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 - *-Goat
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 - *-Watering Cans
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 - *-Fishing Rods
 - *-Milkers
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 - *-Brush
 - *-Strange & Weird Tools Information

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--Marriage

--Rock

--Marlin

--Gustafa

--Children

-*-Your Son's Life

-*-Your Son's Stats

-*-Ranching Career

-*-Musician Career

-*-Farmer Career

-*-Artist Career

-*-Athlete Career

-*-Scholar Career

--Rock's Son

-*-Rock's Toddler

-*-Rock's Child

-*-Rock's Teenager

-*-Rock's Adult Son

-*-Rock's Adult Son 2

--Marlin's Son

-*-Marlin's Toddler

-*-Marlin's Child

-*-Marlin's Teenager

-*-Marlin's Adult Son

-*-Marlin's Adult Son 2

--Gustafa's Son

-*-Gustafa's Toddler

-*-Gustafa's Child

-*-Gustafa's Teenager

-*-Gustafa's Adult Son

-*-Gustafa's Adult Son 2

--Townsfolk Cutscenes

-*-Cody Events

-*-Chris Events

-*-Daryl Events

-*-Dr. Hardy Events

-*-Flora Events

-*-Grant Events

-*-Kate Events

-*-Nina Events

-*-Muffy Events

-*-Lumina Events

-*-Murrey Events

-*-Nina Events

-*-Romana Events

-*-Ruby Events

-*-Samantha Events

-*-Sebastian Events

-*-Takakura Events

-*-Van Events

--Rivals Cutscenes

-*-Gustafa & Nami Events

-*-Rock & Lumina Events

--You/Rival Cutscenes

-*-Celia Events

--Child Cutscenes

--Cheats

-*-Amazing Gold Gaining Cheat-*

-*-Amazing Item Gaining Cheat-*

--FAQ--

-*-Farming Questions

-*-Marriage Questions

-*-Children Questions

-*-Dog Questions

-*-Van Questions

-*-Misc Questions

--Credits

--Introduction--

Welcome to Lucavi Itzaru's Harvest Moon: Another Wonderful Life Walkthrough and FAQ. This is my very first FAQ, so bear with me, please. I'm going to make this as detailed as possible, so send in any information that is not in this guide.

--Legal Information--

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In short:

I didn't make the game, I'm just writing about it and giving information.

If you want to use my guide, you must ASK me before you take it and use it.

My email is below.

Websites that can host this guide:

1UP : <http://www.1up.com>

Cheat Code Central : <http://www.cheatcc.com>

GameFAQs : <http://www.gamefaqs.com>

GamePlayWorld : <http://www.gameplayworld.com>

Gamespot : <http://www.gamespot.com>

Neoseeker : <https://www.neoseeker.com>

If you see any websites with this guide that is not listed above, please inform me immediately.

--Version History--

August 02, 2005
Version 1.0

First public release.

-*-*-*-*-

August 03, 2005
Version 2.0
Data Added:

Bachelor Cutscenes
FAQ

-*-*-*-*-

August 04, 2005
Version 2.05
Data Added:

FAQ Questions
What You Can Contribute Section

-*-*-*-*-

August 05, 2005
Version 2.20
Data Added:

FAQ Questions
Daryl's Three Experiments
Tomato For Your Thoughts? scene added
Gustafa's Likes & Dislikes (updated)
Muffy scene added
Celia scene added

-*-*-*-*-

August 06, 2005
Version 2.95
Data Added:

Rock's Likes & Dislikes (updated)
Van's Matkins Diet Part I Added
Sebastian's Toupee Added
Nina Event Added
Dr. Hardy scene added
Chris & Samantha scene added
Sebastian's Toupee scene added
Nina scene added
Lumina event added
Rock & Lumina event added
Gustafa & Nami event added
Many Daryl events added
Marlin & Celia event added

Gustafa & Nami event added
What You Can Contribute updated
Fishing Information added
Rock Information updated
Marlin Information updated
Livestock section added
Tools section added
Crop section added
Changed Layout (again)

-*-*-*-*-

August 10, 2005
Version 3.75
Data Added:

Daryl Events
Flora Events
Ruby Events
Lumina Events
Weird Tool Update
Strange Tool Update
Milk Prices
Goat Milk Prices
Fish Prices
Fish Locations
Cooking Section Added
Children Section Added
Children Stats Section Added
Children Careers Section Added
Rock's Likes (updated)
Credit Section (updated)
2nd Generation Crop List Added
Outfit Section Added
Milk Money Added

-*-*-*-*-

August 14, 2005
Version 4.35
Data Added:

Van Event
2nd Generation Trees (added)
3rd Generation Trees (added)
Van Items Added
Fish Locations (updated)
Excavation Site (added)
Recipes (updated)
Weird & Strange Tools (updated)
Gustafa's Son Info (updated)
Child Events Added
Fish Prices (updated)

-*-*-*-*-

August 17, 2005
Version 4.50
Data Added:

Spelling & Gramatical Errors Fixed (for the most part)
Child Box Cutscene (extended)
Daryl Cutscenes (added)
Child Information (added)
Rock's First Heart Event (updated)
Recipes (updated)
Van info (updated)
A bunch of smaller updates all around

-*-*-*-*-

August 18, 2005
Version 4.60
Data Added:

Crop/Fruit Prices (updated)

-*-*-*-*-

August 21, 2005
Version: 4.80
Data Added:

Milk Information (updated)
Cheat Section (added)
Amazing Gold Gaining Cheat (added)
Amazing Item Gaining Cheat (added)

-*-*-*-*-

August 26, 2005
Version: 4.90
Data Added:

Credit Section (updated)
Duck Section (updated)

-*-*-*-*-

--Email Information--

You can reach me at LucaviItzaru@aol.com in which the email is checked daily. I highly suggest sending in any tips, information, and corrections for this guide. It would benefit me and the viewers of this guide.

--What You Can Contribute--

Please feel free to contribute any information that is not already in this guide. You'll receive credit if you do.

Many thanks to all of the people who sent in information! My inbox was flooded with helpful information, and if you contributed, you should be listed at the end of the guide. If not, contact me!

If you find any cutscenes that are not in this guide, continue to send them in!

Things most needed:

Recipes

Crop Profits

Information on children

--About The Game--

Harvest Moon: "Another Wonderful Life" is almost identical to the other GameCube game, "A Wonderful Life". However, there are two major differences. Firstly, you actually play as a female character. This game WAS targeted at the female players after all. Second, you will be perusing three men, obviously. These men actually have RIVALS, though no one besides the player (and people in Mineral Town) get married that I know of. They're just there to make things more difficult as you try to raise the hearts of your three men.

--Controls--

Control Stick: Moves Your Character Or The Cursor

Control Pad: Moves The Cursor -- In Menus ONLY

L Button: Center Camera And Change Pages In The Status Screen

R Button: Whistle And Change Pages In The Status Screen

Z Button: First Person View

X Button: Quick Inventory

Y Button: Action Button - Eat, Snuggle Animals/Baby, Wash Animals

A Button: Action Button - Talk, Open, Item Description

B Button: Action Button - Cancel Function

C Stick: Pan Camera Left And Right

Start/Select: Access Status Menu/Pause Game

--Gaming Basics--

--*Time*--

Time passes at approximately one Game Minute being one Real Second, one Game

Hour being one Real Minute, and one Game Day being 24 Real Minutes. Yes, it seems like a lot, but time passes slower because of all the pauses, such as when you talk to people, go into your menu, etc. Time continues as normal when the player uses a tool, or is in the mines.

-*-Sleep-*

Sleep is VERY essential, it determines how much energy you will have the following six+ hours you're awake. Most gamers will find themselves sleeping twice in succession. Eating food also improves quality of sleep. The lower your spirit, the more you'll sleep.

-*-Selling-*

There are two people in the game who will buy things from our lovely little farmer girl. They are Van and Takakura. If this game is as much like the male version as it seems to be, then selling through Takakura will raise your Star Link Status, though I haven't tested this yet. Van is occasionally better to sell things to. Sometimes you can haggle him...

You can also sell your items on your own. When Van isn't at his post, simply walk up to his spot and hit the action button when it pops up. If there are people passing by or in the area, whistle, and they should come to look at your wares. If you sell them at a discount, it will help earn their friendship, but not too much.

-*-Friends-*

A MAJOR factor in this game are the other people within it! Talk to everyone whenever you see them, pick the best choice (the answer that would make them happy) if they ask you a question, give them gifts you think they would like. When you've reached a good friendship status with them, they will turn their head at you as you walk by.

--Plants/Flowers--

[Thanks to Anonymous for the prices]

Most of these can be found on your farm. Otherwise, they are flowers and can be found randomly, spread out throughout the valley. You can find the flowers by the swamp, the spring, and across from Vesta's house usually.

Spring:

Mugwort: 10

Toy Flower: 10

Goddess Drop: 15

Summer:

Royal Fern: 15
Mist Moon: 10
Happy Lamp: 15

Fall:

Bracket: 15
Hackberry: 20
Trick Blue: 10
Gemsoil:15

Winter:

Sorrel: 20
Amorous: 10
Upseed: 20*

*Ones I知 not 100% sure about

--Fishing--

In order to fish, you must first purchase a Fishing Rod from Van for 500 G. Then you will be able to go to various bodies of water such as the ocean, river and swamp.

To fish, first equip the Fishing Rod. Cast it into the water and listen for nibbles. After a big splash, push the A button and reel it your prize.

--Fish Prices--

Name	Price	Haggled Price
Arna	400 G	480 G
Big Arna	400 G	480 G
Big Colombo	40 G	N/A
Big Huchep	170 G	204 G
Big Nayame	130 G	156 G

Big Rainbob	150 G	180 G
Big Sharshark	1200 G	2000 G
Big Snelt	60 G	N/A
Big Yamame	1000 G	1200 G
Colombo	20 G	N/A
Huchep	90 G	N/A
Huge Arna	1500 G	1800 G
Huge Colombo	100 G	N/A
Huge Huchep	250 G	300 G
Huge Nayame	200 G	240 G
Huge Rainbob	500 G	600 G
Huge Sharshark	2500 G	3000 G
Huge Snelt	100 G	N/A
Huge Yamame	2000 G	2400 G
Nayame	60 G	N/A
Rainbob	80 G	N/A
Sharshark	600 G	720 G
Snelt	30 G	N/A
Tiny Arna	300 G	360 G
Tiny Colombo	10 G	N/A
Tiny Sharshark	500 G	620 G
Tiny Yamame	300 G	360 G
Yamame	500 G	600 G

--Fish Locations--

--*The Swamp*--

Arna
Big Colombo
Big Yamame

Colombo
Huge Colombo
Huge Yamame
Tiny Colombo
Tiny Yamame
Yamame

--Upstream--

Big Huchep
Big Yamame
Huchep
Huge Huchep
Huge Yamame
Tiny Huchep
Tiny Yamame
Yamame

--Downstream--

Big Colombo
Big Rainbob
Big Sharshark
Big Snelt
Colombo
Huge Rainbob
Huge Sharshark
Huge Snelt
Rainbob
Sharshark
Snelt
Tiny Colombo
Tiny Rainbob
Tiny Sharshark
Tiny Snelt

--Spring--

Arna
Big Arna
Big Snelt
Huge Arna
Huge Snelt
Snelt
Tiny Arna
Tiny Snelt

--Cooking--

Please feel free to contribute any recipes

It takes 23 correct recipes on either soup or salad to have Hors d'oeuvre and desert to appear, and it takes 10 Hors d'oeuvres to have Main Dish appear. An easy way to do this is to plant 23 turnips and turn them into Light Pickles using salad, using one turnip per Light Pickles, and then take 1 fish and make an hors d'oeuvre with it ten times.

The possible combination of meals according to the list on the cooking menu:

Salad
Hors d'oeuvre
Main Dish
Soup
Desert

--List of Meals--

--Salads--

Name	Ingredient 1	Ingredient 2	Ingredient 3
Egg Salad	Egg	Tomato	Tomato
Fruit Salad	Tomato	A Fruit	A Fruit
Good Pickles	Trady	Cady	
Light Pickles	Turnip		
Marinade	Fish	Tomato/Turnip	Mugwort
Melon Salad	Melon	A Fruit	A Fruit
Pickles	Cady/Raury/Trady	Cady/Raury/Trady	
Potamelo Salad	A Fruit	A Fruit	
Red Salad	Tomato	Trady	Tomaca
Tomacarro Salad	Tomato	Carrot	
Tomamelo Salad	Tomato	Melon	

--Hors d'oeuvres--

Name	Ingredient 1	Ingredient 2	Ingredient 3
Fried Mushrooms	Tomato	Mushroom	Butter

Grape Pie	Grape	Butter	Egg
Malon Pie	Melon	Butter	Egg
Sashimi	Fish		
Smooth Veggies	Potato	Cady/Carrot/Turnip	Cady/Carrot/Turnip
Strawberry Pie	Strawberry	Egg	Butter
Tempura	Yam	Mushroom	Mushroom

-*-Main Dishes-*

Name	Ingredient 1	Ingredient 2	Ingredient 3
Curry	Potato/Carrot/Tataro	Same as 01	Ruby's Spice
Gratin	Milk	Butter	Cheese
Meuniere Set	Fish	Butter	
Mushroom Curry	Potato/Carrot/Tataro	Mushroom	Ruby's Spice
Mushroom Gratin	Cheese/Butter/Milk	Same as 01	Mushroom
Omelet	Egg	Butter	

-*-Soups-*

Name	Ingredient 1	Ingredient 2	Ingredient 3
Earth Soup	Potato/Carrot/Tataro	Potato/Tataro/Carrot	
Fish Stew	Carrot/Potato	Yam/Turnip	Fish
Good Soup	Turnip	Bashota	Fish
Stew	Potato/Carrot/Tataro	Potato/Carrot/Tataro	Milk
Tomatoma Soup	Carrot	Tomato	
Yam Soup	Yam		

--Deserts--

Name	Ingredient 1	Ingredient 2	Ingredient 3
Carrot Cake	Carrot	Milk	Egg
Cocktail	Berrytoma	Phuju	
Dhibe Cake	Dhibe	Milk	Egg
Fruit Punch	Diff Fruit 1	Diff. Fruit 2	Diff. Fruit 3
Grilled Yam	Yam		
Ice Cream	Brown Milk	Star Milk	
Kashry Ice Cream	Kashry	Brown Milk	Star Milk
Love Cockail	Watermelon	Grape	
Mangenge Jam	Mangenge		
Peach Tart	Peach	Butter	Egg
Phurum Jam	Phurum		
Pound Cake	Butter	Milk	Egg
Rich Juice	Strawberry	Banana	Star Milk
Strawberry Cake	Strawberry	Milk	Egg
Sweet Cocktail	Oraphu	Gehju	
Sweet Potato	Yam	Butter	Egg
Veggie Cake	Tomato	Milk	Egg

--The Excavation Site--

[Thanks to Viper & Anonymous for this information]

Every year you must collect a "special" item from the excavation site for it to grow. Spending time in the site will encourage your kid to be a scholar, and may result in you getting a Chi. Here is a list of the things you can get, and how much they sell for (they are better used as presents for people with picky taste).

--Chapter 01 Findings--

Chapter 1:

Coin: 10

Skull Fossil: 50

Human Statue:40

Moon Ore: 40

Tablet C

--Chapter 02 Findings--

Chapter 2:

Sugar Ore: 50

Fossil: 40

Horse Statue: 70

Silver Coin: 40

Tablet D

--Chapter 03 Findings--

Chapter 3:

Hip Fossil: 60

Hop Ore: 80

Jade Ball: 150/180

Tablet E

--Chapter 04 Findings--

Chapter 4:

Gold Coin: 50

Strange Fossil: 100

Strange Item: 300; hagggle 360

Tablet F

--Crops--

--1st Generation Crops--

Note: If possible use one bag of fertilizer every 12 hours or when the fertilizer vanishes. 4 times to get crops to A rank, 4 more to get them to S rank.

1 Bag of Fertilizer is 40 G.

SEEDS

First Generation Crop Seeds

Seed Name	Grade B: Buy
Carrot	30 G
Melon	50 G
Potato	40 G
Strawberry	30 G
Tomato	30 G
Turnip	20 G
Watermelon	60 G
Yam	40 G

-*-1st Generation Trees-*

Note: If possible use one bag of fertilizer every 12 hours or when the fertilizer vanishes.

Fertilize trees 30 times to increase their rank. That means 30 times to get it to A, and 30 MORE times to get it to S.

1 Bag of Fertilizer is 40 G.

Seed Name	Grade B Buy
Apple	140 G
Banana	280 G
Grape	160 G
Orange	140 G
Peach	180 G

-*-2nd Generation Crops-*

All 2nd Generation Crops AND all 2nd Generation Trees were contributed by Viper41389. Now, this is a LOT of information, so thank Viper for being so kind and submitting it! These Crop combinations are NOT found by hybridizing trees, they are made with the crops such as tomatoes and melons that produce once and then no more. Trees and Crops cannot be mixed together.

All I did was rearrange it and put it into this nifty little chart.

NOTE: The same trick with getting "S" rank fruit seeds works in this one as well. You give Tartan a fruit in the first slot and a "S" rank crop seed in the

second slot and you get back a "S" rank fruit seed. Good luck.

NOTE 2: Tartan does NOT LIKE carrots at all, and that will mess up some of the hybridizations, and will freak out if you give them to him to examine. Don't get me wrong on the Trady glitch though, I tried tomato and turnip 6 times, and same with tomato and Carrot, and so now I have 6 trady's of one kind, 6 of another. When you plant them they come out looking different (same thing as the mushroom glitch, the Trumpet mushroom is now called mutsuake, so there are 2 different mutsuake mushrooms)

NOTE 3: If you give Tartan carrot seeds you will have better luck.

* Glitch, 2 different Tradys, should be Tomaca, but now 2 Tradys

Name	Crop 01	Crop 02	Seasons To Plant
Bashber	Watermelon	Potato	Spring-Summer
Bashota	Potato	Yam	Winter-Summer
Berryber	Watermelon	Strawberry	Spring-Summer
Berricar	Strawberry	Yam	Fall-Spring
Berryllon	Strawberry	Melon	Fall-Spring
Berrytoma	Tomato	Strawberry	Spring-Fall
Cabber	Watermelon	Carrot	Spring-Summer
Caberry	Strawberry	Carrot	Fall-Spring
Cady	Turnip	Carrot	Winter-Summer
Camelo	Melon	Carrot	Summer-Fall
Dhibe	Strawberry	Turnip	Fall-Spring
Dhilon	Melon	Turnip	Summer-Fall
Gretoma	Tomato	Watermelon	Spring-Fall
Kandy	Turnip	Yam	Winter-Summer
Kanro	Carrot	Yam	Summer-Fall
Kashry	Watermelon	Yam	Spring-Summer
Melober	Watermelon	Melon	Spring-Summer
Melotoma	Tomato	Melon	Spring-Fall
Paberyta	Strawberry	Potato	Fall-Spring
Potamelo	Melon	Potato	Summer-Fall
Radita	Turnip	Potato	Winter-Summer
Raury	Watermelon	Turnip	Spring-Summer
Sholo	Melon	Yam	Summer-Fall
Tataro	Potato	Carrot	Winter-Summer
Tobatama	Tomato	Potato	Spring-Fall
Trady	Tomato	Turnip	Spring-Fall
*Trady	Tomato	Carrot	Spring-Fall
Yamato	Tomato	Yam	Spring-Fall

--2nd Generation Trees--

All 2nd Generation Crops AND all 2nd Generation Trees were contributed by Viper41389. Now, this is a LOT of information, so thank Viper for being so kind

and submitting it! Trees and Crops cannot be mixed together.

All I did was rearrange it and put it into this nifty little chart.

Name	Tree 01	Tree 02	Produces Fruit In
Appage	Apple	Banana	Fall
Gehju	Grape	Banana	Summer
Jurum	Grape	Peach	Fall
Lamuge	Orange	Peach	Fall
Magenge	Banana	Orange	Winter
Magerum	Banana	Peach	Winter
Orahge	Grape	Orange	Summer
Oraphu	Apple	Orange	Spring
Phuju	Grape	Apple	Summer
Phurum	Apple	Peach	Fall

-*-3rd Generation Crops--*

Third Generation Crops are crops that you create. You create them by hybridizing two Second Generation Crops.

No Further Information As Of Yet

-*-3rd Generation Trees--*

Third Generation Trees are nameless trees that you create. You create them by hybridizing two Second Generation Trees.

Combinations:

Jurum + Oraphu = No Name Specified 01
Orahge + Phurum = No Name Specified 01
Oraphu + Phurum = No Name Specified 01
Phuju + Lanmuge = No Name Specified 01
Appage + Jurum = No Name Specified 02
Magerum + Phuju = No Name Specified 02
Gehju + Lanmuge = No Name Specified 03
Jurum + Magenge = No Name Specified 03
Magerum + Orahge = No Name Specified 03
Magenge + Magerum = No Name Specified 04
Magenge + Lanmuge = No Name Specified 04
Magerum + Lanmuge = No Name Specified 04
Appage + Orahge = No Name Specified 05
Magenge + Phuju = No Name Specified 05
Appage + Lanmuge = No Name Specified 06
Gehju + Oraphu = No Name Specified 06
Magenge + Phurum = No Name Specified 06

Magerum + Oraphu = No Name Specified 06
 Magerum + Phurum = No Name Specified 06
 Gehju + Jurum = No Name Specified 07
 Gehju + Orahge = No Name Specified 07
 Gehju + Phurum = No Name Specified 07
 Jurum + Orahge = No Name Specified 07
 Appage + Magenge = No Name Specified 08
 Appage + Oraphu = No Name Specified 08
 Magenge + Oraphu = No Name Specified 08
 Jurum + Phurum = No Name Specified 09
 Jurum + Phuju = No Name Specified 09

--Seed/Tree/Crop Profits--

This section is dedicated to the profits made from crops and trees of ALL generations. Most (or probably all) of what is here is thanks to Viper. Again. You gotta love Viper.

(the *Trady is the carrot one, not the turnip one)

Seed Prices

Seed Name	Rank B	Rank A	Rank S
Appage	85 G	N/A	N/A
Apple	70 G	N/A	N/A
Banana	40 G	150 G	116 G
Bashota	N/A	30 G	N/A
Berrylon	N/A	N/A	85 G
Berrytoma	N/A	N/A	65 G
Cady	40 G	N/A	N/A
Dhibe	30 G	45 G	N/A
Gehju	70 G	N/A	N/A
Grape	80 G	N/A	N/A
Gretoma	N/A	N/A	85 G
Jurum	80 G	N/A	N/A
Kandy	N/A	N/A	70 G
Orahge	70 G	N/A	N/A
Orange	70 G	N/A	90 G

Oraphu	75 G	N/A	N/A
Paberryta	N/A	65 G	N/A
Peach	60 G	100 G	110 G
Phurum	75 G	N/A	N/A
Phuju	70 G	N/A	N/A
Potato	20 G	N/A	N/A
Radita	N/A	60 G	N/A
Strawberry	15 G	N/A	N/A
Tataro	60 G	N/A	N/A
Tobatama	N/A	N/A	75 G
Tomato	15 G	N/A	N/A
*Trady	45 G	55 G	65 G
Turnip	10 G	N/A	N/A
Watermelon	30 G	N/A	N/A
Yam	20 G	N/A	75 G

Fruit/Crop Prices

(the *Trady is the carrot one, not the turnip one)

Fruit Name	Rank B	Rank A	Rank S
Apple	25 G	N/A	50 G
Banana	45 G	N/A	N/A
Bashber	N/A	N/A	115 G
Bashota	N/A	95 G	N/A
Berryber	N/A	N/A	95 G
Berrylon	N/A	95 G	N/A
Cabber	N/A	N/A	100 G

Camelo	N/A	90 G	N/A
Carrot	45 G	55 G	N/A
Dhilon	N/A	N/A	85 G
Grape	35 G	N/A	60 G
Kashry	N/A	N/A	115 G
Melon	70 G	80 G	N/A
Melotoma	N/A	N/A	90 G
Orange	30 G	N/A	N/A
Paberryta	N/A	75 G	N/A
Peach	40 G	N/A	N/A
Potato	60 G	70 G	80 G
Raury	N/A	N/A	90 G
Strawberry	35 G	45 G	55 G
Tomato	35 G	N/A	55 G
*Trady	55 G	65 G	75 G
Turnip	25 G	N/A	50 G
Watermelon	N/A	85 G	N/A
Yam	60 G	80 G	90 G

--Livestock--

Here you will find information about the Cows, Sheep, Chickens, Ducks, Goat, Horse, and Dog

N/A = Not Available. It also means I don't know! Send in the answer in an email if you can.

NOTE: Cows, Sheep, and Chickens are all bought from the ledger in the storage room. Ducks are gotten with a pond. The goat is bought from Van. The Horse is given to you automatically in Summer. You start the game with a dog.

ALSO NOTE: Unless you have a lot of grass that can be cut with a sickle, do NOT leave a large number of animals outside!

-*-Cows-*

Cows are usually the life of any Harvest Moon game. In this particular Harvest Moon game, they can give you 8 bottles of milk a day max! Milk them once in the morning and once at night for maximum effect.

Cows need to be snuggled with Y, brushed, and talked to every day. They need to eat twice a day, just fill both trays in the shed, or leave your cow outside to graze if there is enough grass.

You also need to wash your cow every few days when it gets dirty. You should be able to tell the difference.

Miracle potions make a female cow pregnant. You can either use a bull from your farm or you can pay gold to have another bull brought to your farm. The gestation (pregnancy) period of a cow is 20 days. Cows will stop giving milk about 40 days after they give birth, so plan accordingly.

Never move, touch, brush, milk, etc., ANY cow that is sleeping. They will get very angry and annoyed.

After your cow gives birth and then stops giving mother milk, chances are that your cow will start producing high quality S milk, and not four per day, but an amazing FIVE per milking.

NOTE: It seems that if you have a lot of A grade milk and you ship it through Takakura with a single S ranked milk of the same type, you will get the profits as if they were ALL S ranked milk. I shipped 31 A milks and got back over a 9000 G profit.

Below are the different breeds of cows.

Note: C milk is very, VERY rare, but it is possible. There is proof on this matter.

Normal	Cost	Normal Milk	Normal Milk	Normal Milk	Normal Milk
		C	B	A	S
Male	3000 G	N/A	N/A	N/A	N/A
Female	4000 G	60 G	75 G	115 G	150 G

Brown	Cost	Brown Milk	Brown Milk	Brown Milk
		B	A	S
Male	4000 G	N/A	N/A	N/A
Female	5000 G	115 G	175 G	225 G

Marble	Cost	Marble Milk	Marble Milk	Marble Milk
		B	A	S
Male	5000 G	N/A	N/A	N/A
Female	6000 G	115 G	150 G	225 G

Star	Cost	Star Milk	Star Milk	Star Milk
		B	A	S
Male	6000 G	N/A	N/A	N/A
Female	7000 G	270 G	405 G	540 G

Regular Butter: 225 G

Good Butter: 300 G

Regular Cheese: 225 G

Good Cheese: 300 G

--Sheep--

Though not nearly as valuable as cows, you are able to purchase male sheep. This means no baby sheep. No little lambs. Darn.

Anyways, Sheep need a lot of attention as well. They need to be fed once a day, brushed twice a day, snuggled with Y twice a day, and washed once or twice every season. You'll need the shears or clippers or the electric clippers in order to cut the sheep's wool. You can only cut it once per season, which makes them less profitable than cows. They are still valuable animals though.

Sheep can graze in the pasture with cows and the goat.

Sheep	Cost	Wool	White Wool	Gold Wool
Male	1500 G	75 G	115 G	600 G

--Chickens--

Chickens are the easiest to take care of. You can leave them outside 24/7 and they never seem to become ill or dislike you. They don't eat fodder though, they eat Bird Seed, so be sure to buy some before you buy the chicken! Their food lasts around ten days or so with a single chicken. The more chickens in the coop, the more bird seed will be eaten, and the more you will have to buy.

Chickens need to be talked to and snuggled with Y every day, twice a day.

To be smart, just buy a Rooster and then a Chicken. Then, hatch the rest of the chickens from eggs. You should probably sell the males because their only purpose is to fertilize the eggs, but it's up to you.

In order to hatch a chicken, you must take a fertilized egg and set it in the incubator inside the chicken coop. It won't hatch if it is just a regular egg, so be careful.

Chickens can graze anywhere on your farm outside.

Chicken	Cost	Egg	Fertilized Egg	Gold Egg
Male	900 G	N/A	N/A	N/A
Female	900 G	30 G	50 G	300 G

--Ducks--

Ducks can't be bought in the game. Instead, they must be found. Buy a pond for 2500 G, and in chapter 2 or later, wake up after your husband. He will point out to you that ducks have made their home in your pond and will ask you if you want to keep them. If you say no, you will never get the chance again.

Ducks need to be talked to twice a day and snuggled with Y once a day. They are the same as chickens, eating bird seed and can be left outside 24/7.

Now, ducks do not lay eggs. What? They DON'T. At least, not in this game. The chickens are the one that lays the eggs for the ducks. You will need:

- 1 Male Duck
- 1 Male Chicken
- 1 Female Duck
- 1 Female Chicken

If you want to get ducklings, you will need all four. Maybe, just maybe, the male duck fertilizes the egg and then the chicken sits on it. Because, other than that, I see no reason to even have the ducks, other than to just have some actual reason to obtain ducklings, instead of chickens strangely producing baby ducks. But, in short, ducks do not lay eggs, chickens do that for them.

If you take a fertilized egg from under a chicken, carry it straight to the incubator without putting it in your rucksack, and you wait the three days or so for it to hatch, you will have proof that chickens sit on your eggs. You have a 50% chance of getting a duck, and you have a 50% chance of getting a chicken. You also have a 50% chance of getting a male duck, and you have a 50% chance of getting a female duck.

NOTE: In order to receive the ducks, you must have less than six chickens.

Ducks can graze anywhere on your farm outside.

Duck	Cost	Egg	Fertilized Egg	Gold Egg
Male	N/A	N/A	N/A	N/A
Female	N/A	30 G	50 G	300 G

-*-Goat*-*

The Goat. Yes, the Goat. How nearly everyone HATES the goat. In the previous Harvest Moon, you couldn't sell the Goat. Most gamers were forced to kill it off because it was wasting valuable barn space. Goat's only give milk for a year, then they get too old to make milk anymore. It's up to you whether or not you want to buy the goat.

Buy the Goat from Van for 4,000 G. It is possible to get the price down to nearly 2,000 G.

The goat needs to be fed once a day, snuggled with Y twice a day, and bathed about twice per season.

The goat can graze in the pasture with your cows and sheep.

Goat Milk sells for: 115 G

Good Goat Milk sells for: 300 G

Goat Cheese: 155 G

Goat Butter: 150 G

Good Goat Cheese: 355 G

Good Goat Butter: 355 G

-*-Horse*-*

Your little ani-mobile. Your horse needs very little attention. He'll live, even with neglect. I've never seen reports of the horse dying. If you want to be a nice, caring farmer, than brush him twice a day, wash him when he's dirty, and feed him once every day. It's also rumored that you need to carry fodder or apples with you when you take your horse away from the farm for extended periods of time and hand-feed him.

You can get your horse as early as Summer 01 during Chapter 1. Simply send Takakura into town. NOT to get Animal Medicine or Miracle Potion, be friends with Takakura, ship at least one thing like milk, and you will get your horse around noon.

Your horse can graze in the pasture with your other animals, but it might not need to be fed at all.

Getting on your horse while it is asleep or waking it up some other way slowly annoys it and lowers its affection towards you.

-*-Dog*-*

At the beginning of the game, you will have the choice of two dogs: Pointy-Eared Dog, or Floppy-Eared Dog. The difference? Their ears. Neither one is smarter or more of a hassle than the other.

Picking up your dog, talking to him, and setting him down once per day will earn you a green heart. Does anyone know what that means? Anyways, you can feed him once a day and that will make your dog happy. Nearly anything that is edible can be fed to your dog. Just dump it into the bowl near its dog house.

Your dog can also do tricks. Each trick earns you a red heart! If you train him too much or train him on an empty stomach, he will get annoyed. The more affection your dog has, the better he will be at keeping Murrey away. The more you train your dog, the better he will perform his tricks, and the more he will love you.

[Reported by Blitzball87@msn.com]

Hmmm. That is really strange. I seem to get them a lot. After a while when I train my dog, a green heart pops up. I think it might be related to the affection level, because it is a heart, but I know it does not mean it is going down. (My heart meter was still at the highest point) This might be just a flaw in my Game cube, or the copy of the game I was playing. Because it is at the highest affection level, it cant be going up. Or maybe the game is trying to show by color how much the heart is worth. E.X. Green=half heart Red=full. I just submitted a hypothesis, so it might be right or wrong. I suspect a fault in my game. Oh well. Either way, at least I tried to help.

--Tools--

Tools are things that you can equip and do farm work with. You can place all of these tools in the Tool Shed so you are not carrying an abundance of these items at once. Starting items can be found there.

If it says "Befriend" someone, you must go to their house when they are there in order to receive it.

-*-Hoes-*

Heavy Hoe:

Your starting hoe, find it in the Tool Shed

Hoe:

Buy it from the ledger for 800 G

Light Hoe:

Buy it from the ledger for 1000 G

Strange Hoe:

Befriend Tim and he will give it to you

Weird Hoe:

Befriend Vesta and she will give it to you

-*-Watering Cans-*

Watering Can S:

Your starting watering can, find it in the Tool Shed

Watering Can M:

Buy it from the ledger for 600 G

Watering Can L:

Buy it from the ledger for 750 G

Watering Can W:

Befriend Romana and she will give it to you

--Sickles--

Heavy Sickle:

Your starting sickle, find it in the Tool Shed

Sickle:

Buy it from the ledger for 600 G

Light Sickle

Buy it from the ledger for 750 G

Strange Sickle:

Befriend Cody and he will give it to you.

Weird Sickle:

Befriend Dr. Hardy and he will give it to you (Chapter 2+)

--Fishing Rods--

Fishing Rod

Buy from Van for 500 G

Fishing Rod G:

Befriend Galen and he will give it to you

--Milkers--

Milker:

Your starting milker - milks female cows ONLY

Goat Milker

Buy a Goat from Van for 4000 G and you will get it for free

--Wool Cutters--

Wool Shears

Buy it from the ledger for 400 G

Electric Clippers

Buy it from the ledger for 1300 G

Wool Clippers

Befriend Wally and he will give it to you

--Brush--

Brush:

Buy from Van for 500 G

--Seed Maker--

Seed Maker:

Stays in your Tool Shed. Buy it from the ledger for 6000 G OR befriend Daryl and he will give it to you

--Strange & Weird Tools Information--

In Harvest Moon: Another Wonderful life, it seems there is more than just 'befriending' involved. It is not yet confirmed, but it also seems that you have to use your tools until they are worn. Some even say that the amount of grass you've fertilized depends on getting these special items. Or, perhaps it's just a random event made even more random in the fact that so many people are unable to get these amazing tools. If anyone is positive about information they have concerning the Strange or Weird tools, please send in the information as soon as possible.

You absolutely MUST have the Very Fertile Field, otherwise known as the Great Field cleared, which costs 20,000 G in order to receive the strange and weird tools.

News from Anonymous

[Copied & Pasted from an email]

For getting the weird/special tools, your tools don't need to be worn, and you don't NEED the very fertile field, because I got the strange sickle without it. Some say you need the field the animals go in to be cleared of all grass that can be cut to get the sickle, and I got it when my field was clear of grass, so that could possibly be it. I also heard that to get the hoe THAT when you need the very fertile field, but I don't know because I don't have either the hoe or the field. Some think to get the watering can you need both the sickle and hoe, but I don't know anything about that, because I can't get it! Argh!

The following information on the tools was contributed by Viper41389.

Romana:

Year 3, Summer, Day 5, 12:45 PM, Romana's Room:

She was cleaning out her closet and she found an old watering can. She has Sebastian retrieve it, who then delivers it to your shelf.

-Strange Watering Can: Holds 10 water and waters NINE squares at once

Tim and Ruby:

Year 3, Summer, Day 7, 8:01 AM, Tim and Ruby's Room:

You see a picture of Tim and Ruby going on an adventure many years ago. This reminds Tim of an item he got on the said trip and decides you would make best use out of it.

-Strange Hoe: Hoes 5 squares at once

Weird Sickle:

Given to you by Dr. Hardy when you enter his house mid day in the 2nd year. He says he used it for surgeries and now just sharpens it daily. It cuts 5 blades of grass at once.

Strange Sickle:

Given to you by Cody when you enter his house in the morning after he wakes up (8:30 or 9 AM) and he says it washed up on the beach. (P.S. To you. This was given to you by Gustafa in the last version, but 4 people have confirmed that Cody gave it to them, 1 of them married Gustafa, the others were Marlin and Rock.)

--Van's Store--

Note: You can only haggle with Van if the retail price of the item you are trying to sell is 101 G and above. You cannot haggle with him if it is 100 G or below. Thanks to about...thirty people for this information! So I thought I would finally add it...ehh.

ALSO! Want to know how much you're going to get for a haggled price? Simply multiply the retail value by 1.2 and there you have it. Thanks to Viper for the info!

Fishing Rod
500 G

Brush
500 G

Goat
4000 G

--The Teddy Bear--

[Copied & Pasted from an email from Viper]

Van sells you a stuffed bear for your son in the 3rd chapter, but he tells you its expression changes over time and it is a rare doll. I don't remember when it happened, but the Teddy Bears expression changed, as Van said it would. In the old game, I got a cutscene of the bear walking and talking to my son, and when I entered it fell to the ground, and my son denied everything. Scary much? No use seen yet in this version, or the same cutscene.

--The Vase--

[Copied & Pasted from an email from Viper]

Van sells you a "rare vase" that sits in the corner of your room in the 4th chapter. If you check the vase, it gives you recipes, the first one I received was "1 Orange makes a great dessert". Go figure.

-*-Interiors*-

Interior 2 : 5,000 G
Interior 3 : 30,000 G

-*-Outfits*-

You can change your clothes in this game! All you have to do is look in the mirror every day OR befriend Van. Eventually he will start selling you clothes. Change clothes often and you will have more options. You can also witness Van's Matkins Diet events for help too.

Original
Free

I Love Bears
500 G

Moomoo Summer
1000 G

Oranger Z
1500 G

Check Girl
2000 G

Five Oh Four
2500 G

Milky Charm
3000 G

Cat Classic
3500 G

--Marriage--

You HAVE to get married in this game. If you've played the guy version, you should already know this. If you don't get married by the end of Chapter 1, the game will end. Sad, sad ending. There are two ways you can get married.

Normal Way: Getting Rock, Gustafa, or Marlin up to four hearts. You can see how many hearts one of the three has by checking his diary. You also need the Blue Feather to propose with.

Lazy Way: If you just don't feel like chasing after guys and would rather tend to your animals or fish, etc., then at the end of Chapter 1, one of the guys will come to your house and you will eventually have a choice of proposing or not. If you say no, the game ends. If you propose, the game moves onto Chapter 2 and you have a kid.

--ROCK--

He Lives: Rock lives at the Inner Inn with his parents Tim and Ruby. He looks nothing like them really, perhaps he was adopted or got his looks from his grandparents.

He Works: Short and simple, Rock doesn't work.

Your Rival: Lumina

Things in quotes in Rock's schedule contributed by Christal

Schedule Before Marriage: Rock likes to sleep in. He'll get up around noon or so each day. "He wakes up at 12:00pm, and stays in his room until about 1:00pm. Then he will go into the kitchen where he insist that you leave because he is eating. He will then either go to the waterfall (our left side) and walk around where those tree trolls are until about 8:00pm or if it is raining he might go to the Villa to flirt with Lumina." I personally think that your rival for Rock should have been Muffy.

Schedule After Marriage: Despite his bachelorhood and getting up at noon every day, NOW he gets up at 6AM. Creepy. That's six hours of lost sleep at least. He'll go to bed at around 10 or 10:30PM, depending on the chapter, barely getting the proper amount of sleep each night. He'll sometimes go out a lot during the day, but he can usually be found around the farm.

Lumina isn't too much of a threat. She's barely an adult and Rock's probably just flirting with her because she's a girl. If they really did have get married and have a kid the next chapter, Rock could then be considered a pedophile if Lumina were younger than 18, which she isn't. She's 18. It's legal. [Thank you Julie-San and Brad for the pedophile information].

Likes: Mist Moon Flowers, Toy Flowers, Fodder, Coins, Statues, Light Pickles, Tomamelo Salad

Dislikes: Goat Milk, Failed Recipe Dishes.

Diary: Located in his room at the Inn. You must be in his room to view it, just like you had to do for Nami. Get out your stalking gear.

Scene 1

An Outing

Requirement: 1 Red Heart

This Event can be activated in Spring. Simply walk in front of the Inner Inn. Rock and Lumina are standing on the pathway that leads to Lumina's mansion. Rock wants Lumina to hang out with him for a bit, but Lumina runs away, leaving him all alone. Rock, still wanting to hang out with some one, and most likely a female, runs to you and asks if you'll go with him.

1. I'm going home
2. Are you hitting on me?

Though neither option sounds best, pick option 2. Rock will insist he's not trying to hit on you, he only wants a buddy. He then asks you if you see him as the kind of guy that would 'pick you up'.

1. Yes, I'm going home
2. What do you want?

Choose option 2. Rock will say that there isn't anything interesting there, so he'll offer to show you around the place. Rock tells you not to worry as your Character is probably having second thoughts. Rock says that you and him should befriend each other. After all, why not? You're living in the same Valley and probably will for the rest of your lives. Rock can't do much of anything else with you because he has no money. He will then remember there is something interesting he wants to show you! So, he takes you to Turtle Pond.

It seems that the Turtle of Turtle Pond has died. Rock accuses Hugh, explaining that Hugh is not as innocent as he seems. While he's rambling, he turns his back on you and the turtle to continue the rant. The turtle was probably only sleeping. It runs away, as do you. Rock turns around and is shocked that he's all alone...once again.

Scene 2

"Super Rock Vs. Crusher the ordinary average dog"

Requirement: 2 Red Hearts

This Event can be triggered in Summer. Walk out of your house in the later afternoon. Your Dog will bark and you'll see Rock dozing by your Infertile Field. He tells the Dog that the barking is annoying him. All your Dog does is bark again! Rock moodily says he's getting up.

Rock gets up and sees you standing there. Then he'll ask what you're doing.

1. What are YOU doing?
2. Get outta here

Choose option 1. Rock will tell you, warning you that it's a very lengthy story and he's even given it a title! He asks if you want to hear Volume 1 of his tragic story.

1. Tell me!
2. No thanks

By choosing option 1, Rock will start his lengthy story.

It seems that Rock and your Dog met not too long ago. Rock, being the nice guy that he was, walked to your farm for a visit. He then wonders how much money the farm would sell for. On his 'long journey' from the Inner Inn to your house he wonders if you'll be surprised by his visit. He assumes that you'll be shocked to find the guy you like at your door. Since he's come such a long way to visit you, he's also expecting something like a nice warm meal or a gift.

As he's still wondering about these things, your Dog walks up to the intruder. Rock says that your Dog is a very cute Dog and that he's a fan of dogs. Rock wants a dog for himself...but...doesn't have the money to buy one! So, of course, he wonders how much your dog would sell for.

Your Dog, the smart lil pooch, understood what Rock was talking about. The camera pans elsewhere and your faithful Dog attacks Rock! Afterwards, a very, very, VERY angry Rock (Rock can be angry?) tells the dog that people who attack him like that annoy him. He then announces that he and the Dog will have a contest.

1. Listen
2. Don't Listen

If you choose option 1, Rock will continue.

Rock and your Dog raced around the farm three times, and each time Rock won. Rock will then comment that your Dog seems to be in a bad mood, and then he leaves.

Scene 3

To Work, Or Not To Work

Requirement: 3 Red Hearts

This Event can be triggered in Fall. Leave your farm in near late morning, and you will find Rock dozing off by the river. You'll walk over to him and he'll ask you if you'd like to take an afternoon nap too.

1. Not exactly.
2. Heavens No!

Choose option 1 and Rock will get a slightly sad look on his face, but he'll say that's fine. He explains that he likes taking afternoon naps like the one he was just taking. It puts him in a good mood as well as makes him feel good too.

Rock will then stand up and say that there may be good things about work, too. You get money, in which Rock has none, and you get joy sometimes. You can even buy things with the money you earn instead of wondering how much things like farms and dogs would sell for...

He'll ask you if taking midday naps are fulfilling for you.

1. Sure.
2. You're a real piece of work.

If you choose option 1, Rock will be happy and glad to know that you feel the same way he does. He thinks that there aren't enough people like him and you in the world these days. Rock wishes that you could just forget about everything and live a life of relaxation.

Rock muses over what he's told you, and comes to the realization that he's said some really smart things today. His brain power has even surprised himself.

1. Yep.
2. Moron.

Choosing option 1 will make Rock happier. He's glad that you heard him out. Choosing option 2 reaaaally ticks Rock off. He'll give you a slow-witted (no offense anyone) comment and say he never expected you to talk like that to him. He will then angrily walk off.

Scene 4

Thinking of Marriage

Requirement: 4 Red Hearts

This Event can be activated in Fall or Winter. Enter the Inner Inn at night. Tim and Ruby will be talking to each other. They'll welcome you when you enter, then Ruby says she has something she wants to talk about with you. She wonders if this is a good time to talk about it.

1. What is it?
2. I'm a little busy right now.

Choose option 1, and Ruby will explain. Lately, she's noticed that you and Rock have gotten very close with each other. She isn't sure what you see in Rock and she wants to know what makes you like him so much! Ruby seems to have never thought that it was possible for Rock to get married...or close to it anyway.

Just then, Rock enters. Tim, Ruby and you all stare at Rock, shocked. Rock wonders why they all look so surprised, and offers to leave again. He walks out and then you have two choices.

1. Go With Him
2. Don't Go With him

Choose option 1 and you will follow him outside. Rock will confess that he had heard parts of the conversation, but what he doesn't realize is that you and his parents were talking about him. He thinks his parents are trying to get you to marry Marlin. He says that Marlin is in love with Celia, but since he can't have her, he's trying to "put the moves" on you. He then asks if being with him is better than being with Marlin

1. It sure would.
2. Not so fast, Mr. Ego.

Choosing option 1 will make Rock very happy. It seems that Rock isn't ready for a huge commitment such as marriage just yet. However, he does voice that if he DID marry you, it would be fun. Your Character looks quite annoyed, and Rock then wonders if he what he said was wrong. He then wonders if he should go somewhere else, and then he leaves.

--MARLIN--

He Lives: Marlin lives at Vesta's farm with Celia and Vesta.

He Works: Vesta's Farm

Your Rival: Celia

Schedule Before Marriage: He's an early bird, getting up at six and then spends the entire day at Vesta's farm usually. If he does amazingly leave his work area, he'll probably be at the waterfall or the bar. He may seem rude at first, but he's very anti-social. He has a problem interacting with other people, so get to know him and then he'll open up. I personally think your rival for Marlin should have been Nami, but then they're BOTH anti-social. They would either understand each other's silences or their relationship would never work out.

Schedule After Marriage: He wakes up at 6AM and then will go to bed at around 10 or 10:30PM, depending on the chapter. Like Rock, he just barely gets the minimal amount of sleep his body requires. He should get more, considering he complains about his health sometimes.

Celia, the girl who moved in with Vesta and Marlin a few years ago is a very strong rival for Marlin. She's oblivious to the fact that Marlin is falling in love with her, so that's something that's leaning in your favor. You'll probably have bad luck avoiding Celia and Marlin's cut scenes, so don't worry. Marlin isn't that hard to get, but definitely a lot harder than Rock. He IS anti-social, remember?

Likes: Curry, Bodigizer, Bodyhyper, Grade A+ Milk, Turbojolt, veggies and will take back the veggie juice as if he doesn't know he gave it to you

Dislikes: Tempura

Diary: Located in Vesta's farm house, near Marlin and Vesta's beds. It's the plant closest to the beds.

NOTE: Marlin won't accept gifts if he's standing still with his hands in his pockets. So, if he doesn't ask you if you want to buy anything when he's on the farm, you probably shouldn't give him a gift.

Grade A+ Milk, Turbogizer & Bodigizer contributed by: lightforchrist

Scene 1

Shy Farm Boy

Requirement: 1 Red Heart

This Event can be activated in late Spring or so, in Vesta's house. Marlin will be facing the shelf where his diary is. He'll notice you and ask if you're used to your farm yet. Your Character nods and apparently Marlin doesn't know what else to say. Marlin then asks if you needed something.

1. What are your hobbies?
2. I'm busy, I'm going home

If you choose option 1, he will say he doesn't have any hobbies, unless you want to count drinking. (Alcoholic?). Marlin will then ask you if you like vegetables or not.

1. Sure
2. No

If you choose yes, that question seems to break the ice and Marlin will go on to explain statistics. He'll say you should eat a lot of vegetables, and that the number of people who DON'T eat enough vegetables is increasing. He'll say that if you have any questions about vegetables, you should ask him.

1. That's kind of you
2. No thanks

By choosing "That's kind of you", Marlin will turn his back on you, embarrassed. He'll then explain he's shy and asks you not to say nice things like that. He doesn't know how to response to the praise. He'll assure you that he isn't angry, he's probably very happy on the inside. Marlin will then offer you the right to visit any time you want to, even though you already

could.

Scene 2

Marlin's Nightmare

Requirement: 2 Red Hearts

This Event can be activated in Summer, maybe a bit earlier or later, depending on how fast you work with his heart levels. Trigger this by walking out of Vesta's house on a sunny day at around 6 or 7AM, right after Marlin goes outside. Marlin will be standing by the scarecrow, musing about something. He'll explain that he was just thinking about something. You automatically pursues what it was that Marlin was thinking about. Marlin refuses to tell you.

1. I want to hear
2. Then I'm going home

Choose option one. Marlin still refuses to tell you. He thinks you'll think that he's stupid if he tells you. Your Character still persists.

1. No I won't
2. Geeze, just spit it out, buddy

If you choose option one, Marlin will finally agree to tell you. It seems that Marlin had a nightmare. Celia was running at him, to hug him, and suddenly, she turned into VESTA. Marlin will ask if you think it's stupid to let a dream like that get to him.

1. Not really
2. Ha ha ha

Choose option one and Marlin will feel a bit better about himself. He'll comment about your nice personality, and then give you a Veggie Juice. He's so nice, giving you gifts!

Scene 3

Talk By The River

Requirement: 3 Red Hearts

This Event can be activated in the Fall. Cross the bridge as if you're going to Vesta's Farm on a sunny day. Marlin and Celia will be standing by the edge of the river, having a conversation. Celia will comment about how calming it is to watch the river flow and Marlin will agree with her. Celia then spots you, calling a greeting to you. Marlin also takes notice of you.

Celia has a plotting mind. Apparently she's noticed how much Marlin likes your Character. Celia will give a large yawn, pretending like she's suddenly extremely tired. Marlin and your Character instantly look worried. Marlin will ask if she's all right, and Celia says she's just fine. But since Marlin looked so worried and thought that something might be wrong, Celia will take a nap. She'll look at your Character and Marlin, urging the two to continue their conversation. Celia will go back to the house, smiling in hopes of success.

Marlin, shyness taking over once again, has no idea what to say. He'll ask if you would 'like a chat'

1. Sure
2. No

Choose option 1 and Marlin will say that it isn't often that he actually likes to talk to people and that it's hard for him. But, he'll try...for you! He asks if you're liking life on the farm and if everything is going well for you.

1. Sure
2. Not really

Choosing option 1 will have Marlin saying that it's good your Character is enjoying herself. You'll ask how Marlin is doing and he'll simply say that he's 'getting by'. When he had first come to the valley, he had all sorts of things he was worrying about. Marlin will say he was a fish out of water.

And then suddenly, a fish will jump out of the river and Marlin will turn his attention to that. He'll ask if you fish and instead of choices, you'll simply smile in response. Marlin stands up, very nervous now, and tells you he's going to go home. He then goes off without another word.

Scene 4 The Diagnosis

Requirement: 4 Red Hearts

This Event can be triggered in late fall or winter, most likely on a sunny day. Just walk into Vesta's Farm and Marlin will be standing near one of the windmills. He'll greet you this time, but he's not in the mood to talk right now, having too many thoughts on his mind.

1. What's wrong?
2. OK. I am leaving

By choosing option 1, Marlin will explain he was thinking about the past. Five years ago he was diagnosed with an illness that forced him to stop working in the city and move to the valley because of the cleaner environment. Even after five years, his condition hasn't improved at all. Marlin loses hope and now thinks the doctor was just being nice by saying that Marlin would get better soon if he kept the right attitude. Marlin says he'll be sick forever.

1. That's not true.
2. Maybe so.

Marlin will get mad suddenly, asking what you know about it. He says that you don't know how he feels. He'll tell you to then leave him alone.

1. (Shake your head)
2. I see. Bye.

Choose option 1 and Marlin will calm down. He tells you he's going back to the house, in which he does. Before he opens the door, he'll thank you.

--GUSTAFA--

He Lives: Gustafa lives in a tent/yurt near the beach. It's a pretty nice place to live if you like his taste in decorating.

He Works: He doesn't exactly have a job, but he is a traveling minstrel.

Your Rival: Nami

Schedule Before Marriage: Gustafa is the most random of the three bachelors. He might wake up at 10AM one day and then 7AM the next. He's another one you'll have to stalk sometimes. He's a TRAVELING minstrel, which means most of the time, he won't be very easy to find. However, if you're lucky, you'll see him near his yurt as you exit your farm. I personally think Gustafa's rival should have been Celia...They both are down to earth like that and would get along quite well.

Schedule After Marriage: He gets up at 6AM and then will go to bed at 10-10:30PM, depending on the chapter. The three bachelors have identical sleeping patterns, I think. All of them just barely get the minimal amount of sleep they should get each night.

Nami is your rival for Gustafa, believe it or not. She's the girl who lives at the Inner Inn with Rock. Gustafa isn't one for work, much like Rock, but he's definitely got a thing for music. he's too carefree. They both don't seem to have too much affection towards each other, but after a cut scene or two, Nami will start to fall for him.

Likes: Flowers, Normal milk, things from the ruins

Dislikes: Mugwort, Tomatoes, Fish, Fishing Equipment

Diary: Located on the couch in the back of his yurt.

Scene 1

Peaceful Days

Requirement: 1 Red Heart

This Event can be triggered in Spring on a sunny day. Leave your farm, and you'll spot Gustafa playing his guitar by his yurt. You'll walk over to him, and he'll ask if you have free time to talk.

1. Sure
2. No

Choose option 1 and Gustafa will comment on how wonderful a day it is. He's happy that he can play his guitar as long as he likes, the weather is perfect, and today is just the best day ever. He'll then comment and say that sunny days that are perfect, like the one today, are rare.

1. No they're not
2. Yup, they are

Choose option 2 and Gustafa will be happy that you understand how he feels. He will then offer to play a song for you.

1. Listen
2. Don't listen

If you choose option 1 and listen, Gustafa will play the first part of his song for you.

Scene 2

A Conversation

Requirement: 2 Red Hearts

This Event can be activated in Summer. Walk into Gustafa's tent, where you'll find Gustafa pacing about, wondering what he could do today. He isn't used to spending time inside of his house. He'll finally notice you and wonder if you came to visit him on your free time?

1. Yup
2. Nope

Choose option 1 and Gustafa will be happy, welcoming you inside, and wondering if you're taking the day off. He'll then tell you that he was wondering what he could do today as well. He'll explain that he usually spends all of his free time outside, playing his guitar, singing songs...being a traveling minstrel. He then offers to spend a while having a long conversation with you.

1. Okay!
2. No

If you choose option 1, the screen will fade out and then fade back in, signaling the end of their conversation. Gustafa says that talking in his house with someone else feels refreshing, and he feels at ease surrounded by all of his instruments.

Gustafa will ask you if you find the valley an interesting place. Gustafa says that he does because there are so many different people who live their own life the way they want to. Even the name of the valley appeals to him. He'll ask you how you feel about it.

1. Say nothing
2. I like this place too

Choose option 2 and Gustafa will be very happy to hear your opinion. He'll tell you that for some reason, he feels close to you. He will then offer to play you the second part of his song.

1. Listen
2. Don't listen

Select option 1 and you and Gustafa will go outside, where the second part of Gustafa's song will be played.

Scene 3

The Walk

Requirement: 3 Red Hearts

This Event can be triggered in the Fall by coming out of your house. Like Nami had done in the male version of the game, Gustafa will come to your house and has the urge to look around. He comments on how big it is. He hopes that you don't mind him barging onto your property without permission. You nod and

Gustafa doesn't seem as worried.

Gustafa states that he would like to go for a walk, and he would like you to accompany him.

1. Sure
2. No way

Choose option 1 and Gustafa will be thrilled. He wants to walk by the waterfall and the two of you end up walking by the Spring. Gustafa comments about how walks like the one you and Gustafa are taking now can only be done on nice days and that when he was thinking of taking this walk that can only be done on nice days, the first person he thought to take it with was you! He thinks you're very reserved, and he likes people like that.

Gustafa asks you if you find the waterfall relaxing.

1. I do
2. I don't

Choose option 1 and Gustafa will ask if it's okay to play the third part of his song for you.

1. Listen
2. Don't listen

Choose option 1 and you will hear the third part of the song. After the song, Gustafa will give you a Moon Mist flower as a thank you gift for taking the walk with him.

Scene 4
Stargazers

Requirement: 4 Red Hearts

Note: This Event only happens at night

This Event can be activated in Fall or Winter. Exit the Inner Inn and you will see Gustafa walk to the bar. You'll follow him inside. Gustafa asks if you would like to take a drink with him and you nod automatically. He says that he really likes the atmosphere of the bar, so he goes to the bar quite often.

Muffy will ask Griffin what they should do after work. Griffin says he has no idea what they could do, not understanding the the principle of it.

Gustafa suddenly gets an idea and asks if you would like to go stargazing with him.

1. Sure
2. No

Choose option 1 and you and Gustafa will be standing near the inn, looking up at the night sky and, well, stargazing. Gustafa asks if you think it's nice, so you smile and nod. Gustafa will back away by a couple of steps and confess that he feels he could tell anything to anyone right now.

1. I have no interest
2. Think of something

Gustafa wants to play a song, you know what to do! Listen to the fourth and final part of Gustafa's song for you.

--Children--

-*-Your Son's Life--*

Yes, your pride and joy. After Winter 10 of Chapter 1, if you chose to marry one of the three eligible bachelors, you will have a child on Spring 01 of Chapter 2. Depending on which man you married, your child will have different looks, personalities, interests, and skills.

Note: Starting between the transition from Chapter 2 to Chapter 3, you will be given a scene that shows you what your child's interests are. Answer questions correctly to advance interests, and answer questions incorrectly to lower the interest.

Chapter 2

Your child will be a toddler, wearing a little hat to hide his hair and what seems like trousers, a shirt and such. He will share the room with you and your husband, his bed occupying the lower left corner of the room. He will go to bed around 9PM. Either your spouse will have to scare him into bed or he'll go without protest. If he isn't spoiled, your child will go to bed even when your husband isn't in the room. Chances are Marlin's child will do this the most.

Chapter 3

Your child will be around 8-10 years old. This is when you find out what your child is interested in and what his skills are. He will have his own room now in which he keeps a diary, some things that MAY indicate what his interests are in as well, and generally develops more of a personality. He has his own bedtime and no one tells him when to go to bed, he does it on his own. If you took him to places as a toddler during chapter 2, he will usually visit those places if you took him there often enough. Your child can now also receive gifts, so make sure you give him proper gifts to influence him in the area you want him to be influenced in. He now wears actual clothing now, and each of the child's clothing choices are different. They're set though, you can't change your child's clothes.

Chapter 4

Your child is now a teenager. Natsume incorporates the idea that most teenagers are moody/depressed. This is the stage where your child will become somewhat defiant at times, quiet, distant, depressed, and may lead you to believe he is even plotting suicide. Some of his likes may have changed a lot, depending on whose child you have. He still keeps his diary which changes every season as it always has and always will. He will like to go off on his own a lot or stay cooped up in his room, wherever it is that is away from his parents. You can still give him gifts to influence him in a career area, but his mind may be set on something. It could be hard to sway a moody teenager. He's forgotten how much you cared for him and if you show him a toy from his old toy chest, he'll say that it was never his. His clothing style has changed to something a bit darker than his childhood days. He seems to always have a frown on his face.

Chapter 5

Your child is now an adult. Congratulate yourself for raising him for all of those years. His mind is set on what he wants to do more than ever, and there is little time to change his interests. Your child may even be hinting a crush towards one of the other girls. Continue to give him gifts to influence him in your chosen career path. By the way, since his teenage years are over, he is no longer depressed, or at the very least AS depressed. He smiles much more now. He still keeps his diary in his room, which still explains his interests. He will spend more time on the farm than he did as a teenager, no longer hating you or telling you to go away.

Chapter 6

Your child is still an adult. Whatever his interests and skills are in, that's pretty much how they will stay. Your son has chosen his career and there is virtually nothing you can do about it. Basically this last chapter with your son in it is just to give the player extra time to spend with the child they've worked so hard to raise.

-*-Your Son's Stats-*-

As soon as chapter 2 starts, you will be able to see your child's stats and interests. In your diary, go to Assets, then Family And Pets, and then select your child's face.

As you will see, page 01 reflects your child's skills, and page 02 reflects your child's interests. On Spring 01 of Chapter 2, all you will see is a very small sliver for a few stats if any and that's all. As you progress through the game, make new friends, and take care of your farm, these stats will slowly grow. The icons on the pages stand for certain things. Here is a list of them in the order that they appear. They are the same on both pages, though the levels of skill or interest may vary.

Rancher	Musician
Farmer	Artist
Athlete	Scholar

By now, you may be asking, "Okay, I know all of this, so what do I have to do to raise these stats?" Well, the answer is quite simple.

Let's assume you are working on getting your son to be a farmer and take over the farm. It is easier to raise the farming stats of Marlin's child because both you and Marlin are farmers. So, for your son to be a farmer, you will need to show your son things that a farmer needs and does. Make sure you have plenty of animals on the farm, and also that you always have something growing so that your son knows you aren't bored of it. Show him seeds and your tools, show him your chickens and eggs, when he asks what a tool is and pronounces it wrong, correct him. There are many other ways to do this, but you get the idea. All of these tiny things you do help increase his farming stats.

NOTE: It is absolutely crucial you pay special attention to your toddler. This is the only stage you can pick him up and take him places and make him walk home. The older he gets, the harder it is to make your decisions for him, so start training him to be whatever you want to be immediately.

-*-Ranching Career-*

This career is about caring for your animals and nothing more. Basically, it is the same as a farmer, only without all the plants and trees to take care of. It is one of the career choices you will want your son to have if you decide you want him to take over the farm.

Influencing:

In order to make your son a successful rancher, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

+ Don't plant anything. Make a living off of your cows. This can be VERY difficult, so there are exceptions. Plant a 3rd generation tree and take profit off of the seeds, or you can gain a profit by fishing.

+ Have as many animals on the farm as possible.

+ Get the goat. Don't sell it or kill it off.

+ Have a diversity of cows and sheep in your barn.

+ Have both cows and bulls

+ Take very good care of your animals, brushing them, and hugging them every day, washing them when their fur is dirty, etc. It's best to do this when your son is around or outside watching you.

+ Never run long distances. Always ride your horse.

+ Never use the milker, always use your hands

Toys To Give Him:

None

Things To Show Him:

Eggs

Fodder

Milker

Milk

Places To Take Him:

There really isn't a place to take him. Vesta's Farm is all about crops, so the best thing to do is if you see your toddler leaving your farm, grab him and bring him back home. As a Child, keep tabs on how often he leaves the farm. If he stays for most of the day, you did a good job at keeping him home.

Friends To Make:

None.

--Musician Career--

This career is all about playing music for large crowds of people. Your son will be very famous with his music. He won't inherit the farm, and he will make his living through music.

Influencing:

In order to make your son a successful musician, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

- + Don't spend too much time at the farm
- + Make a profit off fishing
- + Show him farming tools and don't correct him when he pronounces it wrong
- + If you're married to Gustafa, this interest and skill will go up easily

Toys To Give Him:

None

Things To Show Him:

Give him Lumina's Music Sheet
Give him the Drums

Places To Take Him:

Gustafa's Yurt
Romana's Mansion
Blue Bar (Griffin's there...)

Friends To Make:

Griffin
Gustafa
Lumina
Romana

--Farmer Career--

This career is all about raising both plants and animals. It is one of the career choices you will want your son to have if you decide you want him to take over the farm. This is the easiest career choice to have your son choose.

Influencing:

In order to make your son a successful farmer, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

- + Spend plenty of time on your farm
- + Have a variety of animals
- + Have something growing at all times
- + Ship fruit, crops, and seeds through Takakura
- + Tell him all about farming when asked a question
- + If you married Marlin he his love for farming will increase quickly

Toys To Give Him:

None

Things To Show Him:

Your Farming Tools

Seeds

Crops

Fruit

Places To Take Him:

Vesta's Farm

Friends To Make:

Vesta

Celia

Marlin

-*-Artist Career-*

This career is all about painting beautiful works of art and selling them for a huge profit. No, your son will not inherit the farm, but he will be famous all over the world for his talent. One of the hardest careers to get.

Influencing:

In order to make your son a successful artist, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

+ Become close friends with Cody early in the game

+ Don't do too much farm work

Toys To Give Him:

Scratch Pad

Things To Show Him:

None

Places To Take Him:

Cody's House

Friends To Make:

Cody

-*-Athlete Career-*

This career is all about showing off how flexible and athletic you are. Your son will take after Wally and Hugh and will run marathons all around the world. Your son won't inherit the farm though.

Influencing:

In order to make your son a successful athlete, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

+ Become close friends with Wally & Hugh early in the game

+ Always run. Never ride your horse.

Toys To Give Him:

Ball

Things To Show Him:

None

Places To Take Him:

Wally's House

Friends To Make:

Chris
Hugh
Wally

-*-Scholar Career-*

This career is all about book smarts. Making new inventions, new discoveries, the works. This is a good career for that brainiac son of yours. He won't inherit the farm though.

Influencing:

In order to make your son a successful scholar, you will need to do several things to influence him in this career choice. Otherwise, it may be hard to steer him towards this career.

+ Don't do too much farm work

+ Never leave your child on the farm for long

Toys To Give Him:

Toy Car

Things To Show Him:

Things From The Ruins

Places To Take Him:

Daryl's House
Carter's Tent
The Dig Site

Friends To Make:

Daryl
Flora
Carter

--Rock's Son--

Blonde hair, energetic...Remind you of another child from "A Wonderful Life"?
Yes, he is the reincarnation of Muffy's child! He wants to be an athlete but
you can mold him into whatever you want him to be.

Chris' Fortune: I sense excellent athletic abilities. This child will be healthy
and active. But maybe a little wild....

Starting Interests: Athletics
Starting Strengths: N/A

-*-Rock's Toddler

Being the athletic child he is, you may have difficulty keeping up with him. He
runs all over the place and can easily get lost before you finish up work with
your animals and crops. He tends to have a wild side to him and takes after his
father with where he goes. He's a happy camper but when he's out past his
bedtime, Rock will get upset with you, so try and get him home before his
curfew (9PM).

[Another]

If you marry rock, your baby will look just like him, or as Takakura put it
"the spitting image of rock." He is so cute with his blonde hair and brown
eyes. He wears small blue overalls and small blue shoes. He wears a cap that
covers most of his hair and he always has a cute smile, unless you upset him.
Running everywhere, he leaves 4 periods of time but he always comes back hours
before his curfew.

-*-Rock's Child--

Please submit any information on this topic.

-*-Rock's Teenager--

Please submit any information on this topic.

-*-Rock's Adult Son--

Please submit any information on this topic.

--Rock's Adult Son 2--

Please submit any information on this topic.

--Marlin's Son--

Marlin's Son is a combination of Nami and Celia's children. He's very quiet and shy like Marlin, and can easily go to bed on time without Marlin telling him to. He goes outside a lot, but not nearly as much as Rock's child does, but he never seems to want to leave the farm.

Chris' Fortune: This child is intelligent and gentle. Yes, I see a bright future.

Starting Interests: Ranching, Farming

Starting Strengths: Ranching, Farming

--Marlin's Toddler--

Black hair, blue hat and trousers, green shirt. He loves farming and animals and can quite easily take over the farm. He doesn't really ever leave the farm unless you force him to leave my carrying him outside. When he goes outside, he'll usually won't go any farther than the Fertile Field. He'll stare ahead and then go back into the house. Sometimes he will go into the barn or the chicken coop, and even more frequently the pasture. He likes to get lost in the tall grass. He's very obedient at this stage and a total sweetheart. Later on he will be able to water your crops if you wake up at 7AM with the alarm clock.

--Marlin's Child--

He spends some time on the farm, but also likes to wander around to places you took him in Chapter 2 and places that relate to the career(s) he痴 interested in. If you talk to him repeatedly, he starts to groan. He痴 still mainly obedient and sweet, though he can be a little down sometimes.

Likes: None as of yet

Dislikes: Bananas

Note: Walks with his head down a lot (at least my kid does)

--Marlin's Teenager--

He still likes spending time on the farm, and usually goes into the barn or field (wherever the animals are) and the chicken coop (regardless of animals being in there or not). He still leaves the farm, though not as much as in Chapter 2. Sometimes he can be found walking along the stream. If you talk to him repeatedly, he痴 tell you that giving a crop too much attention can ruin

it. He痴 got a little of a typical rebellious teenager in him, but he痴 also very depressed, and normally walks around with his head down.

-*-Marlin's Adult Son--*

Please submit any information on this topic.

-*-Marlin's Adult Son 2--*

--Gustafa's Son--

Your reddish brown haired little boy takes mostly after Gustafa and his love of music and art. He's somewhat well behaved and doesn't seem to like the outside very much. Gustafa never seems to leave the house either...so yeah. He's just like Marlin's child, only more reserved.

Chris' Fortune: N/A

Starting Interests: Art, Music

Starting Strengths: Art, Music

Thanks to Viper for Gustafa's Son info.

-*-Gustafa's Toddler--*

Green and red striped hat and shirt, brown trousers. He always stays in the house unless you drag him out with you. He is really shy and reserved and sucks his thumb and has his head down if he doesn't want bothered. He likes to be held, snuggled and sung to. He doesn't like being tossed in the air that often. He doesn't like dogs- he thinks mine's scary- and he feels out of place everywhere but at home. He goes to bed usually with no trouble. He asks a lot of unimportant questions- "Mommy, are you square?"- and then replies "TV's square!" He likes being around Cody and his place, and he talks about Kate (another toddler in town) and he reads books a lot. He's a piece of work.

-*-Gustafa's Child--*

He is very quiet and spends a lot of time pondering. I find him in the chicken coop from 3 to 6 EVERY day. He thinks about how artistic some people in the town are, and how much fun experiments would be.

-*-Gustafa's Teenager--*

Very depressed and rebellious. He is very physically fit and dresses a bit darker. He has found a hair style he likes, which is pretty cool. Your son now finds outlets for his frustration and angst to be heaven (for my son, drawing).

--Gustafa's Adult Son--

Please submit any information on this topic.

--Gustafa's Adult Son 2--

Please submit any information on this topic.

--Townsfolk Cutscenes--

This section is dedicated to the cutscenes between you and the other non-major characters, such as Daryl, Tim & Ruby, Wally, Chris, etc.

Please contribute!

--Cody Events--

During Chapter 4 (mine occurred in early spring) around 8:00 AM, walk from the swamp toward Cody's trailer. Nami is standing by the sign-like object on the other side and Cody will walk out of his house over to her. She says that he thinks about his art too much instead of working on it, and that she'd like to see him work on one of his pieces of artwork because she thinks he's interesting when he does, then leaves.

After this happened, I waited until 9:00 AM until Cody woke up. I then entered his house, and he said he had a piece of artwork for my house. If you accept it, you then choose whether it goes in your living room or your bedroom (NOT your son's).

Right after this I walked back inside his house again, and he gave me the strange sickle.

--Chris Events--

Contributed by Scwtmango
[Copied & Pasted from an email]

Exit Dr. Hardy's house on your second year and you'll see Chris and Samantha discussing their children and their lives in general. First it's how Hugh and Kate have gotten along SO well and how Chris hopes that Hugh doesn't hurt Kate during their rough-housing. These Summer days are perfect for getting their washed clothes dried, don't you think? They do. Samantha and Chris always have so many to wash because Hugh plays sports and Kate is a tom-boy. Then it's about how Samantha wishes that her lousy husband would take his career advancement more seriously, instead of finishing work and drinking the night away. Next, isn't this serene environment so good for raising children? Samantha used to be worried that Kate would get run over by traffic in the big city, but 'tis not so anymore! Uh oh, Samantha didn't finish dinner yet! Oh well, she thinks about going to the grocery store, but then decides that she might just use whatever's lying around in the house. Chris says that that's a good idea for her as well. With that, they depart back to their homes.

-*-Daryl Events-*-

Contributed by Julie-San
[Copied & pasted from email, corrected spelling/grammar errors]

"You come out of your farm to see Daryl walking by. Your character will follow him up to the spring and see him laying out a trail of food. He's startled by her and tells her what he's doing. He's setting a trap for a large humanoid creature that's had sightings reported in this area, as he's explaining in the first scene the large white furry creature appears by the sprites house and starts to eat the food, it gets right up behind him and your character makes a weird face, he asks what 痴 wrong and turns around. he sees the creature and takes off running."

Contributed by Julie-San

"The second and third time this takes place it's Moi who eats the food and Daryl's none too happy. He swears he'll capture the creature and walks off."

Contributed by Jadedoptimistic
[Copied & Pasted from an email]

AFTER THE WALKING CARPET

-Attempt #1-

Daryl is totally into trying to nab Mukumuku. He started setting up dishes to catch him for the first attempt. Murray then eats it up, stating that there's a bunch of food in the forest. Daryl complains that he went a week without lunch to make this work.

-Attempt #2-

Daryl is setting up fresh fruits and fish, stating that there is not way his plan can fail.. it's 150% likely to succeed. At first, it DOES. Mukumuku starts eating things up. But Murray show up from the sidelines and starts packing the munchies away. Daryl turns around to see Murray again. The little guy says,

"There's more food today. I'll be back!" Then Daryl customarily runs off cos he spent tons of money on that food.

-Attempt #3-

Daryl has huge hopes this time. He sets up precooked dishes and waits. He brags to you that it's 210% fail proof plan and he will succeed cos he went without meals for a MONTH. He's tired of only having PB&J every meal, so he starts thinking about all the food he WILL be able to have after he succeeds. Mukumuku falls for it, but then Murray butts in.... closer to Daryl, Van starts eating too. Daryl turns around and is enraged, but then sinister music starts. He tells them that he wasn't stupid and he drugged the meals with sleeping pills this time. Everyone is shocked. Daryl says that they should take effect about....NOW. Now passes and nothing's happened. Daryl then remembers that he mixed up the bottles and put his expensive new vitamins instead of the pills and runs off.

Contributed by Julie-San (Yet again)
[Copied & Pasted from an email]

"Another cutscene takes place in his lab. You walk in and he's getting something ready. He turns around because you startled him, and asks what you're doing there. He explains what he's doing. Apparently he's been working on a machine that can store enough power to run the entire town for a month just by drawing power from lightning and storing it in the power reserve under his lab. (that's what that trapdoor was for!) His experiment backfires and ends up shorting out his entire lab, and electrocuting him. Your character gets a surprised look as she watches him get electrocuted. He tells you not to worry that the backup generators will come on in a moment."

Contributed by Quitechrissyful
[Copied & Pasted from an email]

After the lightning one there is an almost identical one, except he's trying to use solar power. This time you have a choice to stay or run away. If you stay the same thing happens as last time. If you run you go outside and hear the same thing happen. I would assume that staying is more helpful to your friendship.

Contributed by Quitechrissyful
[Copied & Pasted from an email]

After that he has one where he is trying to use rainwater for water storage, explaining how the wells will eventually run out and he will have a purifying machine and such. Basically the same thing happens as last time, the difference being this time you only have a choice to run away. (I can't remember if it was actually raining at the time or not, but it seems likely)

Contributed by Onelilbro
[Copied & Pasted from an email]

Fall, Day 01. 2:48PM

I went to his house where an event happens and your character tries to leave (probably because she knows what's gonna happen)
Daryl is performing yet ANOTHER experiment
your character turns around tries to leave
Daryl: Oh, it's you. You came at just the right time
your character gets annoyed
Daryl : Come here for a minute.

option 1: ive got some business to attend to...
option 2: no

if you chose option 1---
Daryl: Now now, it's no imposition. It won't take long anyway.
Then more options,

option 1 maybe just for a minute...
option 2 no.

I guess option 2 is just no,

option one i chose sooo,

Daryl: Now listen. I'm currently researching a way to prevent global warming.

Daryl: As I'm sure you know, we breathe in oxygen and breathe out carbon dioxide.

Daryl:

The oxygen in the earth's atmosphere is created by plant photosynthesis
But as the forests are cut down, the oxygen decreases and the carbon dioxide increases, resulting in global warming.

So i got to thinking...

If I could just convert carbon dioxide to oxygen. I could put an end to global warming overnight!

char looks worried(again)

And this is the heart of my invention!

+You're given 1 and only option to run+

You're quite lucky. Not everyone witnesses a historic moment like this.

All right, here we go! Switch... ON!

and the rest is the same

Contributed by Onelilbro
[Copied & Pasted from an email]

Daryl:

I'm researching a way to recycle consumer electronic devices. Normally when a device like this breaks we take it to a garbage dump. But the available land for garbage dumps is rather limited, right?

So I got to thinking, if we could break up the broken devices into smaller parts they could be reused. It solves two problems -- there's less garbage and lower prices for new things.

*your character will try running but Daryl actually spots you and stops you)

Hey where do you think you're going? You'll miss the big event!

and basically everything else from there is the same from the 4 other experiments (fails and blahblahblah)

Contributed by Jadedoptimistic
[Copied & Pasted from an email]

ON YOUR FARM

He comes one afternoon after you've spent time with your kid and walked out of the house. He's looking through the window, spying on kids. He murmurs to himself about that's how children act. He is then startled at your presence and swears he is not interested in children. Then he runs off.

Contributed by Strawberry_twist5289
[Copied & Pasted from an email]

You walk out of your house to find Daryl says AH HA!! yelling with joy he starts to say to the cows, which one of you cows will be the first one to test my experiment, which one will he get his revenge on first. You walk up behind him and he turns around, then faces the cows. He looks back at you alarmed and says that he wasn't going to experiment on your cows. When suddenly your cow rams the fence behind him and he runs screaming that he's going to die, he crashes into something when he leaves. Your character looks slightly annoyed and the scene ends.

Contributed by Strawberry_twist5289
[Copied & Pasted from an email]

As you get out of the dig site, the camera scans across the river and you find Daryl staring at the site. He begins to comment on Professor saying how he hates his glasses and that what he studies is so low brow **he jealous**, then Flora walks out of the tent and asks what she should get the Professor, you can see a heart pop on top of Daryl's head as he sees her. The Professor then says for her to make him something to eat. Daryl gets angry and says that it is mean of the Professor to make Flora cook him something, that he's too bossy, then he says he's jealous. Then suddenly the Professor, yourself, and Flora spot Daryl. Daryl suddenly dashes away in fright and runs into something before he is finally gone. The others watch in confusion, when the Professor yells for Flora to start cooking already, she dashes into the tent, and the scene is over.

Contributed by Shysingingdramaqueen
[Copied & Pasted from an email] edited

Some people say that this works after Daryl's experiment to try to catch MukuMuku. They often say that right after that cutscene, go to Daryl's house, and you will get the following cutscene: but that was for A Wonderful Life and I don't know if that will work here.

To become friends with Daryl, you can give him lots of Snelt, he likes those. Once you're friends, try going to his place often. Once you activate the cutscene it will go something like this:

Daryl is pacing the floor back and forth, wondering how "this could have happened". He keeps mumbling like that until he notices you, and you automatically walk forward.

He should say that he thought you were a spy trying to steal more of his ideas. Daryl says he went to the city earlier and found that his Seed Maker machine is for sale! Without permission! It seems someone stole his idea. He will keep talking about his idea, and then he will come up with a great idea. Daryl says he needs to show everyone how great an idea it is...He'll give one to you for free!

-*-Dr. Hardy Events-*

Contributed by Scwtmango
[Copied & pasted from an email]

"On your second year, go into what was formerly Nina and Galen's house. (It belongs to the doctor now) You'll fall over onto the floor. After your done with the blackness, Dr. Hardy explains your medical status and how it was a good thing that you just happened to become K.O'ed on his particular floor."

-*-Flora Events-*

Contributed by Jadedoptimistic
[Copied & Pasted from an email]

By the Waterfall

Flora and you start having a heart to heart. She talks about how people think it's weird that she is hanging out with the Professor that is much older than her. She confides in you how she doesn't see it as strange and that she likes her work.

NOTE: I came out from the dig one day and it was triggered.

Contributed by Strawberry_twist5289
[Copied & Pasted from an email]

As you get out of the dig site, the camera scans across the river and you find Daryl staring at the site. He begins to comment on Professor saying how he hates his glasses and that what he studies is so low brow **he jealous**, then Flora walks out of the tent and asks what she should get the Professor, you can see a heart pop on top of Daryl's head as he sees her. The Professor than says for her to make him something to eat. Daryl gets angry and says that it is mean of the Professor to make Flora cook him something, that he's too bossy, then he says he's jealous. Then suddenly the Professor, yourself, and Flora spot Daryl. Daryl suddenly dashes away in fright and runs into something before he is finally gone. The others watch in confusion, when the Professor yells for Flora to start cooking already, she dashes into the tent, and the scene is over.

Contributed by Strawberry_twist5289

[Copied & Pasted from an email]

Sometime in the Spring or Summer early morning, you walk near the dig site to find Flora looking at the waterfall with a little raccoon **the one near Vesta's farm**. She starts to comment on how she wishes she could sometimes relax instead of working all the time, especially on days like then. She says "oh well" and asks the little raccoon what she should make for the Professor to eat, since he's not very picky. As she walks away the scene ends.

Contributed by Anonymous

[Copied & Pasted from an email]

In Chapter 4, one day while leaving the dig (around 4:00), after Carter checked what I壇 found, he said he was going to go get a drink. He leaves, and Kate and Flora walk out of the tent. Kate just interviewed Flora for her book, and she wonders if Flora misses the life and romance of the city. They talk about it by the waterfall, then Kate leaves.

Also, I壇 like to add to that:

After the cutscene ended, I left the dig site and Carter was walking back toward it (I met up with him near Vesta痴 farm). I talked to him, and he asked me if I wanted to help with the digging, and gave me the usual options that you get when you池 in the mines! I said "Right away", and he said he壇 give me the trowel so I could get started! Suddenly I appeared in the mines, looking confused. Carter said "Wake up! We池 done now!", and I appeared in front of the mine, like you normally do after leaving. He looked at what I壇 found (which was, of course, nothing), then said not to get discouraged for not finding anything, and to come help anytime. He then walked right back into the mine (it was about 4:30).

--Grant Events--

Contributed by Strawberry_twist5289

[Copied & Pasted from an email]

Late one night in the second year **Summer?**, you walk out of your house and hear shouts of excitement. You walk of your farm to find Grant. He then asks if your character will listen to him, she automatically nods. He then talks about how he got a promotion of some kind and that he will finally be the elite in the business world. He finally walks off and shouts "I'm going to drink to tonight!"

Contributed by Anonymous

[Copied & Pasted from an email]

In Chapter 4, one day while leaving the dig (around 4:00), after Carter checked what I壇 found, he said he was going to go get a drink. He leaves, and Kate and Flora walk out of the tent. Kate just interviewed Flora for her book, and she wonders if Flora misses the life and romance of the city. They talk about it by the waterfall, then Kate leaves.

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-*-Lumina Events-*-

Walk into the mansion around 10AM or so while Lumina is playing the piano. You will see Lumina playing the piano. She'll stop and confide in you. She'll tell you about how when she was little, Romana taught her how to play the piano. She explains that Romana would praise her. But then, Lumina started getting afraid. She was afraid of hitting the wrong notes! She never wanted to disappoint Romana, and it hurts her feelings when Romana says she should play more freely. It's something she has trouble doing, she doesn't know how to play for fun.

Contributed by MANY people:

[Copied & Pasted from Scwtmango's email]

Visit Romana's mansion's front yard during the second year or so and you'll see Celia asking Sebastian if she can examine the flowers. Sebastian welcomes her to them, and she starts bubbling over them. Lumina exits the mansion and sees the two of them. Anime smoke fumes above her head as she stomps toward the two. As she gets within talking range, Celia informs the two that she must be going. After she leaves, Sebastian asks Lumina what's wrong. Dot dot dot nothing is her answer as she goes back into the villa.

--Murrey Events--

Contributed by Christal

[Copied & Pasted from an email]

Early Afternoon (or late morning) you walk into the storage room and if you had previously put something into the refrigerator (ex. milk) you will see Moi stealing some of your food. He will say that he comes here to find food. You have two options to reply,

1. Er, give that back.
2. Hope you enjoy it.

If you choose option 2 he will say that he has already taken enough food and will give whatever he is taking back to you.

NOTE: It seems that if you train your dog well enough, he will keep Murray away. This isn't confirmed.

--Nina Events--

Contributed by Scwtmango

[Copied & Pasted from an email]

Go to the beach during your first year and you'll see Nina and the turtle talking to each other. Nina says, "A fight against a human, huh? You can bet I'm going to win!" After that, the turtle and the old woman start their engines as the race begins. Nina advances with her walking stick as she takes a breath. Not noticing the turtle passing her, she scurries to catch up. After a while, Nina crosses the imaginary finish line with a look of exhaustion and triumph.

--Muffy Events--

Year 01

In Spring, leave your farm in the late afternoon. You'll see Muffy standing on the bridge. She'll ask you for a moment of your time to talk. You'll nod and Muffy will explain how she was dumped. The man was cheating on her and he was from the city. She'll thank you for your time, saying that there aren't very many women she can say those kinds of things to. She'll want to talk to you later...

Year 02

Contributed by Jadedoptimistic

[Copied & Pasted from an email]

More Guy Trouble

Muffy, our dearest little flirt, was dumped yet again. She starts to talk about the cheating and the person being married. She cries and asks if there will ever be a guy for her. She reckons that no one is ever honest. Eventually, as you just listen to her whine, she reaches the conclusion that she will have the guy she wants. It'll come to her! As before, you're SUCH a good listener and you rock and all that jazz.

Note: Why does this woman come crying to you?

Year 03

Contributed by Anonymous
[Copied & Pasted from an email]

Third time痴 obviously not a charm for Muffy, who will be standing on the bridge again in Chapter 3 and wants to talk to you. This time she was with a man younger than her, and when she told him her age, he dumped her. Again, she feels so much better after talking to you (or rather, herself).

Year 04

Contributed by Anonymous
[Copied & Pasted from an email]

In Chapter 4, Muffy痴 once again heartbroken. She was with an older guy this time, and even thought about marriage, though he liked how things were. Then they ran into one of his friends, and he introduced Muffy as his friend. She tells you that she figures she wasn't 稚 dumped, because she never was his girlfriend. Once again, you listen SO well, and she 值1 thank you.

--Romana Events--

Contributed by Wujjasay
[Copied & Pasted from an email]

OK, this happened immediately after I woke up at 7:12 AM, on Fall Day 2.

Romana is standing outside your house when you exit. (You don't exit your house to trigger, it does it as soon as you wake up)

Romana:

"Excuse me... But this cat showed up at my doorstep a while ago. I already have two cats, you see... But I can't bear to throw him out. So I thought maybe you'd like to have him. What do you think?"

Two options:
Keep it
Refuse it
(Choose option one to get the cat.)

Romana:

Heeheehee, I knew you'd say yes! All right. Take good care of him. Oh, that's right. You've got to think of a name...

(Enter name. Blanks are whatever you named your cat.)

Romana:

_____? That's a good name. Not my taste, but...

No, no. _____ is just fine.

All right then.

(Romana walks away, turns around by the barn entrance)

Take good care of him!

Heeheehee."

-*-Ruby Events-*-

[Thanks to EVERYONE who contributed information about the Ruby's Spice. I got a good 20 emails or so on this topic! There were so many people who sent in this information, I'm sorry if your name isn't on the credits. Email me if you sent in info and I'll be happy to put your name down!]

Go into Ruby's kitchen. The time varies, anywhere from 8AM to 8PM. You must be friends with her. She'll ask you if you have been doing a lot of cooking. Say yes, and Ruby will go off and bring back a spice. She will give it to you and tell you to basically make your own food with it.

-*-Samantha Events-*-

Contributed by Scwtmango

[Copied & Pasted from an email]

Exit Dr. Hardy's house on your second year and you'll see Chris and Samantha discussing their children and their lives in general. First it's how Hugh and Kate have gotten along SO well and how Chris hopes that Hugh doesn't hurt Kate during their rough-housing. These Summer days are perfect for getting their washed clothes dried, don't you think? They do. Samantha and Chris always have so many to wash because Hugh plays sports and Kate is a tom-boy. Then it's about how Samantha wishes that her lousy husband would take his career advancement more seriously, instead of finishing work and drinking the night away. Next, isn't this serene environment so good for raising children? Samantha used to be worried that Kate would get run over by traffic in the big city, but 'tis not so anymore! Uh oh, Samantha didn't finish dinner yet! Oh well, she thinks about going to the grocery store, but then decides that she

might just use whatever's lying around in the house. Chris says that that's a good idea for her as well. With that, they depart back to their homes.

-*-Sebastian Events-*-

Contributed by Jelenedra
[Copied & Pasted from an email]

This happened for me in the summer, but it was the very first time I walked into Sebastian's room. He was standing by his bed and becomes very concerned by your sudden appearance. After talking for a bit, he notices you staring at the picture on top of his dresser, apparently it is a very old picture and your character immediately asks, (You pick) "Is that Lumina?" or "That's Romana when she was Lumina's age isn't?" If you select the bottom one, he compliments you on your observations and then asks you not to tell Romana about the picture, he thinks she will think he is silly for keeping it. Agree to it and he thanks you.

The nice thing about that cutscene is that I gave Sebastian one gift and he became my friend instantly, so apparently you get a lot of friendship points if you answer correctly.

Contributed by MANY people:
[Copied & Pasted from Scwtmango's email]

Visit Romana's mansion's front yard during the second year or so and you'll see Celia asking Sebastian if she can examine the flowers. Sebastian welcomes her to them, and she starts bubbling over them. Lumina exits the mansion and sees the two of them. Anime smoke fumes above her head as she stomps toward the two. As she gets within talking range, Celia informs the two that she must be going. After she leaves, Sebastian asks Lumina what's wrong. Dot dot dot nothing is her answer as she goes back into the villa.

-*-Van Events-*-

Walk into the Inner Inn whenever Van is inside. It's not 100% accuracy it will happen each and every time you walk in.

Part I
[I activated it on Spring 08 at 11:13AM]

Van will be bragging to Tim how hard work pays off. Tim will be annoyed, agreeing. You will walk in and Tim and Van will spot you. Van will explain how he was telling Tim about the diet Romana suggested to him a month ago. He was a bit skeptical at first, because "after all, you're supposed to put on a blindfold and walk around flapping your arms about twice a day..." But, Van continues to say that modern science has proved this diet most effective. He did this for ten days and got onto his "NEW" bathroom scale. Note the emphasis on the new. Tim gets further annoyed as Van says he weighed only 80 pounds!

1. Didn't it just go past 0 and start again?
2. Congratulations!!

Choosing option 1 will make Van sad, and supposedly harder to haggle with. It also cuts off any further Matkins Diet scenes. So, choose option 2 and make him happy. Van will thank you and say he's going to continue with the diet. He'll then advise Tim to try the diet out as well... More annoyance from Tim with a simple "Sure...whatever you say..." Van will then go off to tell Ramona.

Part II

[Activated Fall 08 at 10:16AM]

Walk into the Inner Inn when Van is inside. Van will be bragging (again) to Tim how hard work pays off. And again, Tim is annoyed. You will walk in and Van will spot you. He'll explain that he was telling Tim about the results of the diet Romana suggested to him last month. He was skeptical about the diet, given his failure last time (even though I congratulated him!) This time, the instructions of the diet is to "wear a blindfold and spin around like a top with your arms sticking out twice a day. And once more, modern science has determined that this diet is most effective. He did this for ten days and then stepped onto his "new scale for pets", and it turns out he only weighed 199 pounds! Of course, your character believes (which is probably true) that the scale only goes up to 199.

1. I think the scale only goes up to 199...
2. Congratulations!!!

So tell Van option 2 to make him happy if you'd like. Telling him option 1 cuts off all further Matkins Diet scenes. If you congratulate him, Van will say that he's going to continue with his diet. He'll then turn to Tim and suggest that he try it too. Tim, of course, is very annoyed, giving another "Sure... Whatever you say..." Van says he'll stand by the diet because it really works. He'll then go off to tell Romana the results of his diet, bidding Tim and you farewell.

--Rival Cutscenes--

This section is dedicated to the cutscenes between Celia/Marlin, Nami/Gustafa, and Lumina/Rock.

Please contribute!

-*-Marlin & Celia Events--*

Contributed by Jadedoptimistic
[Copied & Pasted from an email]

Marlin in Denial

You walk up to Marlin on the farm and ask him what's up. He was watching Celia

garden the entire time and is startled by you. He insists that he wasn't watching Celia. Close up on Celia's face. He doesn't know if it's an attraction or it's because they are so close. He dismisses it and you're left confused.

NOTE: This happened when I had been courting Marlin, got him up to three hearts and then started courting Gustafa (I had been doing both of them at the same time). I chose Gustafa over Marlin... and when I lost interest in him, he started showing interest towards Celia.

Relationship Status

This takes place on your farm in the Fall at earliest in the afternoon. Celia thinks she has done something wrong that Marlin has been avoiding her and he tells her that's not true, he would never do anything like that making Celia smile and run home to Vesta. Marlin then spots you standing in your field and looks away sheepishly. He then tells you his thoughts on he and Celia's relationship; whether it's brother and sister or man and woman.

--Gustafa & Nami Events--

Contributed by Julie-San

[Copied & pasted from email, corrected spelling/grammar errors]

Tomato For Your Thoughts?

One day when you're going over the bridge to the side by Vesta's a cut scene with Nami and Gustafa takes place. Gustafa asks Nami what's wrong, she says nothing's wrong. He says she looks a little red in the face, she tells him he's being pushy and to stop. They're silent for awhile. Some quiet music starts playing, he pulls a tomato out hands it to her and tells her to take care of herself."

I'm not sure if it was a tomato or a an apple, I haven't seen it yet, but he dislikes tomatoes... I've received many emails stating it's an apple, so I guess it's an apple. Anyways, it's up to you.

Contributed by Jadedoptimistic

[Copied & Pasted from an email]

Music for the Lovelorn

(Note: Can be activated around Fall, at night. Walk out of the Inner Inn.)

Gustafa is playing the guitar in the moonlight near the river (the spot where people sit, near the benches) and it just strumming away. You realize that Nami is being all creepy like and crouching behind a tree, whilst watching her crush. You ask what's going on and she starts spewing forth these tales of loving the music, closing her eyes and just listening to him.

NOTE: She starts hanging out more with Gustafa when you start hanging out more with Gustafa. I've noticed he wakes up between 10:30 to 11 most days. If you get him then, you can catch Nami in there as well. She will say "Well isn't this a coincidence?" and then leave cos you're on her "turf".

Contributed by Jelenedra

[Copied & Pasted from an email]

(NOTE: IT HAS TO BE RAINING!)

(This happened to me in late fall) After leaving the Inn, your character notices Gustafa and Nami running for cover under the inn's awning. Nami complains about how she's soaked through and comments about how she hates rain because of the way it makes her feel. Gustafa says that rain is a blessing and walks out into the rain and holds up his hands and says that, "Without rain, neither you and I...or anyone would not be here." He goes on saying about how the world needs rain to exist and it's all very profound for a hippy =p At the end of his speech, Nami stares at him for a moment and then walks out and joins him in the rain.

-*-Rock & Lumina Events-*-

Contributed by MalloryK

[Copied & Pasted from an email]

Lumina is all alone and Rock goes up to her and asks her if she is all right in the name of love. Lumina ignores him at first but then she tells him that Sebastian and Auntie Romana won't tell her about her parents. Rock tells her maybe it's better not to know. Then he turns around and rambles to himself as Lumina walks away.

Here is another version.

Contributed by Strawberry_twist5289

[Copied & Pasted from an email]

You walk out to the bridge during winter sometime around late morning, when you see Lumina standing over on the small hill by Vesta's farm. Rock walks up and asks if Lumina is okay. She starts to get upset and talks about how she wishes to meet her parents and find out more about them. Then she says when she says every time she asks Sebastian or Romana, they never tell her anything **must be something bad...**. She begins to cry more saying that she wants to know very badly. Rock then says that she should stop thinking about the past and start thinking about the future, and if they don't tell her about her parents, it must be something not worth knowing. She stops crying, Rock then turns his back to her saying how the advice he gave was such good advice, and that he's a real catch **he's so narcissistic sometimes**

Contributed by Christal

[Copied & Pasted from an email]

I was walking to Rock's house from my farm at about 1:00 in summer day 10, and Rock and Lumina are standing to the right of the Inn greeting each other. Rock tells her she has good timing, and that there 痴 something he wants to ask her. She asks him what it is. He says its about Sebastian, and rock is very distressed about the topic...."He...he wears a toupee." Lumina is puzzled.

Rock thinks Sebastian "must be suffering" about not being able to tell anyone his secret. Rock has decided to shave his head in solidarity with him. Lumina starts to cry. "A toupee! I can't believe it!...Not bald! Not you Rock!" she runs away... and rock calls after her. Lumina spots my character and asks her... "Sebastian doesn't wear a toupee right?" My character shakes her head no, and Lumina says no and runs home.

Contributed by Julie-San

[Copied & Pasted from an email] edited

Rock says that his sources indicate that Sebastian wears a toupee, Lumina is shocked! Rock states that because he feels sorry for Sebastian he's going to shave his head too, Lumina is brought to tears by this. She exclaims that Rock shouldn't shave his head and then runs up to you and asks you "Sebastian doesn't wear a toupee, does he?" You shake your head no and she runs up to the mansion crying. Your character gives rock a rather nasty look and he shrugs.

--You/Rival Cutscenes--

This section is dedicated to the cutscenes between You/Celia, You/Nami, and You/Lumina.

Please contribute!

--Celia Events--

This Event can be activated in Spring by walking out of Vesta's house in the late morning or early afternoon. Most likely after activating Marlin's first Heart Event.

Celia will be standing by the scarecrow and the fields at Vesta's Farm. You'll walk over to her and she'll turn around and notice you. She'll explain how the hard thing about farm work is raising crops, but watching them grow and develop can be fun. She'll then ask you if you like working in the fields.

1. I don't like it
2. I don't mind it

Option 1 makes her dislike you, option 2 will make her like you more as a friend. So choose option 1 unless you...hate Celia or something. Assuming you chose option 1, Celia will say that when she takes care of the crops in the fields, she feels like they give her some of their energy. She'll think that you think her idea is strange. You'll automatically shake your head.

--Child Cutscenes--

This section is dedicated to any event concerning your child, such and the

bath scene.

The Box Scene

Note:

The best course of choices seem to be either:

1. What's this box?
2. Something else might be inside...
1. Well, I don't know...

or

1. What's this box?
2. Something else might be inside...
2. Your future

They both give your son a black music note. The first one is basically playing along with your son wanting to go treasure hunting, while the second set of options gives your son something to think about!

ALSO NOTE: Choosing either set of options will greatly increase your son's skill in scholar. I'm sure that there are other skill increases with choosing other options though. The amount of scholar increase for his skill is around 1/5, so it's a pretty good boost.

Walk into your son's room. He will be reclined on the floor.

1. What's this box?
2. Oh, nothing

Choosing option 2 will end the cutscene with your son immediately going to the bathroom, telling you not to touch anything in his room. Option 1 will give you an extended scene.

It seems your son has found this particular box on the beach, and he has convinced himself that there is a treasure map inside the box. He wants to be a treasure hunter but he won't open the box until he's an adult.

1. I bet it's just empty
2. Let's open it now!
3. Something else might be inside...

Choosing option 1 will make your son sit on the floor. He says that he KNOWS that there is a treasure map inside.

1. It's dirty. Let's toss it
2. I guess you're right

Choosing option 1 will anger your son and he will stand up, saying he doesn't want to throw the box away. He'll start to cry (or at least look like it) and demand you not to open it or toss it while he's in the bathroom. He'll then walk off. The scene ends.

Choosing option 2 will have your son ask you if you intend to get rid of it

while he isn't looking. He'll then announce he has to go potty and will leave the room. The scene ends.

Back to the three choices, in case you didn't choose the previous option.

1. I bet it's just empty
2. Let's open it now!
3. Something else might be inside...

Choosing option will anger your son and he will ask you if you're even listening. He repeats that he doesn't want to open it. He'll ask you not to open it as well while he goes to the bathroom. He'll say he has to go potty and will then leave the room. The scene ends.

Back to the three choices, in case you didn't choose the previous option.

1. I bet it's just empty
2. Let's open it now!
3. Something else might be inside...

Choosing option 3 will give you another scene.

Your son will squat beside the box and say that there must be a treasure chest inside. He'll then ask you what you think is inside.

1. Well, I don't know...
2. Your future
3. Money

Choosing option 1 will have your son confirm that it's a treasure map. A black music note will appear of his head as he realizes that there's a world map in the bathroom. He thinks if he studies it, it will be useful to him later on.

Choosing option 2 will make your son laugh, and he will say that he won't open the box now. He doesn't want to know how his future turns out. He will have a black music note over his head as he wonders what he will be when he grows up. He'll then say he has to figure out what he wants to do. The scene will conclude with your son saying: "Hmm... I think I want... to go potty!"

Choosing option 3 will make your son a tad depressed, and an annoyed black dot thing will appear over your son's head. He says he was hoping for something better. He'll be happy again, thinking that no one knows for sure if it's money. He'll ponder this and will once again be sad, thinking that maybe it is. He'll then walk off with a sad face.

Contributed by RCauff7296

[Copied & Pasted from an email] edited

Remember the box scene in AWL? This is a variation of it concerns a stick...
Your kid picks up a stick from somewhere and thinks its a magic wand.

You can say 1 Its dirty, let me get rid of it or 2 cool .

And you discuss what magic he痴 going to do with it and he says gingerbread
magic basically he痴 going to make a ginger bread house and your all going to
pig out .

You can then say 1 Where we gonna live then or 2 that's nice if you say 2 he
then says he痴 gonna practice with it and then you can practice together then
he says he has to go potty and leaves.

Contributed by Jadedoptimistic

[Copied & Pasted from an email]

ON YOUR FARM

He comes one afternoon after you've spent time with your kid and walked out of
the house. He's looking through the window, spying on kids. He murmurs to
himself about that's how children act. He is then startled at your presence
and swears he is not interested in children. Then he runs off.

Contributed by Evelyn Golden

[Copied & Pasted from an email]

There is a cut scene with your child if you are married to Marlin. Use the
alarm clock to wake up at 7 A.M. and your son will come in and tell you that he
has watered the crops. But when he first comes in he says "Morning mom" or
something to that effect. If you go look at your crops you will find that they
have in fact been watered no matter how many you have. You get this scene every
morning even if you have no crops.

Contributed by Viper

[Copied & Pasted from an email] edited

****Spoilers****

Beginning Of Year 4:

Carter and Griffin are talking in the bar about how Carter needs an assistant. Then you walk in, and he asks if you will let your son work for him. You say no, and Griffin is appalled at Carter and says he was way too young. Carter says "He had a few good talks with me when he came up to the site". Then Takakura starts in, he says your son gets taller and is an adolescent, between boy and man. Then your child has a scene where the dad tries to get him to do something, and the kid blows him off harshly. Takakura talks again about how healthy your son is, how large the house is, how fine a farmer you are becoming, and how he is thinking of retiring soon...

Contributed by Viper

[Copied & Pasted from an email] edited

This is the scene for Gustafa and Marlin's son.

****Spoilers****

Year 4, Spring, Day 1, 6:56 AM, Your Living Room

Starts out like this...

Your Son: I'M SICK OF IT!

This tells you how the scene progresses as your son really tears into Gustafa. Then he tries to leave and you step in front of the door. "Get out of my way, mom!" You have 2 choices:

-Comfort Gently

-Punish

I chose to comfort, and he calmed down, but confirmed that he meant what he said, but was sorry for being so rude.

--Cheats--

Every game needs its cheats! And here are the amazing cheats.

--Amazing Gold Gaining Cheat--

Insert a controller into slot three. While you play the game (just walk forward or something) push start on the 3rd controller. Each time you push start, you will gain 10,000 G. Thanks to the GameFAQ message boards for this!

--Amazing Item Gaining Cheat--

Insert a controller into slot three. While you play the game (just walk forward or something) push Z on the 3rd controller. You will have 99 of almost every item, some are 60+ or 70+. You will have all records, all tools, many (or perhaps all) seeds, etc. Thanks to the GameFAQ message boards for this!

--FAQ--

Frequently Asked Questions

Questions are either shortened in length, corrected for grammatical/spelling errors, or left alone if they are short enough.

Q = Question

A = Answer

Hey, don't look at me like that. Some people seriously don't know what Q&A stands for!

--FARMING QUESTIONS--

Q: Where can I buy the fertilizer?

A: You can buy it on Vesta's Farm for 40 gold. It is used to fertilize the grass so it will grow.

--MARRIAGE QUESTIONS--

Q: When do you get married?

A: You get married during the switch between chapter 1 and 2. You don't get to see the wedding or the birth of your child.

Q: What is a guy's rival, and how is it important?

A: A guy's rival:

Marlin/Celia, Gustafa/Nami, Rock/Lumina

The rivals are meant to make it harder for the guys they go with to gain hearts for your character, especially if the guy you're going after REALLY is madly in love with a rival.

Q: I really want to marry Marlin. I even got him up to four hearts and all the cutscenes have happened with him and my character. But every time I give him the blue feather he just says "What is this.....?" I even tried doing when he is not on Vesta's farm! What is going on?

A: Check to see if any of the other bachelors have 4 hearts in their diary. If you they do, and you haven't seen all of their events, try to get an event with that person and give them the "Bad Answer". It could just be that Rock likes you more... His affection rating for you is automatically higher.

Q: I didn't see it in the guide...but Marlin went from a Red Heart to a Green, right after I gave him a gift. Is that bad?

A: It depends. It's good if you're trying to get him to dislike you, it's very bad if you're trying to get him to marry you. Green heart is the lowest hear you can have.

Q: I proposed to Rock (he has 4 hearts) and when I show him the feather all he says is "This makes me want to fly like a bird" What am I doing wrong?

A: Rock hasn't received enough gifts yet. He's materialistic, so give him plenty of flowers and such. Also, it could be because you haven't seen the final cutscene at Inner Inn.

Q: I was trying to get someone to marry me and well he has three hearts in his diary. But Rock has four hearts and I don't want to marry him! I also want the guy to propose to me but it will be Rock that will come so I am trying to make Rock not like me but he wont take anything that he does not like. So how do I get him to not like me?

A: Well, if you haven't seen most or all of Rock's cutscenes, you're lucky because if you give the "Bad Answer", his affection for you will go down. Refer to the "Bachelor Cutscenes" section of the guide for the "Correct Answer" and just respond to the question(s) with the opposite answer. Don't EVER give Rock flowers, they are one of his favorite items. Try not to talk to him. But, if you're not waiting for the man to come and propose to you, make sure the man accepted the Blue Feather, then continue normal behavior with Rock.

--CHILDREN QUESTIONS--

Q: What are your son's strengths and interests?

A: It depends on who the child's father is.

--DOG QUESTIONS--

Q: What do the A, Y, X, and control stick buttons mean when you train your dog?

A: In order to train your dog, you must hold down the button until your dog does a trick and you get a heart. Otherwise, it doesn't count.

A = Handshake

X = Sit up

Y = Jump

Control Stick = (Keep spinning until the trick is done) Dog spins around

Q: Do I have to feed my dog everyday?

A: No, it isn't necessary, but it helps raise its affection towards you.

--VAN QUESTIONS--

Q: How do you haggle with Van?

A: Reject the first price he gives you. You have around a 10-25% chance of successfully haggling Van.

Q: How do you get Van to sell you clothes?

A: Look in the mirror everyday. If you have your first outfit already, make sure you change your clothes everyday and continue to look in the mirror. Prices increase by 500 gold.

--MISC. QUESTIONS--

Q: Why doesn't Ruby's Spice duplicate anymore!?

A: Natsume fixed that glitch...

Q: I am very lazy and married Rock. As soon as he accepted the feather I slept every day until the end of chapter 1, only getting up to check my animals. Eventually I ran out of fodder. Question 1: Can your horse die? Question 2: My cow is almost dead. I have no fodder to give it. I have tried to give it animal medicine. That did not work.

A: That's what you get for being lazy! But I did that on the male version a few times so... Yeah. As for your horse dying, it never died in the male version, and a lot of people don't even take care of their horse in the girl version. I honestly don't think the horse is capable of dying. As for your sick Cows, sometimes, if it is EXTREMELY sick, it will need more than one Animal Medicine.

Q: What does AP, ST, and SP mean!?

A: AP = Appetite, ST = Stamina and SP = Spirit. This was confirmed by Natsume.

Q: Where do you get the other recipes? I've got the ones in the Inner Inn kitchen and front lobby area by the plants, the ones in the mansion on the painting and in the kitchen, the ones in Chris and Wally's house, and the one out of Takakura's house. I saw some screen shots on a site that showed options other than just soup and salad, like hors d'oeuvres and dessert. Only thing is I don't know where to find that stuff. Help?

A: To get more options when cooking, first cook recipes (Cannot be failed) using soup and salad 20-25 times. (Anyone with the proper number? Send in!) Then more options will appear.

Q: I keep reading faq pages and stuff and they all say you can go to Mineral Town? Can you do that without the GameBoy version? Cause it sounds like it in the pages.

A: No, you cannot go to Mineral Town with the girl version OR the boy version for that matter. You can still connect to get recipes and records, but Girl version connects to Girl version ONLY, and Boy version connects to Boy version only.

--Credits--

ATTENTION: If you submitted information and your name is not listed below, PLEASE email me and tell me what you contributed so you can have your credits. Every two days I get about thirty emails, and I don't want anyone left out. If in the guide I have "Contributed by 'your name' but not down there, also tell me. And, finally, if I have misspelled your name or used a name you didn't want me to, contact me.

Note: If your contribution was a FAQ question, you won't be listed UNLESS you provide both questions and answers.

Credits go to:

[Websites]

1UP : Hosting this guide

Cheat Code Central: Hosting this guide

GameFAQs: Hosting this guide, allowing use of copyright/trademark description

Gamespot: Hosting this guide

GamePlayWorld : Hosting this guide

HMOtaku: Helpful and detailed information

IGN: Information

Natsume: Creating the game

Neoseeker: Hosting this guide

Reader Contributors/Credits:

[Alphabetical Order]

Anonymous: Anonymous is anyone who contributed anything, but their name is not in the guide because I forgot what they contributed, or, if they would like their names to be kept hidden.

Amethyst: Two Rock/Lumina cutscenes information, Muffy information

B.B: Rock's toddler info

Bibet: Rock's likes information

Blitzball187@msn.com: Green heart information

Brad: Lumina's Age

Chamely Banded: Ruby's Spice information

Christal: Sebastian's Toupee cutscene info, Murray cutscene, Rock's schedule information

Colorflux: Tiny Arna, Arna, Big Arna, and Huge Arna information

Dreadchao: Star Milk and egg information

Electronicfan: Sending in a lot of corrections

Evelyn Golden: Marlin's Child Cutscene, many crop and seed prices

Horsegirl_celebisam: Recipes

Iloveallanime: Muffy information, Galen's fishing pole information, Rock's kid information

Jadedoptimistic: Marlin In Denial scene, Music for the Lovelorn scene, More Guy Trouble scene, By The Waterfall scene, Mukumuku and Daryl scenes, Takakura and Tartan scene

Jelenedra: Sebastian reminiscing scene, Nami/Gustafa scenes

Jena30000: Paraphrased responses

Jullie-San: Lumina's Age, Sebastian痴 Toupee cutscene, Tomato For Your Thoughts? cutscene, Daryl's Three Experiments scenes, a Lumina event, cow milk info

KsWngs: Ruby Spice information

Lightforchrist: Marlin's likes information, Rock's likes information, Muffy information, 10 bottles of milk information, Goat Milk information,

Lil_maddie: Ruby Spice event information

Lily: Huge Rainbob information

Lori: Ruby and Van info, Marlin & Celia cutscene

MalloryK: Reminded me of two cutscenes that go in the Rival Cutscenes section of the guide. Lumina & Rock scene.

Mandycat793: Ruby's Spice Information

Meghan: Gustafa dislikes and Normal milk like

Mojo McJones: Also giving Tomato For Your Thoughts info

MyMichelle691: Big Sharshark and Huge Yamame information

Mattmiwa: Big Sharshark information

OkamiForever: Normal Cow S Milk information

Raven_gamer: Gustafa and Marlin information

Rdmarj6: Normal Milk price and egg information

RCauff: Child cutscene with the stick and gingerbread house, sending other helpful information

RoseBBW43: Correction on Goat Milk prices, fish prices

Scwtmango: Dr. Hardy's scene, Chris & Samantha's Discussion scene, Nina & the Turtle scene, Daryl scene help

Snowytiger: Rock's child information

Strawberry_twist5289: Rock/Lumina cutscenes, many Daryl scenes, Flora scenes, a Van scene, a Murrey scene and a Grant scene

Sunnie V: Huge Sharshark information

Sweet Kandi: Egg and Goat Milk information

Topadragon: All Dairy Related Information

ThinkingP: Fishing information

Timberwolfs16: Fish locations

Twinkle_263: Rock cutscene information - changed exiting to walking by

Quitechrissyful: Two of the Daryl scenes

Viper41389: Star milk information, Strange Watering Can information, Fireworks information, Strange Hoe information, Good Cheese and Good Butter information, Muffy information, 2nd Generation Crops information, Fish locations, Excavation Site information, 2nd Generation Tree information, Recipes, Weird Sickle information, Strange sickle information, Gustafa's Son Information, Child Scenes, Van items, Outfit information