

Harvest Moon: Another Wonderful Life Marriage Guide

by Lucavi Itzaru

Updated to v1.25 on Aug 13, 2005

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-* Harvest Moon: Another Wonderful Life -*
-* Marriage Guide -*
-* Author: Lucavi Itzaru -*
-* Copyright 2005 Leanna Diaz -*
-* Version 1.0 -*
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--INTRODUCTION--

Welcome to my Marriage Guide. In here, you will find all the cutscenes between

the three eligible bachelors and you. Actually, this is already in my walkthrough on GameFAQs, but I thought people might only want to read this section of it.

Choosing the answer provided in this section will improve your relationship with the bachelor. Choosing the other option will lower their heart level and their relationship status with you will go down. If you happen to accidentally run into an event for the bachelor you don't want to marry, choose the option that isn't suggested.

The amount of hearts required is the MINIMAL number of red hearts needed in order for that event to activate. You can have more, but chances are if there are two or more events in the same place, you'll see the event that requires higher hearts.

Also, note that the times and seasons of the events can be a little off. Each game file is different, and Harvest Moon is all about randomness. So if it says an Event will occur in Summer, depending on what you've done, it could occur as early as Spring or as late as the end of Fall.

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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 without asking:

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

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

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

If you see any websites with this guide on there, please inform me immediately.

--Email--

My email is LucaviItzaru@aol.com but please do not email me unless you have a question about Harvest Moon: Another Wonderful Life. I'll also accept questions for A Wonderful Life.

--VERSIONS--

Version 1.0

August 05, 2005

First public release

Version 1.25

August 13, 2005

Marriage Section (added)
Rock's Schedule (updated)

--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 Crystal

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. Go 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, so goodbye!
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

Dislikes: He's just...very picky.

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. Geez, 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.

--GUSTAF--

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

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

Dislikes and Normal milk was contributed by Meghan.

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 Griffen 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.

--CREDITS--

If you helped contribute and you are not listed, PLEASE email me with what you contributed so I can list you! I don't want you not being on here if you helped!

[Websites]

Hosting this guide
GameFAQs : <http://www.gamefaqs.com>

[Readers]

Christal: Updated Schedule for Rock
Lightforchrist: Added likes for Rock
Meghan: Added likes and dislikes for Gustafa

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