

# Harvest Moon: Magical Melody FAQ

by CatMuto

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CONTACT ME  
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Send me e-Mails at:

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If you want to add something, ask a question  
or correct me on something.  
Mostly send me an e-Mail if you have a Strategy  
you want me to list.

=====  
LEGAL  
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This FAQ may be uploaded on GameFAQs,  
SuperCheats and  
NeoSeeker  
but not on any other Page.

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VERSION HISTORY  
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Version 1.0 - February 19th, Publishes  
Version 2.0 - February 21st, Completely rewritten  
Version 2.1 - April 10th, Corrected some Typos  
Version 2.2 - April 14th, More Information on Villagers and Lots

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CONTROLS  
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A Button - Talk, Pick up/Drop Things  
B Button - Cancel, Put things into Backpack  
X Button - Use Tools, Eat, Ride Horse  
Y Button - Open Menu

Cursor - Move Character  
D-Pad - Up Zoom In, Down Zoom Out  
C-Pad - Wheel through Backpack

=====  
STARTING LOTS  
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VILLAGE CENTER

Very convenient in the Village, but not big.  
Your 1st priority with this Lot is to get Theodore's  
heartlevel up, so you can buy the land next to this lot.  
Your main income source would be Mining.

PRO

- Convenient for Mining & Festivals
- Convenient for meeting People

CON

- Very Small Size
- No Space for Crops/Livestock

RIVER SIDE

Located next to the River, a good starting Place.  
You can use this Lot if you want to challenge yourself  
to a "Survive on Fishing Only for X Months" try-out.  
You'd use foraging as your income for most parts,  
but can get some Crops, too.

PRO

- Convenient for Fishing
- Right Next to Blue Sky Ranch
- Room for Crops or Livestock
- Mostly Very Fertile/Fertile land

CON

- Can't get Crops and Livestock
- extending House may be troublesome (must move Watering Hole first)

#### OCEAN SIDE

Right at the Beach, but not good for Crops.  
Big place, but your 1st Priority is  
to unlock Fertilizer (Ship 10 Limestones)  
and to get some space on this lot, since there are Trees in the way.

#### PRO

- Big Land
- Enough Room for Crops Or Livestock and Pasture
- Right next to Spring Farm and Blacksmith

#### CON

- No fertility (Some Fertile Land, mostly Unfertile, though)
- Lots of Trees blocking Space
- Long Hike to Village and Mountains

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VILLAGE TOUR  
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Main Pointers in Flower Bud Village:

- North - Mountains
- East - Square
- South - Beach
- West - Sunny Lake

The Mountains cover the whole North Screen, the West Screen Exit  
brings you to the Goddess Pond, where you bring the Notes you collect.

Under the Mountains are, from West to East, Atelier Saibara,  
Paradise Orchard, Jamie's Ranch, Moonlight Cafe, the Sanatorium  
and the Moonlight Mine Entrance.

The Riverside Lot is under Atelier Saibara, next to it is the Blue Sky Ranch,  
a big free Space next to the Village Center Lot, the Clinic, the Mayor's House  
and Hearty Lyla.

Right next to Hearty Lyla is the Square, next to that the Junk Shop.

Underneath the Square is the Library, to the West, under the Junk Shop  
is the Cafe Callaway.

Further West is the Perch Inn, then the Spring Farm.

West of the Spring Farm is the Oceanside Lot, then the Blacksmith.

North of the Oceanside Lot is Woody's Workshop.

The West Screen Exit next to the Blacksmith is Sunny Lake and the Lake Mine.

=====  
STAMINA & FATIGUE  
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#### STAMINA

There's a green Stamina Bar at the bottom of the Screen, which decreases when you use a Tool or Pick something up. In the beginning you don't have a lot of Stamina and you will watch your Bar constantly.

Eat Sweets or Berries to regenerate some Stamina. Sleeping will regenerate your whole Stamina Bar, but you lose a day.

#### FATIGUE

At the Stamina Bar is a face of your Character. If the eyes are half-closed or closed, your Character is very tired. The tireder it is, the more often the Character will stop and stretch.

Eat Pontata Roots or Herbs to get rid of some Fatigue. Sleeping will regenerate your whole Fatigue Level back to 0.

Eat Toadstool Saute to lower your Fatigue Level to 0 and to fill your Stamina Bar to full.  
Toadstool + Butter + Frying Pan = Toadstool Saute

#### POWER BERRIES

Power Berries are red, heartshaped Berries that might remind you of apples. You get these, if you win at a Festival or by doing other things. There are five in the Game. Once you ate one, you will notice that you can do more things and don't have to focus on your Stamina Bar that much.

- Reach Level 100 of the Moonlight Mine, after Tim and Tai moved in
- Collect 30 Notes and bring them to the Goddess Pond
- Donate a Pumpkin for the Pumpkin Festival
- Win the Swimming Festival
- Win the Rank B Cup at the Horse Race

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STRATEGIES  
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Everyone has a certain play-style or idea on how to get through this game easily. Please send some of your ideas/strategies in, so they can be listed for others, who might like to try them.

#### Busy "Note-Collecting" Bee (My Strategy)

Before I even really START the Game I refuse to do things until I have the Stationary Note, the Diary Note and the 10.000 Steps Note. For the last one I just tie a rubber band to the controller, tilt it and leave it for about 30 or 45 minutes.

Depending on where I start I clear the Farm's space, eating some stuff on the sides. I try to eat Honey, because I use Herbs, Flowers and Berries to get Gina, Dia & Lyla as soon as possible, although Lyla still opens her shop on Spring 30th or Summer 1st.

I also go mining to get the Treasure Horde Note and Gem Note, using a Moonlight Stone. I also try to ship at least 3 or maybe even 5 Limestones, so I can fertilize my crops asap.  
(The Turnips you get for free at the Spring Farm I usually use to up

Alex' and Joe's Heartlevel - for the Notes and for the Level 3 house)

I go all out and buy 8 bags of Cabbage - to unlock Strawberries - and as presents to Maria.

Ann I give a Rare Ore every now and then, the rest gets shipped for Louis, anything concerning a Barn, Coop or Animals I completely neglect until I have about 50.000 G - which is what I usually have after 50 Cabbages.

Fishing is only a time-waster, I only try to get the Spring Fish, especially the Huchen after Rain. (I also get the Right Boot by Summer but no Left Boot for some odd reason)

That's pretty much my strategy - get Strawberries unlocked asap, plant them and rejoice for 400 G per Strawberry.

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UPGRADES

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TOOL UPGRADES

Your Tools have a Bar in the Menu at the Bottom, divided in 4 Colors.

Iron - Copper - Silver - Gold

Those are the five Levels your Tools can have, all starting at the Iron Level. Using your Tool about 100 Times will line the Tool Bar to the Copper Level. At the Iron Level your Tools only till, cut or water one Square. The higher the Level, the more Squares you till, cut or water or it takes you less time to destroy, water or stomp things.

To upgrade them, use them until the line in the Tool Bar reaches the next level and then ask Tai to upgrade it. You will have to supply the Ore and Tool.

Or, if you have enough money, buy the Tool at the Junk Shop.

Watering Can - needed to water your Crops, if you don't water your Crops for three or four days in a row, your Crops will wither and die.

Iron Level - waters 1 Square in front of you

Copper Level - waters 3 Squares in front of you

Silver Level - waters 9 Squares in front of you

Hoe - needed to Till the ground for planting Crops

Iron Level - tills 1 Square in front of you

Copper Level - tills 4 horizontal Squares in front of you

Silver Level - tills 9 Squares in front of you

Hammer - needed to destroy Boulders and Stones in the Mine

Iron Level - takes 5 Hits to destroy small Stones

Copper Level - takes 3 Hits to destroy small Stones

Silver Level - takes 3 Hits to destroy small Stones, destroys 3 Squares around you

Gold Level - takes 2 Hits to destroy small Stones, destroys 9 Squares around you

Godess Level - takes 1 Hit to destroy small Stones, destroys 24 Squares around you

Sickle - needed to cut withered Crops and Weeds

Iron Level - cuts 1 Square in front of you

Copper Level - cuts 3 Squares in front of you

Silver Level - cuts 6 Squares around you  
Gold Level - cuts 9 Squares around you  
Godess Level - cuts 24 Squares around you

Axe - needed to cut down Trees, Treestumps and Branches to turn into Lumber  
Iron Level - takes 5 Hits to stomp medium Treestumps to Branches  
Copper Level - takes 5 Hits to stomp medium Treestumps to Branches  
Silver Level - takes 3 Hits to stomp medium Treestumps to Branches  
Gold Level - takes 3 Hits to stomp medium Treestumps to Branches

Iron Pole - needed to catch Fish in the River, the Lake and on the Island,  
the higher your Level the heavier your Fish  
Iron Level - can catch any kind of Fish, including Kings  
Copper Level - can catch any kind of Fish, including Kings  
Silver Level - can catch any kind of Fish, including Kings  
Gold Level - can catch any kind of Fish, including Kings  
Godess Level - can catch any kind of Fish, including Kings

Bonfire - grills Fish and Clams  
This Tool cannot be upgraded

Pedometer - counts your Steps  
This Tool cannot be upgraded

Bells - needed to call all your Animals around you  
This Tool cannot be upgraded

Reins - needed to lead one Animal  
This Tool cannot be upgraded

Milker - needed to Milk your Grown Cow  
This Tool cannot be upgraded

Clippers - needed to Shear your Grown Sheep  
This Tool cannot be upgraded

#### BACKPACK UPGRADES

Your Backpack can hold a maximum of 15 Items, but in the beginning  
you can only access 5 Slots.

#### SECOND BACKPACK

The Second Backpack can be bought right away for 1.000 G at the Junk Shop.  
It unlocks another 5 Slots, which will be a great help to get more Money.

#### BIGGEST BACKPACK

The last Upgrade you get once Martha moves into the Clinic and get her  
up to 3 Hearts. You will get a Cutscene where she tells you that,  
if you bring her some Yarn, she'll restore your Backpack.  
That will unlock the last 5 Slots in your Backpack.

You can get Yarn by building a Barn, getting a Sheep and shear it  
once it's grown and turn the Wool into Yarn with a Yarn Maker.  
This takes a long time and would cost over 10.000 G.

You can also wait for Lyla to move in, who sells colored Yarn,  
and give it to Martha.  
Be warned, colored Yarn costs from 1.300 G to 1.850 G, but,

in retrospect, it's easier to go for this way.

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SHOPS

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JUNK SHOP

Located: Left of the Square

Open: 9am - 6pm

Closed: Tuesdays + Holidays

The Junk Shop sells a Rattle and Picture Book,  
you won't need these until your Baby is about to be born.

Rattle	- 600	G
Picture Book	- 500	G
Rucksack	- 1.000	G

The Tools get more and more expensive the higher the Level.

Copper Tools	- 2.000	G
Silver Tools	- 6.000	G
Gold Tools	- 18.000	G
Godess Tools	- 48.000	G

They also sell Cooking Utensils, some Decoration Items for your House  
and Makers, which turn Animal Products into Products,  
that sell for more Money.

Frying Pan	- 500	G
Pot	- 500	G
Oven	- 700	G
Mixer	- 400	G
Wood Stove	- 300	G
Kerosene Stove	- 700	G
Sofa (S)	- 500	G
Sofa (L)	- 900	G
Log Chair	- 200	G
Dye Pot	- 500	G
Yarn Maker	- 4.000	G
Butter Maker	- 3.000	G
Cheese Maker	- 5.000	G
Mayonnaise Maker	- 3.000	G

The Dye Pot is used to dye Yarn into different colors.  
The Makers you can buy once you buy the Animal for those Products.  
Once you upgraded your House to Level 3 or Higher, the Junk Shop  
will get some Furniture to sell.

Old Clock	- 1.000	G
Fridge, Light Blue	- 700	G
Fridge (L), Light Green	- 1.200	G
Fridge (L), Dark Blue	- 1.200	G
Fridge (L), Beige	- 1.200	G
Fridge (L), Silver Pro	- 4.000	G
Good TV	- 3.000	G

The (L) Fridges hold up to 36 Items, the Pro Fridge  
up to 54 Items.

BLUE SKY RANCH

Located: Right of Riverside Lot

Open: 6am - 6pm

Closed: Thursdays + Holidays

The Blue Sky Ranch is the place to go, where you buy your Animals for your Barn or Coop.

Brush	- 800	G
Milker	- 1.000	G
Clippers	- 800	G
Bell	- 500	G
Animal Medicine	- 800	G

Good Egg	- 120	G
Good Milk	- 300	G
Good Cheese	- 380	G
Good Mayonnaise	- 180	G
Good Butter	- 350	G

Fodder	- 30	G
Bird Feed	- 20	G

Chicken	- 1.200	G
Lamb	- 2.500	G
Calf	- 3.500	G
Foal	- 3.200	G

HEARTY <3 LYL A

Located: Right of the Square

Open: 9am - 6pm

Closed: Mondays + Holidays

Hearty Lyla will open earliest at the Start of the Summer, she sells specialities of the Village as Gifts, which include Yarn, Jams and Accessoires.

Pink Yarn	- 1.500	G
Yellow Yarn	- 1.300	G
Blue Yarn	- 1.800	G
Orange Yarn	- 1.400	G
Red Yarn	- 1.300	G
Green Yarn	- 1.400	G
Purple Yarn	- 1.300	G
Silver Brooch	- 1.050	G
Gold Brooch	- 1.600	G
Aquamarine Brooch	- 1.850	G
Amethyst Brooch	- 1.800	G
Silver Ring	- 1.700	G
Gold Ring	- 1.750	G
Strawberry Jam	- 480	G
Very Berry Jam	- 260	G
Blueberry Jam	- 300	G
Marmalade	- 500	G
Apple Jam	- 700	G
Hanging Clock	- 700	G

Once you ship 10 Good Clays, Lyla will start selling Vases, which you can put onto your Tables.



Purple Vase - 300 G  
Slim Vase - 350 G  
Japanese Vase - 250 G  
Wavy Vase - 730 G  
Yellow Vase - 450 G  
Snow Field  
Summer Breeze  
Clay Plate  
Marble Plate  
Grass Tinted Vase  
Mystic Blue Plate

#### SPRING FARM

Located: Right of the Oceanside Lot  
Open: 9am - 6pm  
Closed: Mondays + Holidays

Your only place to get Seeds to plant for Crops, Grass  
and Tree Saplings.  
The Prices and Growing Times listed are in Normal Fertility.  
Aside from Seeds and Tree Saplings, Liz also sells Normal Quality Crops.  
The Crop prices change with the season.

Potatoes  
Breadfruit  
Corn  
Onion  
Cocoa  
Pumpkin  
Bell Pepper  
Carrot Spinach

Fertilizer  
Cost per Bag: 150 G  
Unlocked: ship 10 Limestones

#### SPRING CROPS

Turnips  
Cost per Bag: 20 G  
Growing Time: 4 Days  
Regrows: No  
Cost per Crop: 90 G

Potatoes  
Cost per Bag: 30 G  
Growing Time: 6 Days  
Regrows: No  
Cost per Crop: 100 G

Cabbages  
Cost per Bag: 40 G  
Growing Time: 7 Days  
Regrows: No  
Cost per Crop: 170 G

Breadfruit  
Cost per Bag: 60 G  
Growing Time: 7 Days  
Regrows: every 2nd Day

Cost per Crop: 150 G

#### Strawberries

Cost per Bag: 300 G

Growing Time: 7 Days

Regrows: every 2nd Day

Cost per Crop: 200 G

Unlocked: ship 50 Cabbages

#### SUMMER CROPS

##### Onions

Cost per Bag: 20 G

Growing Time: 4 Days

Regrows: No

Cost per Crop: 90 G

##### Corn

Cost per Bag: 40 G

Growing Time: 9 Days

Regrows: every 2nd Day

Cost per Crop: 150 G

##### Tomatoes

Cost per Bag: 50 G

Growing Time: 8 Days

Regrows: every 4th Day

Cost per Crop: 150 G

##### Cocoa

Cost per Bag: 50 G

Growing Time: 9 Days

Regrows: every 4th Day

Cost per Crop: 160 G

#### FALL CROPS

##### Yams

Cost per Bag: 30 G

Growing Time: 6 Days

Regrows: every 2nd Day

Cost per Crop: 80 G

##### Bell Peppers

Cost per Bag: 40 G

Growing Time: 5 Days

Regrows: every 3rd Day

Cost per Crop: 70 G

##### Carrots

Cost per Bag: 40 G

Growing Time: 5 Days

Regrows: No

Cost per Crop: 110 G

##### Eggplants

Cost per Bag: 40 G

Growing Time: 6 Days

Regrows: every 3rd Day

Cost per Crop: 120 G

Spinach  
Cost per Bag: 40 G  
Growing Time: 5 Days  
Regrows: No  
Cost per Crop: 130 G

Pumpkins  
Cost per Bag: 70 G  
Growing Time: 8 Days  
Regrows: No  
Cost per Crop: 180 G

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EXTENSIONS  
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Woody and his two Apprentices take care of your Extensions on your House and the Barn.  
They mostly sell Furniture, Lumber and Land Properties.

WOODY'S WORKSHOP  
Located: North of Oceanside Lot  
Open: 6am - 6pm  
Closed: Tuesdays + Holidays

HOUSE EXTENSIONS

Level 1 House Woody/Red	- 4.000 G; 40 Lumber
Level 2 House Woody/Green	- 7.000 G; 80 Lumber
Barn Level 1	- 3.500 G; 40 Lumber
Barn Level 2	- 13.000 G; 80 Lumber
Chicken Coop	- 3.000 G; 30 Lumber
Windmill	- 4.000 G; 40 Lumber
Watering Hole	- 600 G; 20 Lumber
Well	- 700 G; 20 Lumber
Lumber	- 50 G a Piece

Once you build a Barn, upon entering, you will see a Cutscene and Gourmet will give you your Pet-Pig.  
To unlock the Level 3 House, you will have to get either Woody, Kurt or Joe up to one Heart.  
The level 4 and 5 Houses are unlocked, after you upgraded your House to the next highest Level.

Level 3 House Woody/Blue/Brick	- 15.000 G; 120 Lumber
Level 4 House Woody/Orange/Brick	- 30.000 G; 200 Lumber
Level 5 House Woody/Green/Stone	- 80.000 G; 300 Lumber

FURNITURE

Bed (S), Polka Dots	- 1.000 G
Bookshelf, Green	- 800 G
Bookschelf, White	- 800 G
Dressing Table	- 900 G
Polka Dot Table	- 600 G
Simple Table	- 600 G
Heart Table	- 700 G
Round Table, Simple	- 1.500 G
Round Table, Chic	- 1.500 G

Kitchen (XS), Pink	- 1.000 G
Kitchen (S), Chic	- 2.000 G
Kitchen (S), Flower	- 2.000 G
Chest (S), Fancy	- 600 G
Shelf, Woody	- 900 G
Shelf, Fancy	- 900 G
Shelf, Gorgeous	- 1.000 G
Cabinet, Woody	- 1.500 G
Cabinet, Chic	- 1.500 G
Cabinet, Gorgeous	- 2.000 G
Cabinet, Modern	- 2.000 G
Round Chair	- 200 G
Chair	- 250 G
Rocking Chair	- 500 G
Log Table	- 400 G
Dining Table	- 300 G

Once you upgrade your House to Level 3,  
Woody will sell more Furniture.

Bed (L), Simple	- 3.500 G
Bed (L), Heart	- 3.800 G
Bed (L), Gorgeous	- 4.000 G
Bed (L), Down	- 5.000 G
Bookshelf (L), Blue	- 1.000 G
Bookshelf (L), Wood	- 1.000 G
Library, Chic	- 3.000 G
Library, Pink	- 3.000 G
Library, Gorgeous	- 3.000 G
Dresser	- 2.000 G
Round Table, Modern	- 2.500 G
Round Table, Gorgeous	- 4.000 G
Kitchen (M), Woody	- 3.500 G
Kitchen (M), Pink	- 3.500 G
Kitchen (M), Marble	- 4.000 G
Kitchen (L), Woody	- 3.500 G
Kitchen (L), Marble	- 5.000 G
Kitchen (XL), Woody	- 5.500 G
Kitchen (XL), Cream	- 5.500 G
Kitchen (XL), Marble	- 5.500 G
Kitchen (XL), Pro	- 6.000 G

#### LAND PURCHASE

The first two Properties you can purchase are the Starting Lots.  
Whichever one you started on will not be for sale again.

3-1 Flower Bud	- 5.000 G (Village Center Lot)
2 Sea Breeze	- 5.000 G (Oceanside Lot)
4 River Song Heights	- 5.000 (Riverside Lot)

Get 1 Heart with Theodore and you'll unlock the next 4 Lots.

2 Mountain Echo Forest	- 7.000 G
3 Mountain Echo Forest	- 7.000 G
Flower Bud Point	- 7.000 G
1 Sea Breeze	- 7.000 G

Get 2 Hearts with Theodore and you'll unlock the next 5 Lots.

1 River Song Heights - 10.000 G  
1 Mountain Echo Forest - 10.000 G  
1 Woodman's Forest - 10.000 G  
3-2 Flower Bud - 10.000 G  
3-3 Flower Bud - 10.000 G

Get 3 Hearts with Theodore and you'll unlock the next 5 Lots.

1 Flower Bud Riverside - 15.000 G  
2 Flower Bud Riverside - 15.000 G  
3 River Song Heights - 15.000 G  
1 Forest of Fountains - 30.000 G  
2 Forest of Fountains - 30.000 G

=====  
OPENING TIMES  
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#### WOODY'S WORKSHOP

Located: North of Oceanside Lot  
Open: 6am - 6pm  
Closed: Tuesdays + Holidays  
Inhabitants: Woody, Joe, Kurt

#### SPRING FARM

Located: Right of Oceanside Lot  
Open: 9am - 6pm  
Closed: Mondays + Holidays  
Inhabitants: Liz, Nina

#### BLACKSMITH

Located: Left of Oceanside Lot  
Open: 6am - 6pm  
Closed: Wednesdays + Holidays  
Inhabitants: Tai, Tim

#### PERCH INN

Located: Left of Cafe Callaway  
Open: 9am - 0am  
Closed: Holidays  
Inhabitants: Gwen, Doug, John

#### LIBRARY

Located: South of Square  
Open: 9am - 6pm  
Closed: Mondays + Holidays  
Inhabitants: Maria

#### CAFE CALLAWAY

Located: Right of Perch Inn  
Open: 9am - 6pm  
Closed: Tuesdays + Holidays  
Inhabitants: Carl, Katie

#### JUNK SHOP

Located: Left of Square  
Open: 9am - 6pm  
Closed: Tuesdays + Holidays  
Inhabitants: Michael, Ann, Louis

HEARTY <3 LYLA

Located: Right of Square  
Open: 9am - 6pm  
Closed: Mondays + Holidays  
Inhabitants: Lyla

CLINIC

Located: North of Junk Shop  
Open: 6am - 6pm  
Closed: Wednesdays + Holidays  
Inhabitants: Alex, Martha

SANATORIUM

Located: Next to Clinic  
Open: 6am - 6pm  
Closed: Holidays  
Inhabitants: Dia, Gina

MOONLIGHT CAFE

Located: South of Jamie's Ranch  
Open: 6pm - 5am  
Closed: Tuesdays + Holidays  
Inhabitants: Duke, Eve

JAMIE'S RANCH

Located: Right of Paradise Orchard  
Open: 24/7  
Closed: Holidays  
Inhabitants: Jamie, Calverturtp

PARADISE ORCHARD

Located: South of Mountains  
Open: 9am - 9pm  
Closed: Holidays  
Inhabitants: Ronald, Dan, Meryl

ATELLIER SAIBARA

Located: North of Riverside Lot  
Open: 6am - 6pm  
Closed: Saturdays + Holidays  
Inhabitants: Saibara

BLUE SKY RANCH

Located: Right of Riverside Lot  
Open: 6am - 6pm  
Closed: Thursdays + Holidays  
Inhabitants: Hank, Ellen, Blue, Bob

=====  
MARRIAGE & PREGNANCY  
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To get 5 of the 100 Notes in the game, you will have to get married.  
Conditions for marrying and setting up for it might not be easy on  
your Wallet, if you rush into it.  
First, enjoy to be Single and get all Spouses' 2 Heart Notes.

CONDITIONS FOR MARRIAGE

- at least 30 Notes

- Level 3 House or Higher
- Big Bed
- Girl/Guy at 8 Hearts

#### THE BLUE FEATHER LEGEND

Legend in the Village is that on sunny days, you can see a blue bird on top of Mt. Moon.

In Order to get the feather, you will have to climb Mt. Moon and retrieve one of it's blue feathers - it's a symbol of happiness and in the Village it's a Proposal Item.

After you have the Conditions for Marrying, you will be woken up by Theodore on a Sunny Morning and he'll bring you to the Mountain. Climb it and you get the Blue Feather. You can propose to your Sweetheart right away.

If they reject your Proposal, give them more gifts, talk to them and try another day.  
If they accept ....

#### WEDDING

You will be wed the next day, but you will not really lose a day. It's a cutscene and all you have to do is to press A, when Theodore asks you if you want to marry your Sweetheart. Saying No will make the Villagers dislike you. You cannot back out of marrying that person, once they have accepted the Blue Feather from you.

#### NEWLY-WEDS

For about the first 2 Weeks, you will be seen as Newlyweds. Your Sweetheart will not help out in the Farm or anything. All they do is sleep at your House and talk with you. If they have a job, they will leave for it. If there's a Typhoon or their Shop/Working Place is closed, they will stay at home.

On Holidays, your Sweetheart will not be at your House. They will disappear, usually you see them at the Festival. Once the Festival has ended, they are back at home and, depending on the time, they're in Bed.

#### PREGNANCY

About 20 Days after your Marriage, You/Your Wife will feel ill and be at the Clinic. Alex tells you that you two are going to have a Baby.

During Pregnancy, your Wife will be a bit jealous, but still continues to go to work.

During Pregnancy, you will lose Stamina faster than before.

Two months after the Cutscene at the Clinic, your Wife/You will faint and be at the Clinic again. Your baby will be born. I'm not sure which gender it'll be.

## THE BABY IS THERE

All your Baby does in it's first month is lie in the baby-crib and do nothing. You can use the Rattle, purchased at the Junk Shop, to play with it, raising it's heartlevel.

Over the course of two months, you'll see two scenes with it. In the first, it will start to crawl, the second one it starts to walk.

## CONDITIONS FOR MARRYING JAMIE

If you wish to marry Jamie, you're Rival, you need the same Conditions as for the other spouses.

- at least 30 Notes
- Level 3 House or higher
- Big Bed
- Spouse at 8 Hearts

but for marrying Jamie, you need to do more:

- have at least 50 Notes (Godess must be resurrected)
- ship at least 1 of every Crop (only Crops, Flowers, Herbs, etc don't matter)
- use Miracle Potion on at least 1 of your Barn Animals

After you get the Blue Feather, give it to Jamie, who will tell you to go to the Godess Pond, if you still wish to marry.

Jamie has not yet accepted the Feather, so you can still marry someone else!

Go to the Pond and ask the Godess to be allowed to marry Jamie. Jamie will appear and you'll present the Blue Feather again, finally marrying.

You two will leave Flower Bud Village after Marriage and you will witness several scenes of the Villagers that shadow on what happened to you two.

Nami will say something about you two, when there's a talk of your new place, depending on your Gender, she'll say:

Girl - "I saw a kid with pigtails and a kid in a cowboy hat and poncho there"

Boy - "I saw a kid with a blue cap and a kid in a cowboy hat there"

After those scenes, the game will End!

## JAMIE

Birthday Is Unlisted.

Lives at Jamie's Ranch.

Jamie loves Cake, Special Cheese, Special Milk and Special Butter.

Jamie likes HQ Crops and Yams

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## THE GIRLS

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There are 10 Girls you can choose to marry and with whom you can reach the 100 Notes.

If you go after Jamie, you will end the Game after Marriage.

## NINA



Birthday: Spring 20th  
Lives at the Spring Farm.  
Loves Strawberries and Bluemist Flowers.  
Likes Other Flowers, Herbs and Eggs.

ANN

Birthday: Summer 18th  
Lives at the Junk Shop.  
Loves Rare Ore and HQ Corn.  
Likes Normal Quality Corn and Other Ores.

ELLEN

Birthday: Fall 8th  
Lives at the Blue Sky Ranch.  
Loves Cocoa and Breadfruit.  
Likes Flowers, Moonstones and Chocolate Pudding.

MARIA

Birthday: Winter 5th  
Lives at the Mayor's House and works at Library.  
Loves HQ Cabbages and Eggplants.  
Likes Flowers, Moonstones and Hot Milk.

EVE

Birthday: Winter 16th  
Lives at the Moonlight Cafe.  
Loves Strawberries, Soda and Special Cheese.  
Likes Moonstones, Flowers and Rubies.

DIA

Birthday: Winter 9th  
Lives at the Sanatorium.  
Loves Blueberries, Blueberry Jam and Blueberry Juice.  
Likes Moondrop Flowers, Emeralds and Strawberries.

GINA

Birthday: Fall 20th  
Lives at the Sanatorium, helps out at the Clinic.  
Loves HQ Onions and Shiny Wool.  
Likes Coral, Herbs and Eggs.

GWEN

Birthday: Summer 8th  
Lives at the Perch Inn.  
Loves Special Cheese, HQ Yams and Carrots.  
Likes Eggs, Flowers, Cheese and Wool.

KATIE

Birthday: Fall 29th  
Lives at the Cafe Callaway.  
Loves Apple Jam, Marmalade and Yarn.  
Likes Eggs, Cheese, Milk, Butter and Breadfruit.

LYLA

Birthday: Spring 27th  
Lives at Hearty Lyla.  
Loves Pinkcat Flowers, Pumpkins and Pumpkin Soup.  
Likes Sapphires, Yarn, Blueberries and Very Berries.

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THE GUYS

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BLUE

Birthday: Winter 20th

Lives at Blue Sky Ranch.

Loves Good Milk, Good Cheese, Good Butter and Yoghurt.

Likes Potatoes and Eggs.

BOB

Birthday: Summer 1st

Lives at Blue Sky Ranch.

Loves Cake and Pie.

Likes All Ores, Spinach and Eggs.

BASIL

Birthday: Spring 16th

Wanders around Town.

Loves Pontata Roots.

Likes Flowers, Herbs and Gold Ore.

ALEX

Birthday: Spring 30th

Lives at the Clinic.

Loves HQ Turnips and Vegetable Juice.

Likes Herbs, Pontata Root and Cayenne.

CARL

Birthday: Fall 16th

Lives at Cafe Callaway, used to work at Moonlight Cafe.

Loves Yams, Apples and Special Eggs.

Likes Honey, Eggs, Sweets and Chestnuts.

DAN

Birthday: Summer 26th

Lives at Paradise Orchard.

Loves Clams, Grapes and Soda.

Likes Very Berries, Oranges and Cayenne.

JOE

Birthday: Summer 10th

Lives at Woody's Workshop.

Loves Turnips, Tuna Steak and Salted Rainbow Trout (put in Bonfire)

Likes Branches, Fish and Seafood Pizza.

KURT

Birthday: Winter 10th

Lives at Woody's Workshop.

Loves Tomato Juice.

Likes Branches, Hot Milk and Ores, Hates Junk Ore.

LOUIS

Birthday: Fall 2nd

Lives at Junk Shop after Remodel.

Loves Rare Ore and Special Eggs.

Likes Other Ores, Egg Dishes and Bell Peppers.

RAY

Birthday: Fall 27th

Wanders around Town, mostly around Sunny Lake, River and Island.

Loves Yellowtail Sashimi/Teriyaki/Stew.  
Likes All Fish, Rare Ore and Fish Dishes.

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VILLAGERS  
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DOUG

Birthday: Fall 7th  
Lives at Perch Inn, is Gwen's Uncle.  
Loves Corn and Corn Dishes.  
Likes Milk, Butter, Cheese and Soda.

DUKE

Birthday: Winter 28th  
Lives at the Moonlight Cafe.  
Loves Soda, Potatoes and Pizza.  
Likes Milk, Butter and Cheese.

GOURMET

Birthday Is Not Listed  
Stays at the Perch Inn in Fall.  
Loves Special Animal Products, Truffles and Truffle Saute.  
Likes Pontata Roots, Eggs and Mushrooms.

HANK

Birthday: Summer 14th  
Lives at the Blue Sky Ranch.  
Loves Soda, Turnips and Mayonnaise.  
Likes Chicken Feed and Clams.

HENRY

Birthday: Spring 12th  
Wanders around Town, stays in Perch Inn on Rainy Days  
Loves Carrots and Tomatoes.  
Likes Cayenne and Fruit.

LIZ

Birthday: Fall 21st  
Lives at Spring Farm.  
Loves Pumpkins, Pumpkin Pie and Pumpkin Soup.  
Likes Flowers, Eggs and Herbs.

MARTHA

Birthday: Winter 25th  
Lives at the Clinic.  
Loves Breadfruit, Shiny Wool, Yarn and Special Cheese.  
Likes Flowers, Herbs and Eggs.

MICHAEL

Birthday: Fall 3rd  
Lives at the Junk Shop.  
Loves Onions, Rare Ore and Special Milk.  
Likes Other Ores, Milk and Bell Peppers.

MERYL

Birthday: Spring 6th  
Lives at the Paradise Orchard after Remodel.  
Loves Special Eggs, Cheese and Tomato Sandwiches.  
Likes Bluemist Flowers, Strawberries and Blueberries.

NAMI

Birthday Is Unlisted  
Stays at the Perch Inn in Summer.  
Loves Tomatoes, Tomato Juice and Special Cheese.  
Likes Eggs, Clams, Mushrooms, Butter and Oranges.

RONALD

Birthday: Spring 11th  
Lives at Paradise Orchard  
Loves Soda, Special Eggs and Special Milk.  
Likes Herbs, Oranges, Butter and Breadfruit

SAIBARA

Birthday: Winter 2nd  
Lives at Atellier Saibara.  
Loves Good Clay and Pickled Dishes.  
Likes Eggplant, River Fish, Turnips and Green Herbs.

TAI

Birthday: Summer 25th  
Lives at Blacksmith's.  
Loves Rare Ore, Special Milk and Spinach.  
Likes Other Ores, Milk, Amethyst and Moonstones.

TERRY

Birthday: Winter 21st  
Wanders around Town, mostly at River.  
Loves Fish, Truffles and Mushrooms.  
Likes Eggs, Cabbages and Soda.

THEODORE

Birthday: Spring 4th  
Lives at Mayor's House, Wanders around Town.  
Loves Potatoes and Potato Stew.  
Likes Gold Ore.

TIM

Birthday: Fall 11th  
Lives at Blacksmith's, mostly at Moonlight Mine.  
Loves Corn, Cake and Pie.  
Likes Ores, Toadstool, Special Eggs and Blowfish.

WOODY

Birthday: Summer 21st  
Lives at Wooyd's Workshop.  
Loves Eggplants and Special Milk.  
Likes Branches, Flounder, Sardines and All Ores.

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VILLAGER LOCATIONS

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Sometimes the Villagers wander around and you could spend Hours looking for them (if you can't find them on the map) or catching up.

Jamie,  
can be found either at Jamie's Ranch,  
around Town or the Moonlight Mine.

Sometimes Jamie is on the Island.

Maria,  
is mostly in the Library.  
On Monday she's in the Square from the Afternoon on,  
from 6-9 AM she's in Theodore's House.

Ann,  
is usually in the Junk Shop,  
but spends afternoons or days off in the Moonlight Cave  
or in front of the Blue Ranch.

Nina,  
is either in the Spring Farm Vegetable Patch,  
in the Shop itself or in the Shed on rainy days.  
Sometimes she visits Sunny Lake.

Eve,  
wanders around town during the day, either at the Riverside Lot,  
the Beach or the Square.  
But you usually find her in the Moonlight Cafe.

Ellen,  
is sometimes in the Blue Ranch Building, the Pasture  
or in the Chicken Coop or Barn when the Ranch is open.  
On her day off she's at the Square.  
(You have to try several times to talk to her there,  
you get the "Hi" sound but you don't talk)

Katie,  
is in front of Cafe Callaway before it opens and then  
in the Cafe itself.  
She goes to the beach on her day off.

Lyla,  
you can pretty much only find her in her Shop during Summer.  
Once Cafe Callaway opens up, she'll be there sometimes,  
usually on Monday.

Gwen,  
is usually in the Perch Inn,  
but can be found in the Moonlight Cafe at night or  
in front of Woody's Workshop.

Gina,  
is in front of the Clinic or inside the Sanatorium, both floors.  
On days off she sometimes visits Cafe Callaway.

Dia,  
is mostly on the top floor of the Sanatorium,  
but around 5 PM you can sometimes find her north of Woody's Workshop.

Alex,  
mostly in the Clinic or in front of it.  
But in the Afternoon he's in the Moonlight Mine, in front of it,  
in the Mountains or at the River.

Blue,  
pretty much only in Blue Ranch's Pasture,  
in Moonlight Cafe at night.

Bob,  
in Tai's home (his grandfather), the Buildings of the Blue Ranch  
or the Pasture.

Basil,  
wanders around Town, but is usually  
at Sunny Lake, North of Woody's Workshop or around the Blue Ranch.

Carl,  
is usually found in the Cafe Callaway from Autumn on,  
in Summer he's in the Moonlight Cafe.

Dan,  
wanders around, but is usually at the Paradise Orchard or it's Shed,  
north of that or at the Beach.

Louis,  
is in the Junk Shop, the Moonlight Mine  
or in the Afternoons in Lyla's Shop.

Ray,  
is another wanderer, but you mostly find him around Water.  
Usually on the Island, the Beach or Sunny Lake.

Kurt,  
is in Woody's Workshop or in front of or in the Moonlight Mine.  
Sometimes he's in the groundfloor of the Sanatorium.

Joe,  
wanders around Riverplaces in the afternoon,  
but is usually in Woody's Workshop.

Doug,  
usually in the Perch Inn or Moonlight Cafe.

Duke,  
is in front of his Cafe or behind the Counter of the Moonlight Cafe.

Henry,  
wanders around, but is either at the Beach or the Mountains.

Ronald,  
in the Moonlight Cafe or at his Orchard.

Tim,  
is always at the Moonlight Mine or inside.

Meryl,  
can be usually found at the Paradise Orchard.

Terry,  
is usually at the River or in the Mountains.

Tai,  
is in his Shop or in front of it.

Nami,  
is around Lyla's Shop, south of the Junk Shop  
or at the Beach.

On rainy days she's in the Inn.

Gourmet,  
is in the Inn most of the time.

Saibara,  
is in the Moonlight Mine on his days off  
or in his Atellier or around it.

Martha,  
is in the Clinic or outside of it on her days off.

Woody,  
is only at his Workshop.  
In front of it on Tuesdays.

Hank,  
is in the Moonlight Cafe or his Ranch.

Liz,  
is in the Shop or, on Mondays, in the Cafe Callaway.

Michael,  
spends most of his time in the Junk Shop,  
on Tuesdays he's usually at the Spring Farm.

=====  
MOVE INS  
=====

Basil - Ship Flowers and Herbs and Visit Sunny Lake

Terry - Visit Sunny Lake

Ray - Catch some Fish and go to Sunny Lake

Tai & Tim - Ship lots of Ore, at least 1 one each

Carl & Katie - Visit Spring Horse Race, then wait till Fall for Katie

Duke & Eve - Visit Spring Horse Race, then wait till Summer

Doug & Gwen - Visit Spring Horse Race, then wait till Summer

Ronald & Dan - Visit Spring Horse Race, plant 1 Fruit Tree

Meryl - Get 3 Hearts with Ronald and she moves in

Louis - Ship 30 Ores and he'll move in

Lyla - Visit Flower Festival, ship 30 Flowers and 20 Berries

Saibara - ship 1 Good Clay

Nami - automatically in Village for Summer Only!

Gourmet - automatically in Village for Fall Only!

Martha - visit Clinic and talk with Alex

Gina & Dia - ship 30 Herbs and get 1 Heart with Martha

Maria - attend Egg Festival, will move in with Library on Spring 10th

Henry - plant 3 Fruit Trees and Visit Sunny Lake

=====

MOVE OUTS

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If you don't befriend people, are mean to them or ignore them, they will leave, sending you a Note the next day with a hint on what'll bring them back.

People who were there from the Start will NEVER leave!

BASIL always leaves on Winter 1st, but returns in Spring!

Gwen - ship 20 Crops and Fish

Ronald & Dan - ship Berries and Fruit

Carl & Katie - ship Eggs and Milk

Dia & Gina - ship 20 Herbs or Pontata Root

Lyla - ship Yarn, Berries and Flowers

Louis - ship lots of Ore

Tim - ship lots of Ore

Saibara - ship Good Clay

Nami - wait until next Summer

Gourmet - wait until next Fall

Basil - ship Flowers and Herbs IF he left in SPRING, SUMMER or FALL!!

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MORNING VISITS

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Sometimes you get a knocking sound when leaving your House. This usually means a Visitor. Visitors come under different circumstances, but 20 Visits are bound to happen. 11 if your goal is marriage.

If a character is leaving they say they're researching some place else or are visiting relatives. Some leave because what they needed to stay in the Village isn't delivered anymore. (ie Herbs for Medicine)

If I have a present wrong or something unknown and you know what it is, please tell me. With every 2 1/2 heart Visit you gain a Note from that person.

THEODORE



- He visits you when you have the conditions for Marriage and brings you to the base of Mt Moon to get the Blue Feather.

#### BOB

- Visits on Spring 3rd to explain how the Shipping Box works.
- Visits when he has 2 1/2 hearts for you, he gives you an Egg.
- Visits when he has 5 hearts for you, Present Unknown

#### RONALD

- Visits you after you plant 1 Fruit Tree

#### TIM

- Visits you when he leaves or comes back (Ship Ores)

#### HARVEST SPRITES

- Visit you in Autumn (usually 5th) to give you the recipe for Mushroom Saute
- Visit (?) you at the beginning of the Game

#### ANN

- Visits when she has 2 1/2 hearts for you, gives you Good Clay
- Visits when she has 5 hearts for you, present unknown

#### NINA

- Visits when she has 2 1/2 hearts for you, gives you Honey
- Visits when she has 5 hearts for you, present unknown.

#### MARIA

- Visits when she has 2 1/2 hearts for you, gives you pickled cabbages
- Visits when she has 5 hearts for you, present unknown

#### ELLEN

- Visits when she has 2 1/2 hearts for you, she gives you Char Sashimi
- Visits when she has 5 hearts for you, present unknown

#### EVE

- Visits when she leaves (Ship Berries and Strawberries)
- Visits when she has 2 1/2 hearts for you, gives you Very Berry Soda
- Visits when she has 5 hearts for you, present unknown

#### GINA

- Visits when she has 2 1/2 hearts for you, gives you Milkshake
- Visits when she has 5 hearts for you, present unknown

#### DIA

- Visits when she leaves (with Gina - Ship at least 15 Herbs)
- Visits when she has 2 1/2 hearts for you, gives you Blueberry
- Visits when she has 5 hearts for you, gives you a Cake

#### LAYLA

- Visits you when she leaves (Ship Flowers and Berries and maybe Yarn)
- Visits you when she has 2 1/2 hearts for you, she gives you Wool
- Visits you when she has 5 hearts for you, present unknown

#### GWEN

- Visits when she leaves (Ship 20 Crops and Fish)
- Visits when she has 2 1/2 hearts for you, she gives you an Cheese Omlette
- Visits when she has 5 hearts for you, she gives you Pizza

#### KATIE

- Visits when she has 2 1/2 hearts for you, she gives you Yoghurt
- Visits when she has 5 hearts for you, present unknown

#### ALEX

- Visits when he has 2 1/2 hearts for you, he gives you a Purple Herb
- Visits when he has 5 hearts for you, he gives you a Potion + the recipe

#### BLUE

- Visits when he has 2 1/2 hearts for you, he gives you Good Milk
- Visits when he has 5 hearts for you, present unknown

#### BASIL

- Visits when he leaves on Winter 1st (NORMAL!!)
- Visits when he leaves at other time (Ship Flowers and Herbs)
- Visits when he has 2 1/2 hearts for you, gives you a Limestone
- Visits when he has 5 hearts for you, present unknown

#### CARL

- Visits you on Spring 5th to tell you about Festival Donations
- Visits when he leaves (Ship Cocoa, Milk, Egg, etc stuff for Desserts)
- Visits you when he has 2 1/2 hearts for you, he gives you Pudding
- Visits you when he has 5 hearts for you, present unknown

#### DAN

- Visits when he leaves (Ship Grapes and Berries)
- Visits when he has 2 1/2 hearts for you, gives you Apple Soda
- Visits when he as 5 hearts for you, present unknown

#### JOE

- Visits whenever they finished a Remodel/Construction/Relocation you ordered
- Visits when he has 2 1/2 hearts for you, gives you a Dace Fish
- Visits when he has 5 hearts for you, present unknown

#### KURT

- Visits whenever they finished a Remodel/Construction/Relocation you ordered
- Visits when he has 2 1/2 hearts for you, gives you a Red Herb
- Visits when he has 5 hearts for you, present unknown

#### LOUIS

- Visits when he's leaving (Ship lots of Ore)
- Visits when he has 2 1/2 hearts for you, he gives you a Silver Ore
- Visits when he has 5 hearts for you, present unknown

#### RAY

- Visits when he has 2 1/2 hearts for you, he gives you an Amago Fish
- Visits when he has 5 hearts for you, present unknown

#### WOODY

- Visits whenever they finished a Remodel/Construction/Relocation you ordered

#### DUKE

- Visits when he leaves (Ship Berries)

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#### MINING

=====

In this game are two Mines, one accessible only in Winter, while the other one can be entered any time.

#### TO PREPARE BEFORE ENTERING

If you check the sign in front of the Mine, it will tell you to not forget your Hammer.

Do not forget it!

If you enter without your Hammer, there will be no Stairs leading to the lower Levels.

For lowering yourself to the deeper levels, you will need your Hammer, to crush Stones and Crystals if you are "trapped" in between a wall of them, and your Hoe, to till the ground for the stairs leading down one Level. You don't really need your Hoe, since there are Cracks in the floor.

#### CRACKS & STAIRS

Stairs in the Mine are invisible, you will have to till the ground until you find them.

Walk slowly around the level and watch the Floor.

If you see a flicker of a thin black line at a specific tile when you move you will find the Stairs there.

It may take you a while to find them, since they move the stairs all the time, but usually they are close to the Stairs leading Upwards.

Cracks are seen as an X on the Ground and there is usually one on the ground.

These Cracks will break if you stand on them for 2 or 3 seconds.

These are helpful in getting to the lower levels, since these will lower you down by several levels, instead of just one, like with the Hoe.

Watch out!

Some Cracks will send you Up instead of Down.

If you fall Down you will see a ! above your Character.

If you "fall" Up you will see a ? above your Character.

The lower you are in the level, the more often a Crack will send you up, Level 50 is the mark where it will take longer to find a Crack that leads down.

At about level 85 or 90 it'd be better if you use your Hoe to Level 100.

## GASES

When crushing Stones or Crystals, you will unleash a cloud of Gas. Depending on it's color, it will do different things to you.

White Gas - nullifies other Gases' Effects  
Black Gas - will decrease your Sight to a small Area for a while  
Yellow Gas - will increase your walking speed for a while  
Pink Gas - will restore your Stamina  
Orange Gas - will Paralyze you for a few minutes  
Purple Gas - will Confuse you for a few minutes

It is more likely that the blue Crystals have Gases in them in the higher levels than the Stones.

## STONES & CRYSTALS

The Crystals usually have better things in them, but will also most likely have some sort of Gas inside them. The Stones have, in the higher levels, usually rather worthless stuff in them. They might also be Empty.

## MOONLIGHT MINE

Your Main-Mine for three seasons.  
This will be used mainly for shipping Ore and Good Clay.

The Ores sell for different Prices and 4 of them are used to upgrade your Tools. Rare Ores are needed for Goddess Level.

Junk Ore - 1 G  
Copper Ore - 50 G  
Silver Ore - 100 G  
Gold Ore - 150 G  
Rare Ore - 200 G

You will find in the Ground Pontata Roots.  
They sell for 30 G and are good as Gifts for Alex and Basil, but you will mainly use them to regain Stamina and get rid of Fatigue.

On Level 2 only you will only find Good Clay in the Ground. Good Clay sells for 10 G and are perfect Gifts for Saibara, and are needed to get him to Move In and to get him to create Clay Plates and Vases.

In the Moonlight Mine, you will find some Jewels, all that appear in the Lake Mine, too.

Moonstone - 50 G  
Amethyst - 220 G  
Aquamarine - 230 G  
Sapphire - 250 G  
Emerald - 330 G  
Topaz - 340 G  
Ruby - 350 G  
Diamond - 500 G

On Level 77 you will find all the Jewels, Diamonds are rare, though. Moonstones you will find in the higher Levels in Crystals.

On Level 100 are no Stones, nor Crystals.

If you reached it and Tim has moved in, he will greet you and give you a Power Berry.

Once the Cutscene is over, go to the North Wall and dig around a lot.

Almost every tile in the Ground has Money in it,

East and West Wall have money in it, too, but there is hardly any money in the South Wall.

#### LAKE MINE

The Lake Mine is a Island in the Middle of Sunny Lake.

In Winter, Sunny Lake will freeze over and you can walk over it, entering.

You will need your Hammer and your Hoe, like always.

If you plan to go to Level 100 you will need your Fishing Pole with you!

The Lake Mine contains to about 90% only Jewels,

which is perfect, since in Winter you can hardly get money by Forageing and will have to rely on your Animals otherwise.

You will find Ores in the higher Levels, mostly on Level 2,

but otherwise you should focus on bringing Jewels home.

Of course you mostly want to bring in Diamonds, since they are the most expensive ones. There are Diamonds-Only on Level 50 of the Lake Mine.

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#### FORAGE

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During the Seasons, you can ship several wild Items you find all around Town.

Most of them you will find at Woodman's Forest - North of Woody's Workshop, or in the Mountain Area.

You will not find many in the beginning since most of the Area is covered with Weed, Boulders and Branches. Get rid of those and the Game will load more Items into the Game.

Clams are found at the Beach, dug up with the Hoe at the Water-Edge,

Carols are found all around the Beach.

#### SPRING FORAGE

Green Herbs - 100 G

Purple Herbs - 75 G

Honey - 83 G

Moondrop Flower - 40 G

Very Berry - 45 G

#### SUMMER FORAGE

Red Herbs - 80 G

Pinkcat Flower - 150 G

Blueberries - 50 G

Cayenne - 40 G

Orange - 200 G

Honey - 83 G

#### AUTUMN FORAGE

Orange Herbs - 130 G  
Chestnuts - 50 G  
Bluemist Flower - 500 G (Rare)  
Honey - 83 G  
Truffles - 1.000 G

ALL SEASONS

Clams - 80 G  
Coral - 35 G  
Toadstools - 60 G  
Mushrooms - 50 G

=====  
SHIPPING LISTS  
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If you check the Menu at your Shipping List,  
in the beginning everything will be mere ????? and have to be unlocked.  
The Shipping Lists tell you what you have shipped and how often.  
Things with a \* are Fish Kings

CROPS SHIPPING LIST

Strawberry  
Cabbage  
Potato  
Turnip  
Breadfruit  
Corn  
Tomato  
Onion  
Cocoa  
Pumpkin  
Spinach  
Eggplant  
Yam  
Bell Peppers  
Carrot

Orange  
Grape  
Apple  
Chestnut

Green Herb  
Purple Herb  
Red Herb  
Orange Herb

Moondrop Flower  
Pinkcat Flower  
Bluemist Flower

Mushroom  
Toadstool  
Truffle

ANIMAL PRODUCT LIST

Milk  
Good Milk  
Special Milk

Butter  
Good Butter  
Special Butter

Cheese  
Good Cheese  
Special Cheese

Egg  
Good Egg  
Special Egg

Mayonnaise  
Good Mayonnaise  
Special Mayonnaise

Coral  
Honey

#### FISHING LIST

Amago  
Cureall  
Huchen\*  
Char  
Dace  
Silver Carp  
Salmon  
Rainbow Trout  
Crucian Carp  
Yamame  
Smelt  
Crawfish  
Chulowfish  
Blowfish  
Lobster  
Sardine  
Shinapper  
Bonito  
Flounder  
Mackerel  
Halfbeak  
Saury  
Snapper  
Snadore  
Halibut  
Yellowtail  
Tuna  
Opaleye  
Maple Flounder  
Squid  
Squid Prince\*  
Lampsquid  
Shrimp  
Jamasquid\*  
Can

Left Boot  
Right Boot\*

OTHER LIST

Dull Wool  
Wool  
Shiny Wool

Yarn

Failed Yarn - put in Dye Pot  
Special Yarn  
Green Yarn - in Dye Pot with Green Herb  
Purple Yarn - in Dye Pot with Purple Herb  
Orange Yarn - in Dye Pot with Orange Herb  
Red Yarn - in Dye Pot with Red Herb  
Blue Yarn - in Dye Pot with Bluemist Flower  
Yellow Yarn - in Dye Pot with Moondrop Flower  
Pink Yarn - in Dye Pot with Pinkcat Flower

Junk Ore

Limestone  
Copper Ore  
Silver Ore  
Gold Ore  
Rare Ore  
Amethyst  
Aquamarine  
Emerald  
Sapphire  
Topaz  
Ruby  
Moonstone  
Diamond

Silver Brooch

Gold Brooch  
Amethyst Brooch  
Aquamarine Brooch  
Emerald Brooch  
Sapphire Brooch  
Topaz Brooch  
Ruby Brooch  
Moonstone Brooch  
Diamond Brooch  
Coral Brooch

Silver Ring

Gold Ring  
Amethyst Ring  
Aquamarine Ring  
Emerald Ring  
Sapphire Ring  
Topaz Ring  
Ruby Ring  
Moonstone Ring  
Diamond Ring  
Coral Ring

Moon Balm - 3 Moondrop Flowers in Mixing Pot



Green Balm - 3 Green Herbs in Mixing Pot  
Blue Balm - 3 Bluemist Flowers in Mixing Pot  
Pink Balm - 3 Pinkcat Flowers in Mixing Pot  
Purple Balm - 3 Purple Herbs in Mixing Pot  
Orange Balm - 3 Orange Herbs in Mixing Pot

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FESTIVALS  
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Festivals are places to get Prizes, meet new People and are chances to increase the Affection of the Villagers. Attending and winning the Festival will earn you a Note.

NEW YEAR'S DAY

Time: All Day  
Date: Spring 1st  
Place: Square  
Donation: /  
Description: You will speak about the new Year with the Villagers

EGG FESTIVAL

Time: 6am - 6pm  
Date: Spring 8th  
Place: Square  
Donation: Egg - 1st Year, Carl does it, afterwards You  
Description: You enjoy Egg Dishes with the Villagers

SPRING HORSE RACE

Time: 6am - 6pm  
Date: Spring 17th  
Place: Square  
Donation: /  
Description: Race against other Horses to win Prizes, you also meet Doug, Duke, Gwen, Dan and Ronald

Rank D: 0-3 Hearts, 1st Prize 30 Fodder Units, 2nd Prize 30 Fodder Units  
Rank C: 4-5 Hearts, 1st Prize Coffee Table, 2nd Prize 30 Lumber Pieces  
Rank B: 6-7 Hearts, 1st Prize Power Berry, 2nd Prize 2.000 G  
Rank A: 8-10 Hearts, 1st Prize Cool TV, 2nd Prize Diamond Ring

If you already have the 1st Prize, you will get the 2nd Prize.

FLOWER FESTIVAL

Time: 6am - 6pm  
Date: Spring 23rd  
Place: Square  
Donation: A Flower  
Description: You enjoy the sight of Flowers with the Villagers, you also meet Lyla

COW FESTIVAL

Time: 6am - 6pm  
Date: Spring 28th  
Place: Square  
Donation: /  
Description: You compete your Cow against others

120 Fodder Units - if you have both Makers  
Cheese/Butter Maker - if you have one of the Makers

BEACH FESTIVAL

Time: 6am - 6pm

Date: Summer 3rd

Place: Beach

Donation: /

Description: You swim-race against others, win and you get a Power Berry

STAR FESTIVAL

Time: 6pm - 0am

Date: Summer 7th

Place: Square/River

Donation: /

Description: Send a Bamboo Boat sailing in the River with your Sweetheart

Your Spouse with the highest affection will greet you in the morning and ask you to join them. Accept and meet them at the Square after Work. If you decline, you will not be able to attend this Festival.

FIREFLY FESTIVAL

Time: 6pm - 0am

Date: Summer 15th

Place: Beach

Donation: Moonstone

Description: You send your ancestors' souls back by showing them the way with lighted Flowers

FIREWORKS FESTIVAL

Time: 6pm - 0am

Date: Summer 24th

Place: Beach

Donation: /

Description: Watch Fireworks with the other Villagers and your Sweetheart

SHEEP FESTIVAL

Time: 6am - 6pm

Date: Summer 29th

Place: Square

Donation: /

Description: Compete your Sheep against others

Yarn Maker - if you don't have it  
120 Fodder Units - if you already have the Maker

MOON FESTIVAL

Time: 6pm - 0am

Date: Fall 9th

Place: Square/Hilltop

Donation: /

Description: Watch the Fullmoon with your Sweetheart

Your Spouse with the highest affection will greet you in the morning and ask you to join them. Accept and meet them at the Square after Work. If you decline, you will not be able to attend this Festival.

FALL HORSE RACE

Time: 6am - 6pm

Date: Fall 17th

Place: Square

Donation: /

Description: Race against other Horses and win

Rank D: 0-3 Hearts, 1st Prize 30 Fodder Units, 2nd Prize 30 Fodder Units

Rank C: 4-5 Hearts, 1st Prize Coffee Table, 2nd Prize 30 Lumber Pieces

Rank B: 6-7 Hearts, 1st Prize Power Berry, 2nd Prize 2.000 G

Rank A: 8-10 Hearts, 1st Prize Cool TV, 2nd Prize Diamond Ring

If you already have the 1st Prize, you will get the 2nd Prize.

#### HARVEST FESTIVAL

Time: 6am - 6pm

Date: Fall 24th

Place: Square

Donation: A Crop - either from your Farm or bought from Spring Farm

Description: Enjoy and be thankful for this year's festival

#### PUMPKIN FESTIVAL

Time: 6am - 6pm

Date: Fall 30th

Place: Square

Donation: A Pumpkin

Description: Enjoy the view of Pumpkins, for donating a Pumpkin you get a Power Berry

#### CHICKEN FESTIVAL

Time: 6am - 6pm

Date: Winter 7th

Place: Square

Donation: /

Description: Compete your Chicken against others

120 Bird Feed Servings - if you already have the Maker

Mayonnaise Maker - if you don't have the Maker

#### THANKSGIVING DAY

Time: All Day

Date: Winter 12th

Place: Anywhere

Donation: /

Description: Walk around Town and get Cake by people with 3 Hearts or More for you, give a Cake back

There is no Festival Sign, but it counts as a Festival.

You will only get a Note, if 5 People or more give you Cake.

You can give the Cakes you get right back or not.

#### FIRE FESTIVAL

Time: 6pm - 0am

Date: Winter 18th

Place: Beach

Donation: Stake - from your Lumber Shack

Description: Watch the Fire with the Spouse who has the highest Affection for you, it doesn't have to be someone of the other Gender, it can also be Jamie

#### STARRY FESTIVAL

Time: 6pm - 0am

Date: Winter 24th

Place: Square/Hilltop

Donation: /

Description: Watch the Starry Sky with your Sweetheart

Your Spouse with the highest affection will greet you in the morning and ask you to join them. Accept and meet them at the Square after Work. If you decline, you will not be able to attend this Festival.

#### YEAR END FESTIVAL

Time: 6am - 5am

Date: Winter 30th

Place: Square

Donation: /

Description: Reflect on the passed Year with the Villagers

The Harvest Sprites will wake you and give you the three names of the Spouses with the highest affection for you.

Choose of those three who you want to spend the Day with.

On the Date Festivals - Moonviewing and Starry Night - if your Sweetheart has a very high affection for you, you will get a Kiss!

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#### ANIMALS

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Four Animals you can buy in this game, but you will have to build the Barn and/or Coop first.

#### CHICKENS

Are very easy to take care of. You buy a Chicken at the Sky Ranch and feed it, put it in the Coop and the next day you get an Egg. This is the only Animal that will "repay" you right away.

Chicken - 1.200 G

Good Egg - 120 G

- keep them Outside in Sunny/Cloudy Weather
- keep them otherwise inside all the time
- feed them Weeds

If your Chicken stays outside overnight it will not lay an Egg.

If you want to save some Money, build a Coop and buy an Egg. This way you will have saved money, but will have to wait for the Egg to hatch and the Chick to grow into a Chicken.

#### SHEEP

Are only there to win the Sheep Festival and give you Yarn. Since Sheep will only give you Wool once every 7 Days, it will take a while to get all kinds of Wool and Yarn.

Lamb - 2.500 G

- keep your Sheep outside in Sunny/Cloudy Weather
- Handfeed them on rainy Days
- Brush them
- Talk to them

A Miracle Potion for a Sheep costs 1.000 G

## HORSES

Are only there to win the Races for you.  
If you win a Horse Race, the Horse will get a Crown  
and you can sell it for 50.000 G

Foal - 3.200 G

- keep your Horse outside in Sunny/Cloudy Weather
- Handfeed them on rainy Days
- Brush them
- Talk to them

A Miracle Potion for a Horse costs 1.200 G

## COWS

Are best for getting Products.  
They will give you Milk, which you can turn into Cheese or Butter,  
to sell for more Money.

Calf - 3.500 G

- keep your Cow outside in Sunny/Cloudy Weather
- Handfeed them on rainy Days
- Brush them
- Talk to them

A Miracle Potion for a Cow costs 1.500 G

## ===== TIPS & TRICKS =====

### Tip #1 - Easy To Get Notes

1. After the Opening Sequences, don't start moving, until you get a Note
2. Before you go outside, tie a Rubber to your Control-Stick to a side and leave the Controller for about 30 Minutes, until you get a Note
3. Save and keep saving 30 Times until you get a Note
4. When starting, pick up Stones and Weeds from your Lot and throw them into the Garbage Can at your House until you get a Note
5. Get the Garbage Can Note (like above) on 1st Day and spend 10 Hours outside for another Note. Then you can go into as many houses/shops as you can before they close, then use your Tools until you faint. You'll get the Limitation Note the next Morning.  
This way you got 3 Notes in 1 Day, know most people and can give them Gifts from Tuesday on.

### Tip #2 - Chicken Fast Heart

Pick up a lot of Weeds and keep feeding them to your Chicken.  
About 15 to 20 Weeds will up your Chicken's heartmeter up by one.  
This way you can quickly get your Chicken up to 8 or 10 Hearts.

### Tip #3 - Fishing for Fishies

If you wish to live off of Fishing at first, don't ship Fish as you catch them.

Take the few seconds it takes to put them into the Bonfire,  
cut them to Sashimi or Fry them in the Oven or Frying Pan.  
This will give you more Money.

#### Tip #4 - Pet Feed

Catch some Extra Fish per Day to feed to your Dog and Pig,  
since you will waste Money otherwise if you give them Berries or Herbs.

#### Tip #5 - Fast Search

Go to Woody's and ask him to make a New Well or Watering Hole.  
Instead of accepting the Order, move the Well all over the Place  
to find any kind of Wild Items in Town.  
This way, you save time since you know where they are instead of searching.

#### Tip #6 - Save Up Crops

Some people love Crops that you grow on your Farm.  
So, you can keep about 4 in your Fridge at the End of a Season,  
for example you want Maria's heart to go up and are in Summer,  
keep 4 HQ Cabbages and give them to her for another heart.  
But make sure that keeping these crops behind won't cause you  
problems when you want to save up for something.

#### Tip #7 - Easy Affection?

If you plant a Tree - Fruit or Not - on a free Property  
you'll get a red love-face over your character and a "Yay!" sound.  
Aside from getting a Note, you also raised the Affection of every  
Villager.

#### Tip #8 - Free Tool?

Catch 100 Fish and go to Sunny Lake,  
Ray will give you a Fisherman's Professional 125 Rod.  
It's actually a Copper Fishing Rod, but it saves you  
the 2 Days wait and 2.000 G.  
You must've met Ray already.

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CHEATS

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These Codes work and will not in any way harm your Game,  
the only Glitch I found is that, when you furniture the Top Floor  
of your Level 4 or 5 house, you will see mostly black.  
But otherwise there are no problems.

MASTER CODE

GCC2-9HG5-CJJNA

KWDQ-J6D7-0KZKV

These you need to put into the Action Replay List.

INFINITE CASH

V4JX-TRMN-E9A0X

63UT-K5GF-DU3D7

This Code will give you 999.999 G

Active this Cheat AFTER getting the Poor Note, otherwise you won't get it.

INFINITE STAMINA

ZK9R-B8GG-65D7F  
A84J-0CYK-NT9MU

Will ensure that you will not lose any Stamina, no matter what you do. Once you gain Power Berries, your Bar will not fill up, but still stay at the Same Level all the Time.

STOP TIME

0JXV-9AGC-T6YKT  
BC4N-0C96-64KTJ  
4FZJ-VQWU-6CJT2

Press B + D-Pad Down

WARNING!

If you get a Note while Time is stopped, it will be listed in your Notelist, BUT the Game will NOT count it.

ALSO!

If you go to bed while time is stopped, you will wake up at 6 AM of the same day, but you will not have the Money of the Stuff you shipped.

AND!

If you dig up some money in the ground while time is stopped, it will not count to your "Money Found In Ground" Amount, but it will add to your Money.

RESTART TIME

XY08-9NY2-06FKR  
1UJF-BQME-YQBPO  
DCAC-6JDW-7BHZA

Press B + D-Pad Up

Restarts Time again at the same Time when you stopped it.

VILLAGERS HAVE 10 HEARTS

V6FJ-WRUY-C8GBE  
16MM-9Z5X-B861B  
HHFK-ZT9Y-HNRDT

Will get every Person in the Village to get 10 Hearts for you. This will make it easier for you to get 20 Notes from the Spouses, but it will be harder to get the Lonely Wolf Note, since you will not get an "unvisited" Morning for a while.

If you are a Boy, it will be Nina who will come by Default in

the Festival Mornings.

If you are a Girl, it will be Blue who will come by Default in the Festival Mornings

WILD ANIMALS HAVE 10 HEARTS

C6E4-G1AH-GOPMY

2Y11-VA35-52KJP

7XTG-CZDB-DZKC4

All the Wild Animals will have 10 Hearts for you.

You will get the Wild Note right away, but all of them will visit you in a Row in One Morning.

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NOTES

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All the Notes will take at least 1 Year or more to gain, since some you cannot get in the 1st Year.

If you bring 5 Notes to the Goddess Pond, they will turn into an Instrument. Once you have 9 Instruments together and bring the 5 next Notes, which makes 50 Notes, you will watch a Scene where the Goddess is revived and the Credits.

After the Scene, the Goddess and Harvest Sprites ask you to collect the rest 50 Notes.

#1 - First Step

Got Automatically in the Opening Sequence

#2 - First Shipping

Ship 1 Thing in the Box in the beginning

#3 - 10.000 Steps

Carry the Pedometer around and walk 10.000 Steps

#4 - Cooking

Cook something in your Kitchen - it counts if you cut a Fish with the Knife Set to Sashimi

#5 - Island

Get the Dolphin at the Beach-Pier up to 1 Heart and you will get the Ride-Option

Press A to wave to the Dolpin and give it Fish

#6 - Rock Climber

At the top of the Mountain Area is an Entrance, enter and you get to the Climbing Mini-Game  
Finish the Game once

#7 - Underground Lake



In the Winter, go to the Lake Mine and get to Level 100

#8 - Night Owl

Stay awake all day until the screen goes black  
and you are back next to your Bed

#9 - Rain

Spend 10 Hours straight in the Rain  
Fishing will reset the Hours!

#10 - Sun

Spend 10 Hours straight in the Sun  
Fishing will reset the Hours!

#11 - Stationary

Don't move your Character for about 5 Minutes

#12 - Lone Wolf

Don't talk to anyone for a whole day,  
you must not be visited in the Morning,  
otherwise it won't count

#13 - Whistle

Press the L Button to Whistle for your Dog, Pet and Horse  
Whistle 50 Times for them

#14 - Limitation

Use up your Stamina and faint

#15 - Hustle And Bustle

Get 35 People to move in - permanently! - and talk to them once

#16 - Poor

Wake up one Morning and have less than 200 G

#17 - Lucky

Find 1.000 G in the ground - best done in Level 100 in the Moonlight Mine

#18 - High Spirit

Drink 10 Sodas - either in the Moonlight Cafe or make them yourself

#19 - Birth of Life

Get one of your Barn Animals pregnant and wait for the new Animal to be born

#20 - Owner Of Mother Earth

Buy Property at Woody's Workshop - own at least 10 Properties  
More Properties are unlocked, depending on your Heart Level with Theodore

#21 - Snow

Spend 10 Hours straight in the Snow  
Fishing will reset the Hours!

#22 - Fodder

Plant Grass and cut it one at a time until you cut 20 Patches

#23 - Brushing

Brush your Animals 20 Times

#24 - Egg

Ship 10 Eggs

#25 - Milking

Ship 10 Milks

#26 - Shearing

Ship 10 Bundles of Wool

#27 - Dyeing

Put Yarn into the Dye Pot with an Herb or Flower  
and ship the Colored Yarn

#28 - Gem

Ship 1 Gem - Best done with Moonstones from the Moonlight Mine

#29 - Calling Animals

Use your Bell to call your Animals 20 Times

#30 - Cultivation

Dig 100 Tiles with your Hoe

#31 - Big Eater

Eat 50 Things

#32 - Woodcutter

Chop up 20 Logs of Wood/Use your Axe 100 Times

#33 - Cloud

Spend 10 Hours straight in Cloudy Weather  
Fishing will reset the Hours!

#34 - Garbage Can

Throw 20 Things into the Garbage Can

#35 - Weed

Cut or Pick Up 100 Weeds

#36 - Gardening

Have at least 5 Flowers blooming at the same time on your Farm

#37 - Forest

Plant 1 Tree - best a Fruit Tree

#38 - Destruction

Smash 20 Rocks/Use your Hammer 100 Times

#39 - Diary

Save your File 30 Times

#40 - Cock A Doodle Do

Win the Chicken Festival

#41 - Moo

Win the Cow Festival

#42 - Baa

Win the Sheep Festival

#43 - Horse Race

Win a Horse Race

#44 - Bow-Wow

Gain 3 Hearts with your Horse

#45 - Oink Oink

Dig up a Truffle in Fall and ship it

#46 - Fire Prevention

When using the Bonfire, use your Watering Can on it

#47 - Lost Child

Gain 2 Hearts with Tim and Meryl - need Ronald to 3 Hearts to get Meryl - and go into your House late at night, you get a Scene where you can't do anything and gain the Note

#48 - Mole Whacking

Keep your Hammer with you all the time and whack 10 Moles with them

A mole is close by when you hear whomp-whomp all the time, it sounds like when you taking something out of your Backpack

#49 - Bluebird

Have Conditions for Marriage and Climb the Hill when Theodore tells you to

#50 - Wedding Day

Gained after your Wedding

#51 - Stork

20 Days after marriage, you/your Wife will get pregnant

#52 - Baby is Born

2 Months after Note #51, the Baby will be born

#53 - You Can Walk

Get your Baby up to 3 Hearts, or wait 2 Months, and it will start to Walk

#54 - Spring Footsteps

Attend New Years Festival

#55 - Egg Dish

Attend Egg Festival

#56 - Spring Fragrance

Attend Flower Festival

#57 - Blue Sea, White Clouds

Win Beach Festival

#58 - Boat Sailing

Attend Star Festival

#59 - Firefly Flower

Attend Firefly Festival

#60 - Fireworks

Attend Fireworks Festival

#61 - Moon Viewing

Attend Moon Viewing Festival

#62 - Harvest

Attend Harvest Festival

#63 - Pumpkin

Attend Pumpkin Festival

#64 - Flame

Attend Fire Festival

#65 - Popular

Get 5 Cakes on Thanksgiving

#66 - Starlight

Attend Starry Night Festival

#67 - New Year's Sunrise

Attend New Year's Festival

#68 - Full Bloom Flowers

Ship all Herbs and all Flowers

#69 - Treasure Hoard

Ship all kinds of Ores

#70 - Animal Kingdom

Fill your Chicken Coop and your Level 2 Barn all the way up,  
as in 5 Chickens and 8 Barn Animals

#71 - Book

Read all Books at the Library

Set 1 is from Spring to Summer

Set 2 is from Fall to Winter

The books - Crop, Animal and Tool - you got at the beginning  
from the Junk Shop, Spring Farm and Sky Ranch are automatically  
read once you got them

#72 - Super Chef

Get 100 Recipes - can be gotten by buying 2 Cooking Utensils

#73 - Second House

Once you have the room for it and the money,  
build a second House

#74 - Expert Angler

Catch every kind of Fish in the Game

#75 - Master Angler

Catch a total of 100 Fish

#76 - Rubber Boots

Catch 10 Boots

#77 - Wild

Get a Wild Animal up to 6 Hearts

#78 - Art

Get Saibara up to 2 1/2 Hearts so he gives you the Aging Pot  
and Henry up to 6 Hearts so Lyla sells a Picture of him

Once you have the Aging Pot and the Picture, you get the Note

#79 - Very Rich

Wake up one morning and have at least 100.000 G

#80 - Flower Girl

Get 2 1/2 Hearts with Nina

#81 - Explosive Girl

Get 2 1/2 Hearts with Ann

#82 - Apron Girl

Get 2 1/2 Hearts with Ellen

#83 - Talented Girl

Get 2 1/2 Hearts with Maria

#84 - Night Moon

Get 2 1/2 Hearts with Eve

#85 - Girl with Glasses

Get 2 1/2 Hearts with Gina

#86 - Princess

Get 2 1/2 Hearts with Dia

#87 - Waitress

Get 2 1/2 Hearts with Katie

#88 - Ponytail

Get 2 1/2 Hearts with Gwen

#89 - Heartfelt

Get 2 1/2 Hearts with Lyla

#90 - Cowboy

Get 2 1/2 Hearts with Blue

#91 - Social Craftsman

Get 2 1/2 Hearts with Joe

#92 - Cool Craftsman

Get 2 1/2 Hearts with Kurt

#93 - Doctor

Get 2 1/2 Hearts with Alex

#94 - Patisserie

Get 2 1/2 Hearts with Carl

#95 - Master Pick-Up Artist

Get 2 1/2 Hearts with Dan

#96 - Fisherman

Get 2 1/2 Hearts with Ray

#97 - Traveler

Get 2 1/2 Hearts with Basil

#98 - Male

Get 2 1/2 Hearts with Bob

#99 - Shy Guy

Get 2 1/2 Hearts with Louis

#100 Meek Heart

Collect all 99 Hearts and go to the Goddess Pond

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FAQ

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Q: Why doesn't Lyla move in, I have everything?

A: Lyla won't send you a Letter when she opens Hearty Lyla.  
Check to the right of the Square.

Q: How do I ride my Horse?

A: I wonder why so many people have trouble with that ..

1. Your Horse must be mature
2. Your Horse needs 2 Hearts
3. Be outside
4. Stand next to it and Press X

Ride it for 10 Hourse straight to get a Star, the more Stars  
the more Stamina it has for Races.

Q: Why can't I upgrade my House to Level 3?

A: Get one Heart with Woody, Kurt or Joe - easiest is Joe, because he loves Turnips.

Q: Why won't Woody sell the L Beds, I upgraded my House?

A: Did you upgrade your First House? It has to be your starting House, or it won't count.

Q: How do I get my Animals out of the Barn with the Reins?

A: Use the Reins with X and walk to the side of the Door, then Press X to release your Animals again and they walk out themselves.

Q: How can I get Truffles?

A: Truffles are underneath Mora Trees - the pink ones in Spring. Dig 2 Circles around them in Fall and see if a Tile is untilled the next day, then till there again.

Q: How can I get my Pig to get Truffles?

A: Don't rely on your Pig, it sleeps most of the time outside.

Q: What Level does my Fishing Pole have to be to catch the Kings?

A: You can catch them with the Iron Pole.

Q: I can't find the Baby-Crib, how do I get it?

A: Woody gives it to you as a present after the Baby is born.

Q: When does Katie move in, I want to marry her?

A: She moves in automatically on Fall 1st. Enter Cafe Callaway and watch the Cutscene.

Q: Who is my Love-Rival and do they marry?

A: The Rivals don't marry in the American Version. The Rivals are ..  
Maria - Ray  
Nina - Basil  
Ellen - Carl  
Eve - Dan  
Gina - Alex  
Dia - Kurt  
Katie - Joe  
Gwen - Bob  
Lyla - Louis  
Ann - Blue

Q: Why does the Game End if I marry Jamie?

A: Because you two compete against each other every day for who gets the more things shipped and who gets most Notes.  
If you marry, you don't need to compete against each other anymore.

Q: How come Jamie has a Farm-Shipping Rate in Winter?



A: A Game Glitch? Or Jamie has a lot of Crops in the Fridge to ship for Winter only? I don't know, it's a mystery.

Q: How many gifts do I have to give (Spouse) for a Heart?

A: Give them 4 Love Gifts (Things that'll cause 3 Hearts to circle their head) and they'll go up one Heart.

Q: I visited the Spring Horse Race, but Ronald and Dan haven't moved in. Do I have to participate?

A: No, you don't. Just plant a Fruit Tree and Ronald'll visit you next morning.

Q: Why did Basil leave?

A: 1. He leaves on Winter 1st - this happens every Year, he returns in Spring.  
2. He leaves other time - you ignored him, ship Flowers and Herbs.

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