important dates.. lol (birthday and now a holiday!) I also decided i might possibly do an animal name section... So send me your best animal's name (1 per person please) See contact info.

<---->
> II. The story < TS628Y
<---->

The main story of AWL is based on you and Takakura. Your father and Takakura set out to save the farm and make it a prosperous place of prosper (wow!). Anyway, your dad died and Takakura got you to make the farm a prosperous place of prosper. It is now Takakura's dream to make the farm a prosp- good farm.

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: III. The controls ; CON\$8P
;:::::::::::;;

Here is the basic rundown of the controls:

/---\ | A | - The big green button. It is used to confirm menu selections and pick \---/ up items and find out about items, and to investigate areas, and to do whatever else the green icon in the top right corner says. /---\ | B | - The small red button. Used to cancel menu selections, and to put \---/ items in the rucksack. /----\ < Y > - The oval shaped gray button above the A button. Used to do \----/ various actions like wash, eat, and heart (nuzzle). /----\ > - The oval shaped gray button to the right of the A button. Used Х < \----/ to open up your rucksack. - A very small version of the control stick. Used to move. 0 Ο - A very small version of the yellow C stick. Used to rotate view. (vision a plus shaped gray button) - D- pad. Its not used. Very hard to draw /----\ | R | - The R button. Press once to call dog. Press twice to call horse. /----\ | L | - The L button. Press to center camera behind your character. \_\_\_\_\_ |----| | Z | - The Z button. Small and purple. Used to acess a first person view |----| when standing outside. Wow! The instruction booklet didn't give you drawings that detailed! \_\_\_\_\_ | IV. The tools | TOOL91 You'd think the ever popular harvest moon guy would of learned to buy some electric tools by now. Every day it's go outside and use a human operated hoe and waste all your energy. Anyway here is the tool list: Watering can L- The name says it all. A large watering can. It holds up to 140 squares. Essential for growing lots of crops. Watering can- A normal watering can. Don't bother to buy unless your writing a FAQ. Save up for the large one. This one only holds 70. Watering can S\*- A small watering can. Takakura gave it to you. It only holds 35 squares! Strange watering can- Romana gives it to you. Holds one square. The only thing its good for is to collect dust.

Brush- Buy from Van. Cheap good buy. Used on animals to make them happy.

Shears?- You get them from Chris I think. Need info on these.

Electric clippers- YAY he advanced one tiny step out of the stone age. These are expensive and aren't that much different at all from the normal shears. Buy if you feel like wasting money. (like I did) Order from Takakura.

Wool shears- Used for... shearing wool! Who would of guessed it? Pretty cheap, and needed to get that precious wool off of the sheep. Order from Takakura.

Heavy sickle\*- A heavy sickle. Takakura gave it to you. Used to cut fodder for the animals. Hard to use.

Sickle- Not as heavy as the heavy sickle, but not as light as the light sickle Used to cut fodder.

Light sickle- A light sickle. Used to cut fodder. Expensive.

Strange sickle- From Gustafa. Very heavy and hard to use.

Weird sickle- From Dr. Hardy. Very heavy and hard to use.

Heavy hoe\*- A heavy hoe. From Takakura. Hard to use.

Hoe- Not as heavy as the heavy hoe but heavier then the light hoe.

Light hoe- Expensive. Light and good. Doesn't use much energy.

Weird hoe- From Vesta. Heavy and bad. Bottom line: it sucks.

Strange hoe- From Tim and Ruby. Heavy. Sucks.

Fishing pole- Buy from Van. A good investment.

Fishing rod- (thanks to ryguy899 for this info) You get it from Galen once you make good friends with him. He won't take your presents until you start making him happier by cleaning up Nina's grave (2nd Year and on)

Milker\*- Used to milk cows. Takakura gives it to you.

Goat milker- Comes with the goat you can buy from Van.

A \* indicates an item you sart with.

\_\_\_\_\_

+^^^^^+ { The animals } ANI242

What would a harvest moon game be without animals? See the FAQ section for that answer. Anyway this brings us to subsection A: Cows

\*======\* ( Cows ) COWPOO \*======\*

There are 4 kinds of cows. They differ in apperance and by milk types. They are: Normal, Brown, Marble, and Star. Then there are bulls and well... cows. Non-bulls are the ones that will make yummy milk for you. Your first cow will make milk for 1 year. After that it stops. To get more milk you'll need to get it bred. You can either buy a pricy miracle potion, or buy a pricy bull. (if you buy a bull you'll have to wait 30 days before it can well... do it.) The actual prices for the cows and bulls are listed below: Normal cow: 4000G Normal bull: 3000G Brown cow: 5000G Brown bull: 4000G Marble cow: 5000G Marble bull: 4000G Star cow: 7000G Star bull: 6000G The milk prices for all 4 cows are listed below: Normal cow:

Milk B: 75G Milk A: 115G Milk S: 150G Cheese:? Butter:?

Brown Cow: Milk B: 115G Milk A: 175G Milk S: 225G

Marble cow: Milk B: 115G Milk A: 175G Milk S: 225G

Star cow: Milk B: 270G Milk A: 405G Milk S: 540G

So you ask how do you get A and S milk? The answer is good fodder. It costs 200G a piece and helps raise your cow's milk up. I normally get A milk just by talking and brushing my cow before milking, so it shouldn't be too hard to get S milk. Also please note that the cheese and butter info is listed below. Also, as you may notice there is no such thing as marble cheese S or3 star butter A, all there is is regular and good cheese and butter. So please don't send me stuff saying marble A cheese sells for 300G, as this is what I call half-crap. Also, only my marble cow and brown cow are giving milk tight now so thats all I have. Please don't hurt me for that. Or send angry emails. Table for type of milk becomes:

+-			+
	Type of cow	B milk becomes   A milk becomes   S	S milk becomes
-	Normal Cow	*coming soon*   *coming soon*   *	*coming soon*
 	Brown Cow	R.C. G.B.   R.C. G.B.   C	G.C. G.B.
	Marble Cow	G.C. R.B.   G.C. R.B.   C	G.C. R.B.
 +-	Star Cow	*coming soon*   *coming soon*   *	*coming soon*

Key \*-----\*

			Ι
	R.C.	Regular cheese	Ι
	G.C.	Good cheese	Ι
	R.B.	Regular butter	Ι
	G.B.	Good Butter	Ι
			Ι
*			*

@-----@ | The sale prices are below: | @-----@

Regular cheese: \*coming soon\*

Good cheese: \*coming soon\*

Regular butter: \*coming soon\*

Good butter: \*coming soon\*

\_\_\_\_\_Chickens and ducks | CAD563

Eat mor chikin. Sorry, couldn't resist. Anyway, you can get chickens (the ones that lay eggs) roosters (guy chickens) and ducks (both male and female). Chickens and ducks are quite simple. All they need is a little bird feed and they will love you. To get ducks, simply buy the pond, and sometime in the 1st year of chapter 2 your wife will tell you there are ducks, and you get to decide to keep them or not. If you do (which I hope you will) you can get duckys (real ones, not rubber ones). Duck eggs look like the same as chicken eggs. If you want to get more chickens/ducks simply take a <i>fertilized egg </i> and place it on the incubator and it will either hatch into a chicken, rooster, or duck. It will take 1 season for the egg to hatch and 1 season for the chick/duckling to grow up. Onward to subsection C: Sheeps and goats.

"!@#@!@#@!@#@!@#@!@#" O Sheep and goats O SHGOO-"!@#@!#@!#@!#@!#@!#!"

First I will handle sheep. Sheep are a once per season income. every 10 days your sheep will give you wool. If your extra nice and wash it a lot you might get golden wool. You can't breed sheep because you can only get males. Sheep only eat once per day. They cost 1,500G.

off to buy one right when you read that, but really consider it first. First of all you can't sell it. So your stuck with it. Unless you can kill it. Which is bad. Very bad. Second of all, it only produces milk for one year, so it will pay for itself, but you are stuck with it. I highly advise against buying it, but hey its your game. Goat milk sells for 115G and goat cheese sells for 155G and goat butter sells for 150G. Subsection D: horse is up next \*\*\*\*\*\*\* \* Horse \* H!5320 \*\*\*\*\* You recieve your horse in the first summer of chapter 1. He is used for transportation. He can really help you get a lot done in one day. He eats once per day and requires little matatainence. Just talk and brush him every day and he will be happy. \_\_\_\_\_ +========================+ % VI. The people + THPEO& +================+ Chapter 1 cast of characters: Cody: A big tough looking guy with a blonde mohawk Occupation: Metal artist Likes: Flowers Van: An extremely husky (and scary) guy who comes on the 3rd and 8th of each season. Occupation: Traveling merchant Likes: Goat milk Dr. Hardy: Romana's physician, a nice doctor. Occupation: Yup, you guessed it, a doctor! Likes: Milk Gustafa: He's the guy that looks like a leprechaun. He lives in a yurt, and enjoys playing music. Occupation: Poet Likes: Flowers Flora: She is the girl who lives with Carter and helps with the dig. Occupation: Archeologist Likes: ? Carter: The head of the dig site.Lives in the tent with Flora. Loves his work. Occupation: Archeologist Likes: Home cooked meals Daryl: The mad scientist who is obsessed with Mukumuku and energy resources. Occupation: Scientist Likes: Fish (espicially big snelt) Patrick: The 2nd greatest pyrotechnician in the world. Lives in small elevated hut. Stop by to play a fun strategy game. Occupation: pyrotechnician

As for the goat... I highly advise you not to buy one. Yes, I bet your running

Likes: Ore, flowers

Kassey: The best pyrotechnician in the world. Lives with Patrick in small elevated hut. Stop by to play a fun strategy game. Occupation: pyrotechnician Likes: ore, flowers Celia\*: A potential bride who is a kind down-to-earth girl who knows her way around a farm Occupation: None Likes: Flowers, anything from your farm Marlin: Lives with his sister Vesta. Doesn't mind hard work, but likes the weather in spring and fall. Occupation: Farmer Likes: Milk Vesta: Lives with her bro Marlin. Far from subtle, and tries to hook you up with Celia Occupation: Farmer Likes: Milk Lumina: Romana's granddaughter. Too young to marry. Finds it difficult to live up to her grandma's high expectations. Occupation: None Likes: Flowers Sebastian: The elderly butler who looks after Romana. Treated like family. Occupation: Butler Likes: ? Romana: Elderly lady who likes cats and dreams for Lumina to be a good pianist Occupation: Grandma (lol) Likes: Flowers Muffy\*: One of your potential wives. Likes flowers and shiny objects. Works at bar. Occupation: Bartender Likes: flowers, shiny objects (hahahaha she loves shiny stuff) Griffin: Owner of the bar. Known for his good drinks. Plays guitar in spare time Occupation: Bar owner Likes: ? Hugh: Wally's son. Energetic little kid who wants to be an athlete. Occupation: None Likes: ? Wally: An energetic athlete who can be found running around the valley. Occupation: Athlete Likes: ? Chris: Wally's cheerful wife. A city girl who moved to the valley with Wally. Occupation: City work Likes: Flowers Nina: Elderly lady married to Galen. Wears a weird ladybug hat thingy. Occupation: None Likes: Produce/flowers

Galen: Nina's husband. Longs for city, but Nina insists they stay in valley. Occupation: None Likes: Fish, herbs (bracken, royal fern etc.) Nami\*: Quiet, blunt, and introverted describe Nami. She is a very smart red head. She will leave if you don't marry her. Occupation: None Likes: Trick blue flowers, produce you grew, home cooked food Rock: Tim and Ruby's son. Easy going, he likes to party and will challenge you to a milk drinking contest. Occupation: None Likes: milk? Ruby: Married to Tim she is the inn's cook and is famous for her special spice Occupation: Cook/inn co-owner Likes: Milk Tim: The inn's co-owner. Travels the world and collects stuff. Occupation: Inn co-owner Likes: Milk Murrary: The smelly fly actracting bum, who wishes to go home. Occupation: Bum Likes: You dontating to his funds Mukumuku: The weird white furred thing that Daryll tries to capture. Occupation: ??? Likes: Fish \*\_\_\_\_\_\* { Chapter 2 change of characters: } \*\_\_\_\_\_\* Nina dies. Dr. Hardy moves into Nina's old house. Galen builds house by Nina's grave. \*\_\_\_\_\_\* { Chapter 2 new characters: } \*\_\_\_\_\_\* Grant: A Japanese buisness man. Commutes to city during day. Occupation: Buisness guy Likes: Milk Samantha: Grant's wife. Stays home, cooks food, and takes care of Kate. Likes: ??? Ocupation: Stay at home mom Kate: Grant's child. Evil looking red eyes. (she scares me) Afraid her mom will get mad at her. Occupation: None Likes: ??? More coming soon! \_\_\_\_\_

| VII. The Town | TOWN69

The town is a farely large area, and some places (romana's villa) can take a small portion of the day to get to. Here is a rough picture of the town:

\----/ W \*/ (11) | (8) | / / \ (9) / R / T Inascessable  $\setminus$ / R / / / /\ AREA \ WWW / R / \ WWW / R / / R / (12) | / / / \ / / / | \----\  $\backslash$ /----- $\backslash$ / / \ / / / R / / / R / / / / (your \ / (3) \ \ larm, . \\ \/ / F / (4) /  $\ \ farm$ ) \ / Inascessable| / R / / / AREA H1 \ \ / WWW / / R / | / W(1)W /----/ (2) H2 \ \ / / | (7)/ H3 \ | / / / / WWW V/S \/ |\_/ I I TTT |\_ \_/ / R / |----| / R / (10) | | TTT I I TTT | (vesta's BBBBBBBBBBBB | |B | farm) | |E | |A (8) /// R R R / Н5 Н4 | // / | |C (L) / R R R (6) | |H / 1 / <u>աստատաստաս</u> 1 (5) \_TTTTTTTTTT\_/\_\*\_\*\_\_\_\_/\_ (isn't it beautiful?) (please don't steal this it took alot of time!) Key: (1): Turtle swamp B : Bridge (2): Griffin's bar R : River (3): Pyrotechnician's house \* : Good fish spot (4): Cody's studio T: Trees that take up alot of space (5): Nina's grave (ch.2 and on) H1 : Chris's and Wally's house H2 : Grant's house (ch.2) (6): Galen's house (ch. 2) (7): Daryll's lab H3 : Dr. Hardy's house (ch.2) (8): Romana's Villa H3 : Nina and Galen's house (ch.1) (9): Harvest Sprite's spring H4 : Vesta's house (10): Inner Inn H5 : Vesta's storage place (11): Carter's hut V/S : Vans/your roadside stand (L) : Link-up area (12): Dig site W : Water that is not river. \_\_\_\_\_ \* The crops \* CRO^58 What would an HM game be without crops? Well, it would be a pile of animals,

and a barrel of monkeys. (hahaha bad humor) Anyway there are 3 generations of crops. The ones you buy from Vesta (1st), The ones you get from cross-breeding 1st generation crops (2nd), and the ones you get from cross-breeding the 2nd generation crops (3rd). To get your non-tree crops up one rank use 4 things

of fertilizer on them, but spread out in time. (once when you plant, once when they sprout, once when they get taller, and once when they flower.) To get trees up one rank (which I don't suggest) use 30 things of fertilizer. (once per day is good I think.) Also below is the way I grow my crops. I use a checkerboard pattern and I think it helps me direct the little targeting water thing. I must really like you guys to make this for you huh? NAH! I just do it for the ladys!!! lol... wait no... This would never attract ladys... YOUR VERY OWN: Very fertile field \* C (of course after I do this I relize I could of used copy and paste) KEY: \*: An empty space C: A place where you should grow a crop. Also please note, you don't have to fill up every single spot! On average per season, I grow about 40-49 crops. I grow some S rank crops (32) and some crops to use for cooking. Which brings us to the subsection A. \* A) First Generation crops \* FIG591 \*\*\*\* These will be listed in alphabetical order. <b>Non-trees:</b> Carrots: Watch a bugs bunny cartoon. Cost: 30G Sell B: 45G Sell A: ? Sell S: ? Seasons: Fall-Winter Melons: Green and round. Cost: 50G Sell B: 70G Sell A: ? Sell S: ? Seasons: Summer-Fall Potatoes: I always think of them like this: POT-A-TOE Cost: 40G Sell B: 60G Sell A: ? Sell S: ?

Seasons: Winter-Spring

Strawberries: Red, small, and yummy. Cost: 30G Sell B: 35G Sell A: ? Sell S: ? Seasons: Fall-Spring Sweet Potatoes: A sweeter than normal potatoe. Cost: 40G Sell B: 60G Sell A: ? Sell S: ? Season: Fall Tomatoes: Famous for being thrown at people. Red. Cost: 30G Sell B: 35G Sell A: ? Sell S: ? Seasons: Spring-Fall Turnips: I think they're icky. Cost: 20G Sell B: 25G Sell A: ? Sell S: ? Seasons: Summer-Winter Watermelons: What is the difference between a watermelon and a melon!?!? Cost: 60G Sell B: 75G Sell A: ? Sell S:? Seasons: Spring-Summer I'll have the A and S prices as soon as I can find the money for all that fertilizer. <B>Trees</b> Trees can make you extremely wealthy if you change the fruit into seeds and sell them instead. Apples: Well... there apples... haven't you ever seen an apple? Cost: 820G Sell B: 25G Sell A: ? Sell S: ? Sell seed B: 410G Sell seed A: ? Sell seed S: ? Harvest: Fall Bananas: Monkeys like them. Grow some to make a ton of money. Cost: 1500G (GASP!) Sell B: 35G Sell A: ? Sell S: ? Sell seed B: 750G

Sell seed A: ? Sell seed S: ? Harvest: Summer Grapes: They are purple and well.... grape flavored? Cost: 900G Sell B: 35G Sell A: ? Sell S: ? Sell seed B: 450G Sell seed A: ? Sell seed S: ? Harvest: Fall Oranges: Believe it or not... they're orange! Cost: 820G Sell B: 30G Sell A: ? Sell S: ? Sell seed B: 410G Sell seed A: ? Sell seed S: ? Harvest: Summer Peaches: She had hair the color of strained peaches... (weird al) Cost: 1120G Sell B: 40G Sell A: ? Sell S: ? Sell seed B: 560 Sell seed A: ? Sell seed S: ? Harvest: Summer Don't you just love easy money? I'll have the A and S prices soon enough. | Second generation crops | SIG676 Besides just making crops, you can change your crop's properties by using happy lamp, upseed, or gemsoil. Below in a neat little table it shows what they do. Also please note that the flowers ONLY work with seeds. I will update the user contributed parts soon. \* Upseed- Promotes your seeds to S rank. \* \* Happy lamp- Lets your seeds grow in any season \* Gemsoil- Lets your seeds grow in any type of soil. 

Now here are the actual crops. I don't have too many but here are the ones I have also please note that these are in the order that I found them (or user contributed) in:

Melotama: A weird looking yellowish green tomatoe. Made with: A tomatoe and a melon Sell B: ? Sell A: ? Sell S: 90G Seasons: Summer-Fall Berrytoma: A weird looking pink tomatoe. Made with: A tomatoe and a strawberry. Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Gretoma: User contributed Made with: Tomato + Watermelon Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Meltoma : User contributed Made with: Tomato and a melon Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-fall Berrytoma: User contributed Made with: Tomato and a strawberry Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Trady : User contributed Made with: Tomato and a turnip Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Tomaca :User contributed Made with: Tomato and a carrot Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Yamato :User contributed Made with: Tomato and a sweet potato Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Fall Berryber : User contributed Made with: Watermelon and a Strawberry Sell B: ? Sell A: ?

Sell S: ? Seasons: Spring-Summer Raury :User contributed Made with: Watermelon and a turnip Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Summer Kashry :User contributed Made with: Watermelon and a Sweet potatoe Sell B: ? Sell A: ? Sell S: ? Seasons: Spring-Summer Camello :User contributed Made with: Melon and a carrot Sell B: ? Sell A: ? Sell S: ? Seasons: Summer-Fall Sholo :User contributed Made with: Melon and a Sweet potatoe Sell B: ? Sell A: ? Sell S: ? Seasons: Summer-Fall Berryto:User contributed Made with: Strawberry and a Sweet potatoe Sell B: ? Sell A: ? Sell S: ? Seasons: Fall-Spring Radita :User contributed Made with: Turnip and a Potatoe Sell B: ? Sell A: ? Sell S: ? Seasons: Winter-Summer Tataroo :User contributed Made with: Potatoe and a Carrot Sell B: ? Sell A: ? Sell S: ? Seasons: Winter-Summer Bashoto :User contributed Made with: Potatoe and a Sweet Potatoe Sell B: ? Sell A: ? Sell S: ? Seasons: Winter-Summer

\*\*\*\*\* \* X. Money making tips \* MMT\$\$\$ One of my most important and main source of income is from my trees. Yep thats right. Trees. The main reason is because the tree seeds sell for so much! Below is a list of money making techniques that I have composed. If you would like your money making technique to be listed then please E-mail me or AIM me. (kkslider02@hotmail.com and reallycreepykid) 1) Sell tree seeds. 2) Be nice to your cow so it gives you at least A rank milk. 3) Get 1 or 2 sheep and wash them twice per season. They will give you golden wool. 4) I'm not that big a fan of chickens, but I know that selling their offspring is a good source of income. 5) Buy a bull, so you don't have to pay every time you want milk. 6) Heres my strategy with cow birth: First have one pregnant cow. Then once the baby is born, wait for it to stop producing milk, then sell the mother if the baby was a female. If the baby was male then sell the baby once it grows up if you don't want it. Get another cow pregenant and repeat cycle. 7) Grow S rank crops. Its really not that hard. 8) Fish in the hot spots indicated by the town map. Try to catch any size sharshark (river mouth) or yaname (waterfall). There both big sellers. 9) (from ryguy899) Requirements: At least 100 fodders & Van has to be in town Directions: Go to your barn and take out 100 fodders (that's all you can carry) Go sell all 100 to Van for 10G each If you sell them all, you can get 1,000G 10) (from paperclips900) Get rubys spice by being friends with ruby and tim and cook the spice under any choice as the only igrediant and it will multipy itself to 2 ruby spices (unfortunately you cant use 2 ruby spices to make 4 only 1 to make 2) then when you have 99 put 1 away and sell the rest. the sell for 100 a piece. Please, submit me your techniques. Believe it or not, I don't now everything. \_\_\_\_\_ <----> > XI. Recipes < FOOD54 <----> I don't have all that many, but expect regular updates.

Light pickles: Found in Ruby's kitchen

Type: Salad Ingredients: Turnips (I used 3, but you can use 1) Tommello Salad: Found in Ruby's kitchen Type: Salad Ingredients: Tomatoe, Melon Tommacarro salad: Found in Ruby's kitchen Type: Salad Ingredients: Tomatoe, Carrot Sweet desert\*- Found in Takakura's house Type: desert Ingredients: 2 fruits, milk Curry: Found in Vesta's house (H4 on town map) Type: ? (salad maybe?) more info soon Ingrediants: Potatoe, Carrot, and Ruby's spice Good desert\*: Galen's house in ch. 2 Type: desert Ingredients: Tomatoe, milk, egg ???\*: Found in inn Type: ??? grill??? Ingredients: Fish, butter Yam soup: Ruby's kitchen Type: Soup Ingredients: Sweet potatoe Tomatoma soup: Ruby's kitchen Type: Soup Ingredients: Tomatoe, Carrot Omelet: Hardy's house (ch.2) Type: ? Ingredients: egg, butter Some kind of salad\*: Wally's house Type: Salad Ingredients: egg, tomatoe, gretoma ???\*: Inn Type: Appetizer Ingredients: Fish Stew: (Submitted by Fisherkid326) Type: Soup Ingrediants: potatoe, tataro, carrot This section will have some MAJOR updates soon. I wil obtain the names of many of these dishes once I unlock appetizers and deserts. Please email me and tell me if I should focus more on 2nd and 3rd generation crops or recipes. A \* indicates that I do not know the name of this dish. \_\_\_\_\_

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% XII. Girls % GIJOE5

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To get past chapter one you must have proposed to someone. There are three potential wives that you can woe. They are: Celia (brown hair, gray eyes) Muffy (blonde hair, green eyes) and Nami (red hair, blue eyes). Below are a few strategies for the three girls:

Celia: She is a sweet and simple girl, so give her a flower and something you grow every day and her heart will be yours. Where to find: Almost all the time at Vesta's farm. Lives at: Vesta's farm, building H4 (see town section)

Muffy: A bit more complex than Celia, she is a girly girl. She likes flowers and shiny objects. Where to find: Bar, and talking walks around the valley. Hard to keep track of Lives at: Bar

Nami: Blunt and introverted, Nami is one of the hardest to woe. The only flower she likes is the trick blue flower which grow in fall near turtle swamp She also likes produce you grow and food you cook. Where to find: Hard to keep track of. Likes to take walks. Found in her room at the inn only late at night. Lives at: Room at the inner inn.

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Depending on which wife you marry your child will differ. They all pick up your mother's traits in looks and personality.

Celia's child: Sweet, loving, affectionate, and down-to-earth like his mom. Also takes after his mom's brown hair and gray eyes.

Muffy's child: Bubbly, giggly, and energized. Has his mom's green eyes and blonde hair.

Nami's child: Quiet and shy, but thoughtful. Has his mom's red hair and deep blue eyes.

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> XIV. User submitted questions and FAQ < USQAF3
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From Ryguy899:

How do you beat Chapter 2 (Happy Birthday)?

My answer: Chapter 2 lasts 2 years. Once you play out two years, you should move on to the next chapter. I don't think there are any special requirements.

From Rasberrypops: How do I know when my cow is going to give birth? I got my cow pregent the 1st day of Spring, and now it's Fall!She is now giving out 2 A milks a day, and it's the first chapter.

My answer: Talk to your cow every day, and when the sprites say something and set up the enclosure the baby will come in a few days. I think the amount of time is 40 days. From CrZyJeSSi823: I just got engaged to Muffy does she just do the regular stuff shes been doing till the end of the year? My answer: She will work at bar till end of year one, then marry and move in with you. \*\*\* PLEASE, do not hesitate to submit your questions \*\*\* \_\_\_\_\_ | XV. Link-up info | LUI925 THANKS a ton to paperclips900 for this info. I heard that Van goes to the inn on Wed. if you link, but I could never get him to come. 64 memories Butterfly Flower Bud Fall Joy of Fall Marin Jazz Spring Song Summer Memories The Bride Town Spirit Winter HM \_\_\_\_\_ : XVIII. Contact info ; CIME#^ ;::::::::::::::::;; If you wish to contact me either email me at kkslider02@hotmail.com and use one of these subjects: AWLguidequestion AWLquidecontribution AWLquidecorrection (PLEASE PLEASE PLEASE USE THIS FOR ANIMAL NAMES!!!!) Animalname The names tell it all. I cannot accept whole sections, but I will accept small bits and pieces. (like what the second fishing rod is) If you do submit something, you'll get a great reward! No, its not money, its your name in the credits! What an honor! Also please note I like to stick stuff in folders, so if you would want to own your very own older version of this guide contact me. (Shame on me! I forgot to save version .25 It was so puny!!!) Your second option of contacting is to AIM me at reallycreepykid weekdays: around 4:30 Weekends: Majority of day \_\_\_\_\_

I would just like to say that this guide took alot of time to make. Sure i got a ton of it done in one day, but I was sitting in an uncomfortable chair for about 5-7 hours typing and typing. So please don't steal this guide. That not only would be against the law, but it would be bad too! I can and will take legal action if I have too! Websites that have my permission to use:

www.gamefaq.com

www.neoseeker.com

cghm.8k.com/hmworld

If you see a site other than one of those with this FAQ then please contact me

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\*=====\* ( XX. Credits ) CRED60 \*======\*

For the names that I use the first part of your email or AIM screename. If you would like to be listed as something else please e-mail your alternate name and I will add it on the next update.

Natsume: making game

kkslider02/kkslider: writing guide (yes sometimes I don't have an 02 at the end)

ryguy899: For asking the first question which you can see in the FAQ section, and for informing me that mukumuku likes fish, and for informing me about the second fishing pole (YAY!) and for submitting a money making tip. (the fodder one)

paperclips500: WOW! Tons of info! Heres the complete list: Some hybrid crops with prices, Nami info, Galen info, Van records, and D-pad picture. (I'll have the hybrid crops up as I test them.) Also for pointing out star cow/bull price mix up error

jediclone2001: Some hybrid crops (some of these paperclips already submitted, but I'm in a good mood so I'll give you both credit. (I'll have the hybrid crops up as I test them.) (I never did get around to testing so i just put them up... also please note that A TON of people submitted hybrid crops and paperclips and jedi were the first 2 so only they get credit for the crops!

Rasberrypops: Asking cow question.

CrZyJeSSi823: Asking Muffy question and inspiring me to make a Van's shop section.

Fisherkid326: For inspiring me to get off my lazy bum and update this! lol and for some tidbits of info (a soup and stuff)

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Well thats it for now....
So...
Its time for so long...
but we'll sing just one more song...
WAIT NOOOOO!!!! NOT THE CURSED BLUES CLUES!!!
Must not listen..... Farewell
(this is for those of you who read the guide from bottom to top) (like me)
(hi)
(c) 2004 Jacob M.
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