

Harvest Moon: A Wonderful Life FAQ

by kkslider

Updated to v0.74 on Jul 5, 2004

Harvest Moon: A Wonderful Life FAQ

... .. 7MMMWWMW,

. MM M .

. M 8Za M . . .

. iM SS2S2Z@ M

. ZM X88MMMMZr MM . . .,

. MMi W@MM MMXM

. MMM Z0MM MM, . . .

. MM ;MMM .. MM

. ;7Saa0MMMMMMWi M8 MM7 ... M

. 8MMMMMBa,,aMM0. 7MMMMSM BM

. XMMX @@0Ma,.izMWMMr , M7WMM 0MM

. MM aMMZ .MM rrMWM. XBiM@WMMMMMMMM . .

. MM MM, WMi:700M .MM0 MM7 . . .

. MM :2iMM MMM0;:MM0MaMS;M8 ... MM8

. 2M, 7Z Ma MMMMMMMa2WMM7MMM r. . . . iMM . . .,

. MM M ,MMMM@MMMMMXWM0MM@B@MMMMMMX . M7

. MMB XXS Mr : SMMMMMMMMMMMMM@MWMMMMMMMMMMMMMMi . . . : M

. MX .,i. Ma ::::0MZ MMr2MB..XSWMMMMM ,, i7r XM .

. MM :X7, MM :i,.,;i:0M rMM ,7;2S2SS;WW .

. M iX MM . . :i.;;iSM ,:,,, : M8,2XSS2aSSXXMi

. M ,S.M ,:,r;7r2ZZZM: ,ZMSS22S2X2a88ZM

. 7X ;r XM X:2ZXZZW0Z0M MaS0WZ822Z28a@M

. M 2i Zr.MX:77rX2aZZS;M.7WMMMMMMMM. M8XSZa80ZZZB0ZMM

. M S7;X;i M:rr7S20ZSSXWMi. S aMMMi MMrSa8Z0ZSZWZ8SM7

. iM B i7rX M,S2S0B8ZZZX, ,.Mi MMMWZ2ZZZ282008@aMr

. M M,;rrZ @ZS88ZZZ0aXXWM ,, i;r;::i MZM8MSS8880S8BWWaMM

. @Xii S. ;M;7a2BZZZa2XMX , MMMMa ,ir, WZMZZMBBWB8B80MM

. M M,BS X. M;SZ0a82SS2XM MM MX , ri MMM i:MMBSWZ@0W8800WW0ZM

. MZZMMMMM8XMS8a88888aSMM .M.XMMMM ,i. ,M M MXM2MZWB@8BB00@0BM

. aMMMMMZWB@0M7aZ8a82aXaXM ,WM. :MMM MMM: MM M M:M8@WW0WBWW8M

. MWM S7S2raMX2aZ82ZZ88SM W .Mi;MMM , MZ M Ma8rM@M0MZW00@0Bmi

. MS SS22XMBXaaZaa02S2SM , MMMMMBM , : MMMM: Mr MMi M8@M@WB0BM;

. M 7a2ZaXMr88Z8aZ882Z0M .., MZMMMiM MMMM : ZM XMMM MOMWWB@WOM

. @a20ZXZMX2aaZa888B28M :.. M8 8S M MBWM :: MM MMM2 MOM0WW@WOM

. M ,Wa8SiMMSaZ002Z00ZSMM . : MB0S7 , i2: MZ@W .: MMM MMM MOMB@W0WWM

. 7M ;BXXX;MZZZ8Z2ZZB8XXMM 8Mi, . M, MMr MBM0@WWWMM

. M, 8828SZM2Zaa0BZ88088MM , :ii:,..; MZOMB@ XWMB@W0WMM

. M OS28rMMrZZ0ZZZ808ZaM@ . Si , MMM7MMM8 MM2M8WMMMa

. 2M 78X7r:MMSZ880B8200ZSWMM SMMMMM . . . : ,;MMr M0XBMM@ZMWM0@Mr

. MX 282XZ,MMSZB0W08ZWZ0aMMMMM2 M: W : XMMM2 .MMirizM0BMW@B@MM.

. M aSXX0iM0X0B00800880aMWM@MMM0MM; ,.. iBMMMMMi 78MiSSXMMW@MWMW@M

. M 02S28:M0aZwZ00WBW02WMMWMM WMMMS. 7@MMMMMMMMZ 72MXS2SrMZMM@MW@MM

. M iBS2227MZ8ZWWW0W0BW8ZMMMMMa XMMMMMMMMMMMMMMMMM : ,rB2a8ZZ@a;0WMMWMM

. M ZZ2Za27MB8BWB8W@00B08M8r:X0MMM8:.. MMaBMMWZMa .M ,;XXXZ2SSZSX,M@eWW@MM

. M 0Z2ZB0XM888Z@BB0Za08B@0rSX2X8MB@MMMMMSMZ:i;7i:,.XMW,X2SaaaZZZaSZ2M@WMMMM

. M a8a2ZZSMW08B000B08WWWWS8ZZSS2MX MMZaX22S;rM:ZS8222SzaZ820M@MMMM

. M B02SZ8SMB80WB0Z8088BWM;2aSi 0MMMMMMMM@BZMZ7SS77Z2XS2XSZZZ2SZS;MMMM M M

. M @0Xsa8XMM8B0W0BBW88B00M.7XX22XrM 2Z; aai:XaMWrX2XSa27r2S22Z80a;ZMMMM8.M .

. M 00S80BaKSLIDERRULESB0MZ:7SaaXa2 ;.: ai: MM;72X772Z22aZa2SWMMMMMX0 M

. M 802888BWM8WBBB00WB@M0MM X7X0ZM7,SaBi i22M8BW0XMMZX77a80282aaWMM MZ 7; r .

. M7;S2a88W8MMWB@MWB00W@BBM07SXRMM iss2 rrSXi: . ;;MMS7Xri;riamm r .

. M:0SWBZ008M2B0BWB0M@WB@W@M rXaM HI! Z i X Z i7MZ0MBWMMMM

M;MSZB@M@08MM0W0W0MMMMMMMMMM.;XM hehee i S . ; MMMMMMMWMM
MMaa0BB8WW@WMMM@M @MMM MMi,,M 8 X i i ,7@ZiMMM@W@MM
MSM080WB0W0B0MM2MMS ,XMW MMXiM;:XiW,M,SZ@7MBMMM8Z@M@MMMM .
2MMW@OWMBW@BBZM ; M;: 8, S,@M 2a07B;r,:.@ 7i XM@MMM
7MXMMZZ8MW0MZM ,,iSSX7X77S7XM .X; ,X.i XX;MMMM
. i0MMWMMMMWMB 77;rX;XSSXaX7MM 7 a Z.@;ZM8SMWB,
. WMMM7;XMMMM 777rXXS22SSXX7MMZXMMM8MZMXM28B0ZMX
;MM OMM i;XSSS22SSZ0aSMMiSMMSSXBZM 7MMMZ
. WM M .XrX7SXXSZZaaSSrMB8MM2WBMMM0SZirim
. MS,r7XSaSXSZ0a80BaSMM 0 . S X S2@SM:
. . . MM,Z2XaS22a8aa8Z2Z7MM M722M8M;88MZ2MM
. M XaSZZZZaZ80Z20S7SM M;8WM8M7ar8 SBMW
. . . Mis8ZZZZ2BBW80ZMZSZM M. , B 7:XMSM
. . . Mir2Za0B8aZ87M0rMMi,M :ira.. :8 2M
. . . MM2;SaZ88aSX7WMMM X M7 Zi7 ,;M0MZXM
. . . Z.MMM@8XXSSXSWM8 MM7M70iai@SWXM:@;:07M
... . . W2 W72MMMMMMMM ;MM2BZ02@ B i. r87M
.. . . XM SMa0aZZMS@MMM2 .. 2M 7,i Zi:Z M,MM
.. . . XM rMXaZZSMiX2XZSZ :: M2 Z a Z M a ,BM
. . . M iMrZzAX7M8MMMMMZ . ,: M i,a X S,:S002M7
. . . MM SMSZ8ZX;M 7MMiMM ., 0M;7BrSiX0SMSXMZa;M
. . . M XM:Za2W2ZM BSS aM .,i M 0SMa2W0MrM7;XiB 8M
. . . BM ,8M;XMXWXWM.aiS7ZM@ .,.,, MMM : i S. SW. M
. . . M SMrZrM:S2MM. X,M Z M M B:7,i a.7X. B77 iM
. . . XM .aM,X8MrZSMZ, , M Mr M, M M M MZ7., Xr;a 2,W M8
. . . M :Ma;;MB.Z8M, M MX MZ @ MiM 0.i ii Wi7aZM8Z;M. . . .
.. . . rM 7rM,S;MZrBZM@aZ8ar@ M:08M 8ZMM..@i07Xa0MaSSS@7aXrMM
.... M XrM:7BM7aZMMXZZ7222MMMZMMM8X0WM8Mza8BM:W2S78iM, ;M
. . . M SZXX7rMM;0ZSM; X:87 :,.7raZ. M S M 0S XXW:.M
. . . M7 2ZX28rMaSBZXM , M B; .ii7 i M M:::M B8::i8SZ.,M. . . .
. . . iM iX;Z2;MSSa2ZM , M M, ::.r2 S : M @. : M ;@ 0 W M0
. . . MM a8WX0aZMSSWaMM X:::M M :, S ; 2 Xi ;.@SSM2WZM;M28MM
. . . M X22r@7XM2Za7MM X:,r@.M2SX;XZ87@SW8M8MM0WMMZMS7,aXMZi7M
.. . . M iaXSSBXaM7BS0M; M.2B@WBMZMX2iWi:X . rr S : ,MM
. . . M 2aX22aSZW;Mr0MMMMMM@iX i X Z. X 0MMMMMMMMMMMMMM
. . . SO XS;X82BZW7WZWMZW@WM8MMMMMMW0WMMMMMMMMMMMMMMZ@OBM0M0MM0
. . . M Z2aS8XWaZ;BaWW20M8MaMMW@WM0MMM@MM0aWBXM80WMMMSBZ8MaM0Z@MM
. . . M ;Z2iSSBr8Z88B@ZXM8MSWMZMW@Z@W@BBMBZBMSW22M@0M0M00MaM@Z@0M
. . . M 8aS2X88Mr728W8BS;M0078MS@POOW8880M0ZW@XM8ZM@WWZB0WMMW@0aWBM
. . . M ,X.,BSXZa80WXB0rW8aZ0@rzIS8a@0SZMW8@MZMBZM0WS0WW@M8@@S0MMX
. . . M . ii8;XX0X278200r@Z8ZWWXICKY8028MW8S8WXBZMBWBMB88@M2M0MMM,
. . . MMMMMBi2;8;irMr;SSXaS8ZXXX@SZMSSB2Z2M2aWMZBMMWBBMMMMBMS0ZM:
. . . M.M MMMM@MMMWMW0Za0WBMMMM0@ZBMWWWMMW@MWWWMM@MMMMBarX MMMMMM
. . . ZMMMMWBMMMM028MWMBa78;2BM0ZrM;i;rSMMX,. WZMMMMMMW
. . . 08. ZMMZ,MMMMMMMMMMZBMMMMMMMMXaMMMMMM
. . . M7 . . .,0M rMM M BM. . . .
. . . 7 .i M0i77riM M BM@MMMM0.,iSMM7;
.. . . 2 i 0Z,M;2XX0rM M ;7XX2@MM7rWMMMMMMZ. . . .
.. . . M, 2B0aSMrB8W0X0M; :XZXrX7rr2078BM0a08SZMMMMMM
. . . aM ;Z2SXraWrXri;;2aM8r2ZaX2a2XX7rX7a882aB@BWMW088MM
.. . . MM00X;X22X8a2ZZaa80MMMM,ir;r;77XaZB8a2SZB80BB888W00M8
. . . Mi788WM:Sr822SXWWW@BZMZMMM@MMMBZ888WW@BB0Z800@WMM0
. . . Mi.i;iMW8@ZM@BBWWWB8ZSZMSZSaWMMMMMMMMWZB8MMMMMMMMMMMMMX
. . . M:Z2Xrr7rXi7;7SaZ2ZSZ8BM XMMS :MMMMMMMMB0ZXi
. . . M 7aBMMW80B0BWM@MMMMMM,
... . . 2MMWWSra@MMMMMMMMMMMMMM
. . . ;MM0a2XZaS7rSSSS2

View at distance for best results :)

```
/-----\  
|By: kkslider02          |  
|Version: .74            |  
|Written in: Notepad+    |  
|Format: 79 characters over |  
\-----/
```

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) SHG00- *  
* 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) CLO883 *  
* XX. Credits (100% done) CRED60 *  
* *  
*****
```

```
!#####!  
# I. Introduction/Captain's log # INT191  
!#####!
```

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.

/---\
| 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).

/-----\
< X > - The oval shaped gray button to the right of the A button. Used
\-----/ to open up your rucksack.

O - A very small version of the control stick. Used to move.

O - 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 access 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 appearance 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 milk becomes
Normal Cow	*coming soon*	*coming soon*	*coming soon*
Brown Cow	R.C. G.B.	R.C. G.B.	G.C. G.B.
Marble Cow	G.C. R.B.	G.C. R.B.	G.C. R.B.
Star Cow	*coming soon*	*coming soon*	*coming soon*

Key

```
*-----*
|
| R.C. Regular cheese |
| G.C. Good cheese   |
| R.B. Regular butter |
| G.B. Good Butter   |
|
|
*-----*
```

```
@-----@
| 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.

```
"!@#@!@#@!@#@!@#@!@#"
0 Sheep and goats 0 SHGO0-
"!@#@!#@!#@!#@!#@!#@!"
```

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.

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

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

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

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* C * C * C * C * C * C * C *
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(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.

Non-trees:

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.

Trees

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

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 foddors & Van has to be in town
Directions:
Go to your barn and take out 100 foddors (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 igredient 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
Ingrediant: 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
Ingrediant: 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.

!#####!

XIX. Closing # CLO883

!#####!

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

=====

(XX. Credits) CRED60

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For the names that I use the first part of your email or AIM screenname. 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)

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)

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