

Harvest Moon: Another Wonderful Life Wild Plant Guide

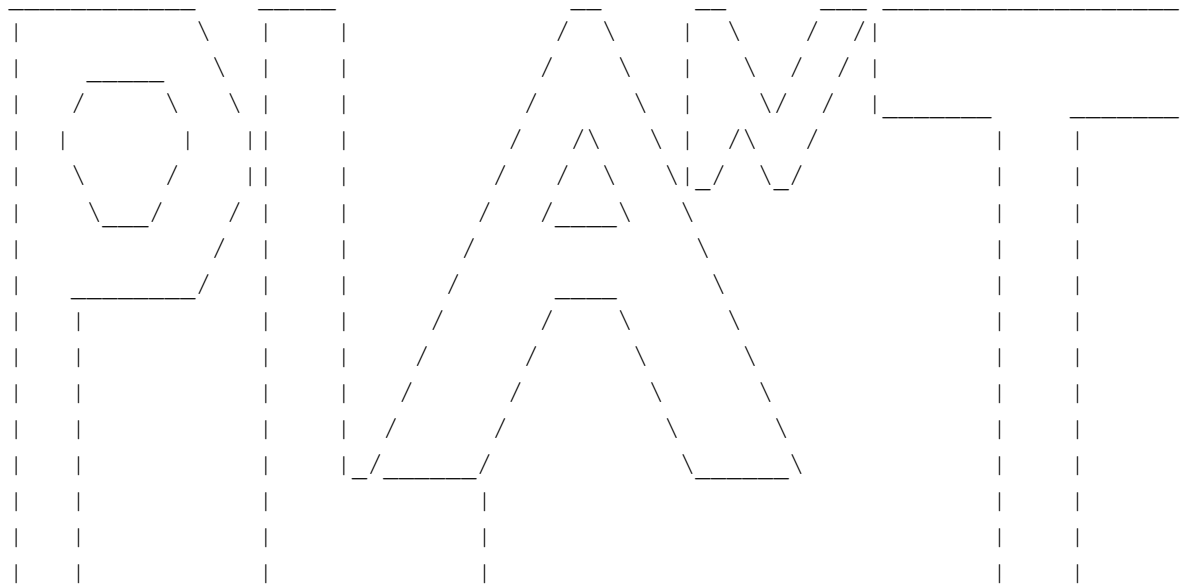
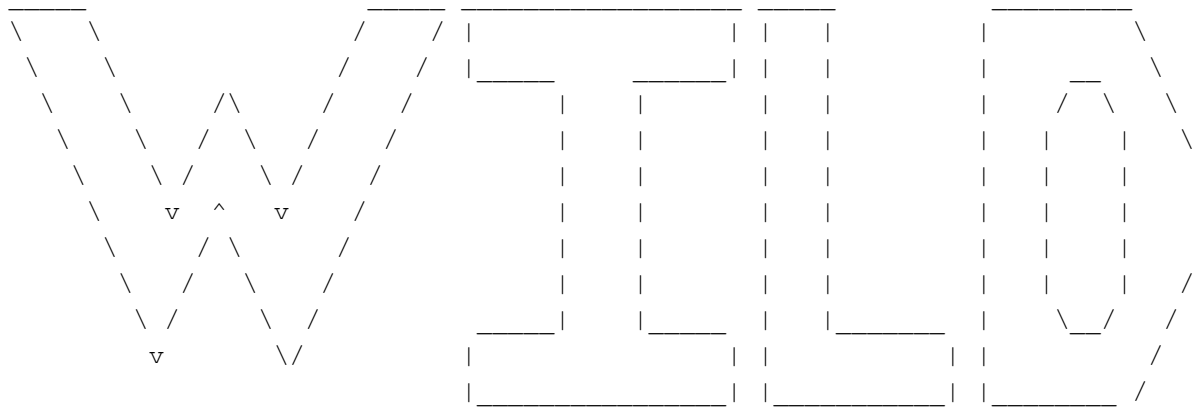
by aqlex239

Updated to v2.81 on Jun 23, 2014

This guide is dedicated to SnoFeather

Wild Plant Guide
Version # 2.81
By Aqlex239

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GUIDE

Written by Aqlex239

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Current Version = 2.81

(In order from 1st version to current)

V 0.1----11/08/05----Started writing the guide. (Version was REJECTED)

V 0.5----11/15/05----My first version was rejected. I now added "What you can do with", "Why make this", "Plant Reappearance Times" and "What all the Wild Plants look like" sections. (Version was REJECTED)

V 0.7----11/16/05----Last version rejected. I added a vocabulary note and changed around my E-mail address to prevent spam. NEW SECTIONS: "What you can contribute" and "Mushrooms". (Version was REJECTED)

V 1.0----01/03/06----I kind of gave up on getting this guide onto GameFAQs, but after a vacation, I got some new ideas. I added an "In-Game Plant Descriptions" section, a "Hybridization with Wild Plants" section, and a "Wild Plant Gift Ideas" Section. I also updated the quick search system and added in a few more notes. (Version was finally ACCEPTED!)

V 1.01----01/04/06----The guide has been accepted! Neoseeker is now allowed to host my Guide. A few minor changes to the Legal Information Section.

V 1.1----01/13/06----Friday the 13th update! I added a little 'Wild Plants and your Child' note in the "What you can do with the wild plants" section, added a new credit, and changed a little info on my E-mail address. Oh, and put Bracken into the Mushrooms section.

V 1.2----02/13/06----Monday the 13th update! I have now completely re-vamped the Quick Search system. Added a "Possible Future Updates" section, changed a little wording around here and there, added a "My Other Guides" section, and added a "The End" section, to have a better conclusion to the guide. I hope to add a 'Cooking With Wild Plants' section soon, and I'm planning on making a separate 'Girl's Wild Plant Guide' for HM:AnWL.

V 1.3----02/14/06----There is now an all new "Cooking with Wild Plants" Section. I changed around a few sentences, fixed a few typos, and added a new Credit. I changed an old credit because I accidentally misspelled their name. I also dedicated the guide to a good friend of mine, and added a tiny copyright line.

V 1.31----02/15/06----www.supercheats.com is now allowed to host my guide.

V 1.4----02/17/06----I just spell-checked the entire guide. I fixed all of the typos and misspelled words. I also changed some wording and capitalized a few things too.

V 1.5----02/25/06----New question in the FAQ section! I changed a few more words around, and tried to make some things easier to read. I don't expect too many more updates beyond this point, but I hope to release a HM:AnWL version of this guide soon!

V 1.51----02/26/06----I have now tried to re-make my guide as much as possible for the Girl's version of the game (HM:AnWL). I had to re-type some information, add a few new things, and tweak old things. I'm still missing much of the new Girl's Information. (Version was ACCEPTED!)

V 1.52----02/27/06----Tiny update. Changed dedication, changed a little credit,

replaced an old "Possible Future Update", and added a few more notes around about the Boy's and Girl's version differences. Also, YAY! I got the guide accepted on my first try.

V 1.6----03/12/06----I finally replaced the awful picture of a Royal Fern with something new that I've been working on, and added a new credit. One entire section was re-written with info from the girl's version of the game.

V 1.7----03/20/06----I've renamed the "Wild Plant Gift Ideas" section to "Wild Plants as Gifts". I've also changed some of the wording, and I added Mukumuku to the list. ENJOY!

V 1.8----04/09/06----Lots of help from contributors made this update possible. Thank you Panzer for some missing info, thank you Katy8 for a new question in the FAQ section, and thank you Adam Heslop for confirming a growth spot of Bracken.

V 1.81----07/04/06----Fixed a somewhat large typo thanks to the contributor "Great Wall". I'm also currently typing a HM:FoMT guide.

V 1.9----07/19/06----A few minor changes, a new plant regrowth location, a few fixed typos and a few things added, and most of it is thanks to a contributor by the name CC. They seemed to read everything very closely, and were able to point out a bunch of stuff. Also, thanks to everyone who has read the guide and contributed, it's all much appreciated!

V 1.91----07/25/06----Just finished an HM:FoMT Wild Plant Guide, so I adjusted a few things in this guide accordingly.

V 2.0----02/25/07---- I got a whole bunch of random information from contributors, so I had to add it in. A few minor changes to legal info, since it's now the year 2007.

V 2.01----04/17/07----I've released a HM:mFoMT guide now, so a few things were adjusted accordingly.

V 2.1----01/12/09----It has nearly been 2 years (635 days to be exact) since the last update. I would have forgotten about these guides if it wasn't for the 30 or so e-mails I received in the time since the last update. I finally decided to come back and update all of the information I've received. There are quite a few new things! I would say I'm done with this guide, but knowing you guys, I'll get some new stuff to update this guide with soon enough. I just looked through it and saw lots of things that could use updating too. I might just come back one day and rework this guide, AGAIN!

V 2.2----01/31/09----A big update! It's probably the biggest update since version 1.1! I have added 3 whole new sections, "Vocabulary", "Flowers" and "Other Wild Forage". I also completely revamped the "Wild Plants as Gifts" section, as well as alphabetized large parts of this guide. I went through the whole guide and rewrote numerous sections to be shorter or easier to understand. I topped it all off with ANOTHER spell-checking of the guide.

V 2.3----02/21/09----This was originally going to be an update to fix a small mistake, but I alphabetized a few more sections, reorganized the whole layout of the guide, combined the old seasons and prices sections into a single section, made the "Wild Plants and your Child" note into its own section, fixed up various layouts, and updated the e-mail, legal information, what you can contribute, version history, and possible future updates sections.

V 2.4----04/17/09----The cooking section is all new. On top of adapting lots of

information about crops and rare crops from Supermario1024's guide (as ingredients for recipes), I completely changed the layout to make it much easier to read and use the recipes.

v 2.45----08/10/09----A tiny update. I've changed the gift section a little, changed regrowth to simply growth, updated the vocab section, and updated the "My Other Guides" section because I miraculously wrote another guide. Also, a Growth location of sorrel was confirmed.

v 2.5----09/08/09----The other day, I picked this game up again. I decided to play through at least the whole first year and collect a bunch of data. I've finally confirmed ALL of the plant growth times, and I've created some charts to show you what you can find on each day of the year. I fixed a few growth locations, and I've given the whole guide ANOTHER spell check.

v 2.51----01/14/10----2010 update! I updated the legal info section and made a few minor changes to the layout of the guide. The FAQ section has a new look.

v 2.52----03/19/11----2011 update! It's been over a year since this was updated, and I'm only changing the copyright to 2011 and adding a tiny note about how my guides have collectively amassed over 100,000 views! Wow!

v 2.6----07/12/12----2012 update! I got an e-mail about a missing royal fern location, so I've added that in. I've also removed the Art Gallery section, as I decided it was a complete waste of space. I made changes to the vocabulary, e-mail information, and legal information sections to shorten them. The guide is in dire need of a complete rewrite though. One day, I may have to get on that.

v 2.61----07/14/12----Someone sent in the last missing growth location for Royal Fern! It has now been added to the guide.

v 2.62----07/16/12----Another tiny fix. Added the missing growth location for Hackberry.

v 2.65----08/23/12----Someone pointed out that I keep talking about the "water tower" throughout my guide, when in fact it's actually Kassey and Patrick's house. I've changed that. I also revamped the version history section, cutting it down to take up less space and changing the way I numbered the versions.

v 2.66----08/29/12----Finally confirmed that Bracken is in fact a mushroom.

v 2.7----09/08/12----Rewrote most sections of this guide. It should now be clearer and more concise, and have less useless rambling.

v 2.8----01/15/13----My first update of 2013. I have now added the villagers favorite wild plant dishes to the gift section, as well as reorganized the cooking section by Type of dish, Price, and Alphabetical order. Enjoy!

(Current)

v 2.81----06/22/14----Minor formatting changes and an update of the copyright.

Introduction I0002

Hello! This is my second guide, but it's really just a reworked version of my first guide to fit the girl's version of Harvest Moon: AWL. Another

-Can someone double check my cooking and gift sections and verify the info?

Possible Future Updates F0006

This is where I list out all of my ideas for future updates to this guide. It has grown quite small over the years, but that might be a good thing :). If you have any other suggestions, feel free to e-mail them to me!

Add: Plant Regrowth times to locations section

Complete: This guide (although 100% completion will never happen)

E-mail Information E0007

My E-mail address is:

a
z
a
j
i
c
e
k
(AT)comcast(DOT)net

(Without the enters. This is done in an attempt to stop spammers.)

If you send me an E-mail, please make the title of the E-mail:

"Wild Plant Guide AnWL"

>>>PLEASE INCLUDE YOUR NAME OR USERNAME SO THAT I MAY PROPERLY CREDIT YOU<<<

If your e-mail does not have this subject, it is possible that it will be labeled as junk mail and deleted.

As I said earlier, missing or misleading information, questions, typos, and even comments are all good reasons to send me an e-mail!

What You Can Do With Wild Plants

W0008

The wild plants of Forget-Me-Not Valley are useful for many things. I discuss their different uses in detail in the rest of the guide, but here is a general overview of their uses.

Wild Plants Uses:

- *Cooking recipes
- *Food for dog/cat
- *Food source
- *Gifts for villagers
- *Hybridization (improving your crops)
- *Making money

Note: There are a total of 15 different wild plants. 8 of them are flowers, and the other 7 are edible plants.

Wild Plants and Your Child

W0009

As your child grows up, you can influence them into choosing a particular career. Your choices are:

- Artist
- Athlete
- Musician
- Rancher
- Scholar
- *****
- Farmer!
- *****

By showing your child your foraged mushrooms, wild plants, and flowers, you can influence them into becoming a farmer. Showing them things like watering cans, seeds, and hoes also encourages them to become a farmer. If they grow up into a farmer, they will take over your farm when you die.

=====
The Top 5 Most Useful Plants:
=====

- 1) Upseed
- 2) Happy Lamp
- 3) Gemsoil
- 4) Mugwort
- 5) Matsutake

Upseeds, Happy Lamps, and Gemsoils are easily the more useful wild plants, because they can be hybridized with your crops to improve their quality. Upseeds improve your seeds (bringing them to S rank), Happy Lamps allow your crop to grow in any season, and Gemsoils allow your crop to grow in all types of soil regardless of fertility.

Mugworts are useful because they are one of the easiest resources to gather early in the game, providing both food and money. On top of being useful in a handful of recipes, I often used them to feed my dog.

Finally, I included Matsutakes on this list because, although they are not as numerous, they are worth 100g each (four times that of the nearest competitors). They are also useable as food, and can be used in any recipes calling for a mushroom!

+Trumpet, the orange mushroom, was accidentally mislabeled as Matsutake in this game, so keep that in mind. I still call it Trumpet.

This section lists out all of the villagers that like wild plants, as well as the wild plants that they like. Only flowers are useable as gifts (on that note, I would save your Gemsoils, Happy Lamps, and Upseeds for hybridization).

I have also added any cooked dishes that use wild plants to the list.

People will accept up to 3 gifts a day! (Unless otherwise noted)

Townspople

Gift(s)

Chris	All flowers
Celia	All flowers
Cody	All flowers
Dr. Hardy	All flowers
Flora	Mushroom Curry
Griffin	Mist Moon, Trick Blue
Kassey	All flowers
Kate	All flowers
Lumina	All flowers
Muffy	All flowers
Mukumuku	All flowers (up to 5 a day)
Murrey	All food that does not contain fish
Nami	Trick Blue
Nina	All flowers
Patrick	All flowers
Romana	All flowers
Ruby	All flowers
Samantha	All flowers
Takakura	Any cooked meal
Tim	All flowers
Vesta	All flowers

Bachelors	Gift(s)
-----------	---------

Gustafa	All flowers, Mushroom Curry
Marlin	N/A
Rock	Mist Moon, Mushroom Gratin, Toy Flower

In Harvest Moon: Another Wonderful Life, you can hybrid your crops together. However, there are a few wild plants that you can hybridize with your crops in order to upgrade them. The first thing you'll need to do is get and befriend Tartan, which can be somewhat complicated, so you should go check out one of the guides dedicated to Hybridization or Tartan if you're having trouble getting him.

Only three specific flowers can be used to hybrid with your crops, and each type of flower has a very specific effect. The chart below details which flowers can be used and their effects.

Plant	Effect when hybridized with crop
Gemsoil	The seed will be able to grow in any soil fertility.
Happy Lamp	The seed will be able to grow during any season.
Upseed	The seed will become an 'S' (Superior) quality seed

Wild Plant Seasons And Prices

W0013

Each season except for Fall grows two species of flowers and one species of edible plant. Fall has two species of flowers and four edible plants (all four of which are mushrooms).

All wild plants can only be sold through Van, and their prices cannot be haggled.

=====
 Seasons and Prices:
 =====

Spring \$

Goddess Drop	15G
Mugwort	15G
Toy Flower	10G

Summer \$

Happy Lamp	15G
------------	-----

Mist Moon	10G
Royal Fern	15G

Fall \$

Bracken	15G
Gemsoil	20G
Hackberry	20G
Matsutake	100G
Trick Blue	10G
Trumpet	25G

<--Mislabeled as Matsutake in this game

Winter \$

Amorous	10G
Sorrel	20G
Upseed	25G

Plant Growth Times

G0014

When you harvest a wild plant, it will take a certain amount of days to grow back. Some grow back daily, while others may take a few days. Below is a list of the amount of times it takes wild plants to grow back.

Note: 1 day means that the plant will grow back daily. If it says 4 days, that means the plant will grow back on that 4th day.

Plant	Days
Amorous:	2 days
Bracken:	2 days
Gemsoil:	4 days
Goddess drop:	2 days
Hackberry:	1 day
Happy Lamp:	4 days
Matsutake:	3 days

Mist Moon: 2 days
 Mugwort: 1 day
 Royal Fern: 1 day
 Sorrel: 3 days
 Toy Flower: 2 days
 Trick Blue: 2 days
 Trumpet: 2 days
 Upseed: 2 days

If you collect all the wild plants growing daily, the below chart shows what you should expect to find growing on every day of the first year. This was only tested for the very first year, so I'm not sure if this pattern is the same for every year, but it should be somewhat similar.

Fall gets some slightly weird inconsistencies in the growth data. Has anyone else had these weird inconsistencies?

An "*" means there are weird inconsistencies in the growth data. There are only three of these, and all of them occur in Fall.

=====
 Spring
 =====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Goddess Drop	18	0	18	0	18	0	18	0	18	0	90
Mugwort	6	6	6	6	6	6	6	6	6	6	60
Toy Flower	18	0	18	0	18	0	18	0	18	0	90

=====
 Summer
 =====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Happy Lamp	10	0	0	0	10	0	0	0	10	0	30
Mist Moon	20	0	20	0	20	0	20	0	20	0	100
Royal Fern	8	8	8	8	8	8	8	8	8	8	80

=====
 Fall
 =====

Plant	1	2	3	4	5	6	7	8	9	10	Total
-------	---	---	---	---	---	---	---	---	---	----	-------

```

-----
|Bracken      | 6| 0| 6| 0| 6| 0| 6| 0| 6| 0| 30
|-----+---+---+---+---+---+---+---+---+---+---|
|Gemsoil      |10| 0| 0| 0|10| 0| 0| 0|10| 0| 30
|-----+---+---+---+---+---+---+---+---+---+---|
|Hackberry*   | 5| 5| 7| 7| 7| 7| 7| 7| 7| 7| 66
|-----+---+---+---+---+---+---+---+---+---+---|
|Matsutake    | 2| 0| 0| 2| 0| 0| 2| 0| 0| 2|  8
|-----+---+---+---+---+---+---+---+---+---+---|
|Trick Blue*  |11| 0|18| 0|18| 0|18| 0|18| 0| 83
|-----+---+---+---+---+---+---+---+---+---+---|
|Trumpet*     | 2| 0| 3| 0| 3| 0| 3| 0| 3| 0| 14
-----

```

=====
Winter
=====

```

      Plant      1  2  3  4  5  6  7  8  9 10 Total
-----
|Amorous      |19| 0|19| 0|19| 0|19| 0|19| 0| 95
|-----+---+---+---+---+---+---+---+---+---+---|
|Sorrel       | 7| 0| 0| 7| 0| 0| 7| 0| 0| 7| 28
|-----+---+---+---+---+---+---+---+---+---+---|
|Upseed       | 2| 0| 2| 0| 2| 0| 2| 0| 2| 0| 10
-----

```

Selling every wild plant you pick up can make you a decent profit, but many of the flowers I would suggest keeping to use as gifts or for hybridizing.

- Amorous: 95 X 10 G = 950 G
- +
- Bracken: 30 X 15 G = 450 G
- +
- Gemsoil: 30 X 20 G = 600 G
- +
- Goddess drop: 90 X 15 G = 1350 G
- +
- Hackberry: 66 X 20 G = 1320 G
- +
- Happy Lamp: 30 X 15 G = 450 G
- +
- Matsutake: 8 X 100G = 800 G
- +
- Mist Moon: 100 X 10 G = 1000 G
- +
- Mugwort: 60 X 15 G = 900 G
- +
- Royal Fern: 80 X 15 G = 1200 G
- +
- Sorrel: 28 X 20 G = 560 G
- +
- Toy Flower: 90 X 10 G = 900 G
- +
- Trick Blue: 83 X 10 G = 830 G
- +
- Trumpet: 14 X 25 G = 350 G
- +

Upseed: 10 X 25 G = 250 G

= 11910 G

Yup, selling 1 year's worth of wild plants can make you nearly 12,000 G! That looks tempting, but I would suggest you save many of your flowers (especially your hybridable ones).

Wild Plant Locations

L0015

Don't forget that not all the plants will grow back each day. Check the wild plant growth section for more on this.

If you spot any locations that I forgot to include, or that I somehow made up, please send me an e-mail so I can correct it!

Edible Plant Locations:

Mugwort:

- Next to your house, behind the least fertile patch of soil.
- In between fertile soil patch and the locked shed.

- Next to the hillside by Cody's trailer.
- Next to Kassey and Patrick's house (the water tower).

- On the left side of the courtyard of Romana's villa (when facing the house).

- Next to Vesta's farm, by the path leading out of town (the GBA connection path)
- On the left at the start of the path leading up to Carter's dig site.

Royal Fern:

- In between fertile soil patch and the locked shed.
- Next to the very fertile field.
- Next to the hillside by Cody's trailer.
- Next to Kassey and Patrick's house (the water tower).
- On the left side of the courtyard of Romana's villa (when facing the house).
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)
- On the left at the start of the path leading up to Carter's dig site.
- By the Mist Moons by the Harvest Sprites' house

Sorrel:

- Around the locked shed.
 - Next to the very fertile field.
 - Next to the hillside by Cody's trailer.
 - Next to Kassey and Patrick's house (the water tower).
 - On the right side of the courtyard of Romana's villa (when facing the house).
 - Next to Vesta's farm, by the path leading out of town (the GBA connection path)
 - On the right at the start of the path leading up to Carter's dig site.
-

Mushroom Locations:

Bracken:

- Next to the chicken coop.
- Next to the very fertile field.
- Near the tree to the left of the Sprites' house.
- Next to Kassey and Patrick's house (the water tower).
- In the back right corner of Romana's property.
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)

Hackberry:

- In between the chicken coop and the fertile field.
- To the right of the very fertile field.
- To the far right of the very fertile field, near the tree.
- Next to a tree, on the right of the Harvest Sprites' house.
- Next to the little tool shed in the left corner of Romana's property.
- 2 next to the hillside by Cody's trailer.

Matsutake:

- 2 grow right behind Vesta's farm, by the hillside.

Trumpet:

- 2 of them grow next to the Harvest Sprites' house.
- One is next to Kassey and Patrick's house (the water tower).

These don't really count as edible plants, as they can't be harvested or sold, but they can be eaten. Apparently, eating one causes one to shrink down enough to fit through the door to the Harvest Sprites' house. If you eat both of them in one day, you cannot enter their home for the rest of the day (not that there are many reasons to go in there). The mushrooms grow back daily.

Strange Mushroom:

- One grows on the left side of the Sprites' house.
 - Another grows on the right side of the Sprites' house.
- *****

Flower Locations:

Amorous:

- All around Turtle Swamp.
- In front of the log, between Cody's trailer and Turtle Swamp.
- Next to the hillside by Cody's trailer.

Gemsoil:

- It is the only plant to grow around Carter's dig site. It sticks close to the river, and its yellowish color can make it hard to see in the grass. There is also one between Carter's tent and a plank or wood, and sometimes some grow in the bushes a little further away from the river.

Goddess Drop:

- Many grow on the next to the river before the Harvest Sprites' house.
- Right behind Vesta's farm, around the windmills.

Happy Lamp:

(looks like a red tulip)

- On the big grassy patch of land near the mouth of the river (on the same side of the river as your own farm). (One Happy Lamp sometimes grows in the small dense forest there, just out of your reach. It is impossible to harvest.)
- Next to the hillside by Cody's trailer.

Mist Moon:

(Don't confuse with Toy Flower. Toy flower has 5 petals, and Mist Moon has 4)

- Grows around the Harvest Sprites' Pond.
- Grows in front of Galen's house (in chapter 2 and up. In chapter 1, it's just the big empty patch of grassy land below Vesta's farm).

Toy Flower:

(Don't confuse with Mist Moon. Toy flower has 5 petals, and Mist Moon has 4)

- Grows around the Sprites' Pond.
- Grows in front of Galen's house (in chapter 2 and up. In chapter 1, it's just the big empty patch of grassy land below Vesta's farm).

Trick Blue:

- All Around Turtle Swamp.
- In front of the log, between Cody's trailer and Turtle Swamp.

Upseed:

- Next to the hillside by Cody's trailer.
 - On your left at the start of the road leading up to Carter's dig site.
-
-

This section names the three edible wild plants that are neither mushrooms nor flowers and their prices. They can be used as food, dog food, ingredients for cooking, or as a source of income.

Wild Forage:	Price:
1: Mugwort	15G
2: Royal Fern	15G
3: Sorrel	20G

Mushrooms

M0017

There are four different types of mushrooms in the game (plus the nearly useless Strange Mushroom). They can be used as food, dog food, ingredients for cooking, or as a source of income.

Mushrooms:	Price:
1: Bracken	15G
2: Hackberry	20G
3: Matsutake	100G
4: Trumpet	25G

*Trumpet is mislabeled as Matsutake in HM:AnWL. A Trumpet has an orange cap, and a Matsutake is brown and shriveled.

=====
 The Strange Mushroom
 =====

Two of these weird mushrooms grow in front of the Harvest Sprites' house, and they grow back on a daily basis. You can only eat them, and all that does is supposedly shrink you down, allowing you to enter the Harvest Sprites' home.

Alice in Wonderland reference, anyone?

Flowers

F0018

The game has a total of 8 different flowers. Flowers can be used as gifts, as a source of income, and (with certain flowers) for hybridization.

Remember to save your Gemsoils, Happy Lamps, and Upseeds for hybridization!

Flowers:	Price:
1: Amorous	10G
2: Gemsoil	20G
3: Goddess Drop	15G
4: Happy Lamp	15G
5: Mist Moon	10G
6: Toy Flower	10G
7: Trick Blue	10G
8: Upseed	25G

Cooking with Wild Plants

C0019

This section is a collection of all the recipes in the game that use Wild Plants. When a single section has more than one ingredient, it means that you can choose which of those ingredients to use.

Thanks to StardustAndSun for all of the information they compiled about cooking. Some of the following was copied directly from their very helpful guide in order to help you guys out!

Mountain Vegetables and Mushrooms

Mt. Veg:	Mushroom:
Royal Fern	Trumpet
Mugwort	Matsutake
Sorrel	Bracken
	Hackberry

Vegetables and Root Vegetables

Veg. 1	Veg. 2	Root Veg. 1	Root Veg. 2
Tomato	Berrytoma	Carrot	Bashota
	Cabber	Potato	Cady
	Caberry	Yam	Kandy
	Camelo	Turnip	Kanro
	Dhibe		Radita
	Dhilon		Tataro
	Gretoma		Tobatama
	Melotoma		Yamato
	Raury		
	Trady		
	Trady2		

*Tomato + Turnip makes Trady1

*Tomato + Carrot makes Trady2

Rare Crops

(Items with a * are not confirmed)
(RareCrop 10 is missing in this game)

R.C	Crop 1	Crop 2
1	Melober	Raury
	Melober	Cabber
	Melober*	Berrican*
	Raury	Cabber
	Raury*	Berrican*
	Cabber*	Berrican*
2	Gretoma	Berrylon
	Berrytoma	Melober
	Berryber	Melotoma

3	Gretoma	Melotoma
	Gretoma	Trady
	Gretoma	Trady2
	Gretoma	Berrytoma
	Melotoma	Trady
	Melotoma	Trady2
	Melotoma*	Berrytoma*
	Trady	Trady2
	Trady	Berrytoma
	Trady2	Berrytoma

4	Gretoma	Melober
	Gretoma	Kashry
	Gretoma	Bashber
	Gretoma*	Potamelo*
	Gretoma	Tobatama
	Melober	Kashry
	Melober	Bashber
	Melober	Potamelo
	Melober*	Tobatama*
	Melotoma*	Bashber*
	Melotoma	Potamelo
	Kashry	Bashber

5	Dhilon	Camelo
---	--------	--------

6	Tataro	Trady2
	Tataro	Cabber
	Tataro	Camelo
	Tataro	Caberry
	Tataro	Kanro
	Cady	Trady2
	Cady	Cabber
	Cady	Camelo
	Cady	Caberry

7	Kandy	Kanro
	Kandy	Bashota

8	Kanro	Trady2
	Kanro	Cabber
	Kanro	Camelo
	Kanro	Caberry
	Trady2	Cabber
	Trady2	Camelo
	Trady2	Caberry

9	Bashota	Bashber
	Bashota	Potamelo
	Bashota	Paberryta
	Bashota	Tobatama
	Bashota	Tataro
	Paberryta	Bashber
	Paberryta	Potamelo
	Paberryta	Tobatama
	Paberryta	Tataro
	Tataro	Bashber
	Tataro	Potamelo
	Tataro	Tobatama

	Bashber	Potamelo
	Bashber	Tobatama
	Potamelo	Tobatama
-----+		
11	Berrylon	Dhibe
-----+		
12	Dhilon	Dhibe
-----+		
13	Dhilon	Caberry
	Camelo	Dhibe
	Berrylon	Cady
-----+		
14	Cabber	Camelo
	Cabber	Caberry
	Camelo	Caberry
-----+		
15	Kandy	Tataro
	Cady	Bashota
	Radita	Kanro
-----+		
16	Sholo	Potamelo
	Cady	Tataro
-----+		
17	Kashry	Sholo
	Kashry	Berrican
	Kashry	Yamato
	Sholo	Berrican
	Sholo	Yamato
	Yamato	Berrican
-----+		
18	Kandy	Cady
-----+		
19	Melotoma	Dhibe
	Melotoma	Caberry
	Berrylon	Trady
	Berrylon	Trady2
	Berrytoma	Dhilon
	Berrytoma	Camelo
-----+		
20	Melober	Dhibe
	Melober	Caberry
	Berryber	Dhilon
	Berryber	Camelo
	Berrylon	Raury
	Berrylon	Cabber
-----+		
21	Berrican*	Dhibe*
	Berrylon	Caberry
-----+		
22	Berrylon	Dhilon
	Berrylon	Camelo
-----+		
23	Radita	Kandy
	Radita	Cady
-----+		
24	Dhilon	Kashry
	Dhilon	Yamato
	Sholo	Trady
	Sholo	Raury
	Kandy	Melotoma

	Kandy	Melober
25	Dhilon	Kashry
	Dhilon	Yamato
	Sholo	Trady
	Sholo	Raury
	Kandy	Melotoma
	Kandy	Melober

-If more than 1 item is listed in the ingredient section, it means that you can chose which one of them to use.

-If there are multiple prices listed, this means you can attempt to haggle with Van for a better price.

~~~~~  
 RECIPES  
 ~~~~~

Type of Dish.....[TYP]
 Alphabetical.....[ALP]
 Price.....[PRI]

 TYPE OF DISH ORDER [TYP]

^^
 Soup
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Potato Soup	Potato	Mt. Veg	Mushroom	100G

^^
 Salad
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Marinade	Fish	Tomato,	Mugwort	100G
		Turnip		

^^
 Hors D'Oeuvres
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price

Mushroom Gratin	Butter, Cheese, Milk	Butter, Cheese, Milk	Mushroom	150G/180G
Mushroom Pasta	Cady	RC 15	Mushroom	225G/270G
Potato Soup	Potato	Mt. Veg	Mushroom	100G
Tempura	Yam, RC 4	Mt. Veg, Mushroom	Mt. Veg, Mushroom	80G
Veggie Pasta	Tomato, Trady2	RC 4	Mugwort	200G/240G

PRICE ORDER [PRI]

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Fried Mushrooms	Veg 1-2, Root Veg 1-2	Mushroom	Butter	80G
Tempura	Yam, RC 4	Mt. Veg, Mushroom	Mt. Veg, Mushroom	80G
Fried Nuts (Tempura)	Mt. Veg or Mushroom	RC 4, 9	Fish	95G
Marinade	Fish	Tomato, Turnip	Mugwort	100G
Potato Soup	Potato	Mt. Veg	Mushroom	100G
Mountain Bowl	Mt. Veg, Mushroom	Mt. Veg, Mushroom	RC 9	150G/180G
Mushroom Gratin	Butter, Cheese, Milk	Butter, Cheese, Milk	Mushroom	150G/180G
Mushroom Curry	Potato, Tataro, Carrot	Mushroom	Ruby's Spice	200G/240G
Veggie Pasta	Tomato, Trady2	RC 4	Mugwort	200G/240G
Mushroom Pasta	Cady	RC 15	Mushroom	225G/270G

Thanks again to StardustAndSun for all of the above information!

The following section has all of the in-game plant descriptions (the ones that are actually written in the game). Any grammatical errors in the descriptions are ones that come from the game itself.

Edible Plants:

Mugwort:

A wild plant with a very strong smell.

Royal Fern:

Although you wouldn't know it from it's appearance, this tastes like a mushroom.

Sorrel:

With it's distinctive odor and strong acrid taste. this is an acquired taste.

Mushrooms:

Bracken:

This plant's unique texture and wonderful bitterness will wow gourmets.

Hackberry:

A chewy textured mushroom. Goes well with most any type of cooking.

Matsutake: (mislabeled as Matustake by accident in HM:AnWL)

A very good smelling mushroom called the "king of the mushrooms".

Trumpet:

A slimy mushroom. Has a good aroma when heated.

Strange Mushroom:

N/A

Flowers:

Amorous:

This blooms on the plains in winter. It's mysterious scent is used for perfumes.

Gemsoil:

This flower blooms in fall. There are rumors that something in it's stem will help the body grow strong.

Goddess Drop:

This blooms on plains in spring. It has a mildly sweet aroma, like milk.

Happy Lamp:

This flower blooms in summer. It is said that it includes a substance which can act as a insulator...

Mist Moon:

This blooms on the plains in summer. Has a fresh scent like lemons.

Toy Flower:

This blooms on the plains in spring. Smells faintly like soap.

Trick Blue:

This blooms on the plains in fall. It's two blooms each have different scents.

Upseed:

This flower blooms in winter. It is said that this flower's roots have the ability to completely suck the nutrients from the soil.

What do they look like?

W0021

This section describes what each of the wild plants look like. If you feel that my description is wrong, or that you have a better description, feel free to send me an e-mail!

Note: For those who were wondering, there are exactly 15 different wild plants in the game (excluding the Strange Mushroom).

Edible Plants:

Mugwort: Looks like a big 3-leaved dark green clover.

Royal Fern: Looks like a smaller, thinner, light green version of the Mugwort.

Sorrel: It's a dark green sphere with green shoots growing around it.

Mushrooms:

Bracken: Looks like a dead brown root of a tree coming up from the ground.

Hackberry: It looks like a bucket filled to the brim with mud or vomit.

Matsutake: A shriveled mushroom with a fat stem and a small dark brown cap.

Strange Mushroom: A fat, stubby mushroom with a white stem and a red cap.

Trumpet: A fat, stubby mushroom with a white stem and an orange cap.

Flowers:

Amorous: A flower with two light yellow buds and a green stem.

Gemsoil: A weird greenish yellow plant with a zigzagged stem and two leaves.

Goddess Drop: An entirely yellow plant with two multi-petaled yellow flowers.

Happy Lamp: Looks like a red tulip.

Mist Moon: A plant with a green stem and a yellow flower. It has four petals. Do not confuse with Toy Flowers, which have 5 petals.

Toy Flower: A regular looking flower with a green stem and a yellow flower with 5 petals. Do not confuse with Mist Moons, which have 4 petals.

Trick Blue: An odd two-headed flower. One flower is orange-reddish, and the other flower is blue.

Upseed: A flower with a green stem and 5 red petals and 5 yellow petals.

Plant Collecting Routes

R0022

This section has possible daily routes one can take to collect the wild plants.

If you find any mistakes, or plants I left out along the way, please e-mail me!

In Harvest Moon, I wake up very early every day to run around the town and collect all of the wild plants. Below, I detail the routes I take in order to collect everything. Remember, not all of the plants will grow back every day.

Spring: (make sure to keep an eye out for any plants along the way)

Exit the house and go behind it for a Mugwort. Then, head to the small locked shed, and from there head right. Leave the farm, and head up to the Harvest Sprites' area. On the way, you might spot some Goddess Drops growing next to the river. Around the pond, there might be some Toy Flowers growing. After collecting everything, head to Cody's trailer. By the hill there, you should find a Mugwort growing, and you should find another growing next to Kasey and Patrick's house. Next, run up to Romana's villa. Upon entering her yard, turn left for another Mugwort. Now, cross the bridge and head to Galen's house (in chapter 1, this will simply be a big empty patch of land). Around it should be some Toy Flowers. Next to the GBA connection path, you should find a Mugwort, and if you're lucky, the windmills nearby will be surrounded by Goddess Drops. Finally, go to the pathway leading to Carter's dig site. Next to the river there, you should find the last wild plant of the day: a Mugwort.

Summer: (make sure to keep an eye out for any plants along the way)

Exit the house and go behind it. Then, head to the small locked shed, and keep an eye out for a Royal Fern. From here, turn right and head up to the Harvest Sprites' area. Around the pond, you may find some Mist Moons. Head out and down to the river, next to Gustafa's yurt. You may find Happy Lamps growing here. Next, head to Cody's trailer. There, by the hillside, you can find Royal Ferns and maybe even a single Happy Lamp. From there, head to Romana's villa. In the courtyard, turn left to find a Royal Fern. Now head to and cross the bridge. At Galen's house (in chapter 1, this will simply be a big patch of land) you may find some more Mist Moons. Next to the GBA connection path, you should find a Royal Fern. Finally, go to the pathway leading to Carter's dig site. Next to the

river there, you should find a final Royal Fern.

Fall: (Make sure to keep an eye out for any plants along the way. During Fall, you'll find many Hackberries growing along my designated pathway.)

Exit the house and go behind it. From there, head to the small locked shed, keeping an eye out for a Hackberry. Turn right and head out of your farm, up to the Harvest Sprites' area (you should pass two more Hackberries on your farm). On the right side of the Harvest Sprites' house, you should find a Hackberry. On the left side, you should find two Trumpets and a Bracken. Now head down to Turtle Swamp and check for Trick Blues in the area. A log nearby may have even more Trick Blues growing around it. Head to Cody's trailer next, and by the hillside there, you should find another Hackberry. At Kasey and Patrick's house, you should find a Bracken and a Trumpet. Now head up to Romana's villa. The back left corner should have a Hackberry, while the back right corner should have a Bracken. Leave, and head over the bridge. Behind Vesta's farm, up against the hillside, you might find two Matsutakes. Finally, head all the way up to Carter's dig site. This place is where all the Gemsoils grow.

Winter: (make sure to keep an eye out for any plants along the way)

Exit the house and head over to the small locked shed. A Sorrel should be around it. You should also find one near the very fertile field. Next, head to Turtle Swamp, and collect the Amorous flowers that you may find around it. Make sure to check by the nearby log, as well. Now head over to Cody's trailer, where you may find even MORE Amorous flowers growing. By the hillside, you may find an Upseed and/or a Sorrel. Now head up to Kasey and Patrick's house, where you should find a Sorrel. Go to Romana's villa and turn right, where there might be the last Sorrel. Finally, you may find an Upseed growing by the river on the way up to Carter's dig site.

This is the FAQ section where I answer some of the most commonly asked questions! Have a question? Send it in!

Q= Question

A= Answer

~~~~~  
Anticipated FAQs!  
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Q: How many wild plants are there all together?

A: There are a total of 15 wild plants (not counting the strange mushroom that grows in front of the Harvest Sprites' house). 8 of the wild plants are flowers, and 7 of them are edible plants.

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Q: When hybridizing the Upseed, Gemsoil, or Happy Lamp with one of my seeds, do I put the flower first or the seed first?

A: The order you put them in does not appear to matter.

=====
Q: Will I be credited if you put my question into this guide?

A: Yes, if you give me the name you'd like to be credited by. I will also remove it or not put it in if you don't want your name displayed publicly or don't want to receive credit.

=====
Q: In your guide, you have a section titled "In-Game Plant Descriptions" and another titled "What do they look like?". What's the difference?

A: The first section has the descriptions of wild plants that the game itself has, and the other one is MY description of what the wild plants look like. It's a little confusing, sorry.

=====
Q: Do you gain any wild plant things from connecting to the GBA game?

A: Not that I know of, though the GBA game does get something out of it wild-plant wise. You get Van, and befriending him allows you to sell your flowers and other wild crops to him. Check my FoMT Wild Plant Guide for more information.

=====
Q: What is a Trumpet? There is no Trumpet in this game.

A: A Trumpet is a mushroom that was mislabeled as Matsutake in HM:AnWL. The Trumpet is orange, while the real Matsutake is small, brown, and appears to be shriveled.

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Questions from public (feel free to send one in)  
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(Comment sent from Katy8)
(copied directly from E-mail)

Q(?): The sayings for wild flowers are NOT really true for example: for Gemsoil The Stem helps grow healthy fruits, I tried sticking it in the ground but nothing happened :(

A: Sticking the Gemsoil in the ground won't help. One has to hybrid the Gemsoil with a crop in order to allow the crop to grow in any soil fertility.

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My Other Guides G0024

Here is a list of all of my guides in case you want to check out any of the others that I've written. I have only 5, and I do not plan to write any more. My guide-writing days are done as far as I'm concerned.

- Wild Plant Guide (GBA ---Harvest Moon: Friends of Mineral Town)
- Wild Plant Guide (GBA ---Harvest Moon: More Friends of Mineral Town)
- Wild Plant Guide (GC ---Harvest Moon: A Wonderful Life)
- Wild Plant Guide (GC ---Harvest Moon: Another Wonderful Life)
- Wild Plant Guide (Wii ---Harvest Moon: Tree of Tranquility)

Credits C0025

This is the credits section. You will find your name here if you contributed something to my guide.

.....

This guide is dedicated to SnoFeather

Vince and Viet, the two who introduced me to GameFAQs and therefore ultimately sparked the creation of my guides.

Myself, Aqlex239, for writing this guide.

My mom and dad, for getting me this great game!

XxstutterflyxX for helping me make my guide, get my guide on GameFAQs, and helping me update my guide.

SuperMario1024 who wrote a recipe guide from which I was able to borrow many Wild Plant recipes and other cooking information.

Steph224, my sister, for helping me find and confirm lots of information here.

Katy8, for sending in a question.

Adam Heslop, for confirming a Bracken growth spot.

Panzer, for finding the plant growth time of Sorrel.

Great Wall (Obi-Wan Kenobi), for finding a large typo.

CC, for finding a bunch of little mistakes and some new info.

Mr.seagull_1, for finding many of the growth times of wild plants that were missing.

Lil_Game_Master (Melissa), for confirming a growth location of Sorrel.

Kelly Serena Mabe, for plant growth times information.

genaurdis18, for the plant growth time of Bracken.

Ashley, for sending in the plant growth time of Happy Lamp.

DUDE98678, for plant growth times and confirmations.

Laura, for confirming yet more plant growth times as well as some other info.

Cassiexoxo, for finding what flowers Rock likes.

Jasmine, for confirming what flowers Rock likes.

blueangel20, for adding more flower growth times and confirming others.

Kuroytos, for finding the growth time of Matsutake.

adamjack, for finding EVEN MORE growth times.

Maiya, for finding a missing growth location of Royal Fern.

Thekiller37, for finding a missing growth location of Royal Fern & Hackberry.

Aly, for pointing out that the water tower is Kasey and Patrick's house.

Natsume, for this great game.

GameFAQs, Neoseeker, and SuperCheats, for hosting this guide.

All of you who read this guide! Thank you :)

I didn't make the game, I'm just here to offer some advice about it! If you would like to put this guide on your website, please ask my permission first! And if you host this guide, make sure to:

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www.GameFAQs.com

www.Neoseeker.com

www.supercheats.com

The End

T0027

Well, you've reached the end of my guide! All of my guides combined have somehow amazingly garnered over 100,000 views! That's pretty crazy. Anyway, as I no longer play the game, I'm relying on you guys, the readers, to send in any information or new content! Even questions or comments can help out :). I hope that you were able to find what you were looking for in this guide, and that you maybe even learned something new while reading it!

THE END