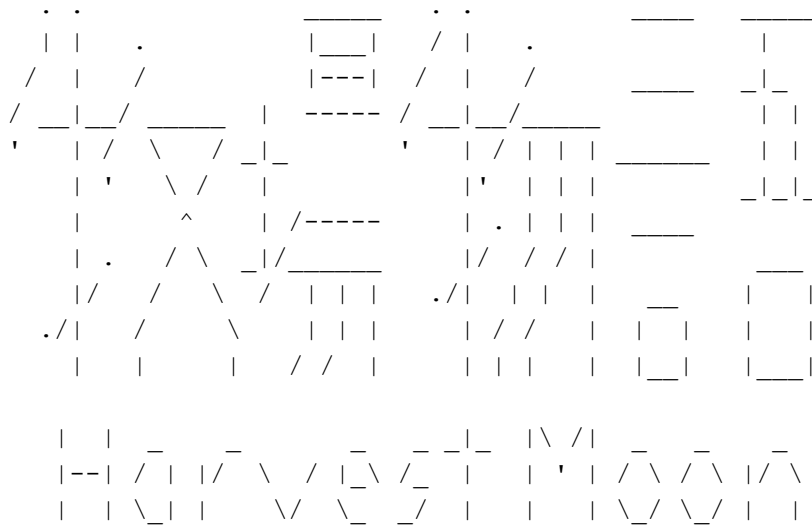


Harvest Moon: Back to Nature Guide

by Sky Render

Updated to v2.60 on Mar 6, 2007

Some stories get taken out to pasture. Here's one that started there.



Bokujou Monogatari ~ Harvest Moon
Harvest Moon ~ Back to Nature

FAQ, Walkthrough, Game Guide, and Gameplay Mechanics Guide
Version 2.60
By Sky Render

NOTE: This walkthrough employs the QuickFind system! To locate data about a particular part of the game, simply search for the QuickFind code listed in the table of contents, found in brackets at the end of each entry!

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I. Preface

Foreword

[PFOREWORD]

Harvest Moon: Back to Nature is one of the most misunderstood games in the entire series, in more than one sense. For a long time, the mechanics of how the game reacts to what you do were only vaguely understood, mostly due to the fact that the game doesn't tell you most of what's going on with it, and many of the guides were left to simply speculate on what did what. This guide was written to change all of that. Using data-viewing software, I've tracked down and debunked almost all of the mysteries of how the game works. This guide is meant to serve as not just a walkthrough, but also a guide to how to make the game do what you want it to do, and as an informational document on what exactly the game is doing at any given time.

For those interested in more of my Harvest Moon: Back to Nature projects, feel free to visit my BTN site: <http://skyrender.saulesco.com/hmbtn.html>

Legal Spiel

[PLEGAL]

Standard legal boilerplate. This guide was written by me (Sky Render), and as such, it's my property. Reposting of this guide in any form without my consent is forbidden. Do not modify this guide or repost it in modified form, ever. I did not make the game that this guide pertains to, and as such, all credit for this title is given to the company that made it (MARUCOME/Victor Interactive Software/Marvelous Interactive).

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Revision History & Contact Information

[PREVISION]

Revision History:

Version Beta

- * Original, archaic form of this guide
- * Nothing but the normal walkthrough and a few of the more basic sections existed
- * Never released (for which we can all be thankful)

Version 1.00 (07 October 2003)

- * First public release
- * All critical data present; the bulk of the guide is essentially complete
- * Recipe data is technically incomplete; not all optional ingredients are listed for every dish
- * Events section incomplete; it should be fleshed out by the next release, possibly even finished (don't get your hopes up on that one; this game has more events than you can shake a sheep at...)

Version 1.10 (15 October 2003)

- * Added contact information (whoops!)
- * A few data errors, lots of typos, and several grammatical no-no's fixed

- * Some minor information additions

Version 2.00 (24 November 2003)

- * Some minor additions and corrections here and there, including a new bug and a new exploit
- * Added the Master Walkthrough
- * Expanded the Produce Guide, making it more useful and informative
- * Expanded the fishing section, renamed it (the QuickFind code is still the same, though)
- * Added the Strategies section to the Game Guide
- * Events data is more complete; some tricky-to-get events aren't listed, as well as most of the rival events
- * Added more GameShark codes of my own devising

Version 2.10 (31 December 2003)

- * Added the Layout Strategies sub-section to the Strategies section
- * Minor corrections and additions to the Fishing Guide section
- * Several new codes in the GameShark Codes section
- * New gameplay mechanics listed for tool use
- * Other various corrections here and there, most won't be noticed
- * More event data added, a few corrections in event data as well

Version 2.11 (16 January 2004)

- * Added the Season Overview sub-section to the Walkthroughs section
- * Added Quick Overview sub-section to each walkthrough
- * Added secondary titles to the normal and master walkthroughs (to go with the original expert walkthrough secondary title)
- * Fixed the long-standing error involving the selling price of Golden Eggs
- * Fairly important correction in the master walkthrough

Version 2.20 (19 March 2004)

- * Added a low-bias review of the game
- * Added the Rumors section (please keep in mind, they're all false!)
- * Added the Your Fatigue sub-section to Gameplay Mechanics, separating the stamina data from the fatigue data
- * 2 new field layouts in the Strategies section
- * Added daily schedules for more villagers
- * Updated the "Winning" the Game section with newly discovered data
- * Added the Important Notice to the preface (please read it if you plan to use this guide with the Japanese version of the game)
- * Added 2 new GameShark codes (baby birth season and day)
- * Various other small changes

Version 2.21 (28 June 2004)

- * Updates and corrections to the Recipes section
- * Added a link to my HM:BTN site in the Foreword
- * Hugely important update to the Fishing Guide, in regards to the Sea Bream
- * Added two new bugs
- * Small correction in the Master Walkthrough
- * Added four new frequently asked questions
- * Removed one rumor that was not in fact a rumor at all
- * Added a new gameplay challenge
- * Added one new layout, revised Patchworks layout to be more efficient
- * Added the Differences between HM:BTN and... section

Version 2.30 (12 August 2004)

- * Updated my contact information
- * Miscellaneous minor corrections
- * Corrected the Legendary Fish term to King Fish
- * Corrected an error in information about the lake in relation to fishing;

- other, minor corrections made to the Fishing Guide
- * Greatly expanded the Recipes section data
 - * Added stamina restoration ranges to the recipes
 - * Added a rough map to help with getting the Mystic Berry

Version 2.40 (07 October 2004)

- * 1-year anniversary release
- * Misc. corrections and updates
- * Added the rest of the daily schedules to the Relationships and Gift-Giving section
- * Added the Tools of the Trade section to the Game Guide chapter

Version 2.50 (07 January 2005)

- * Two new FAQ additions
- * Added the Selling Prices section
- * Redesigned the Your Farm section to be more useful
- * Redesigned the Relationships and Gift-Giving section to be more useful
- * Redesigned the Produce Guide to be more useful
- * Added a new way to get the Mystic Berry

Version 2.56 (17 June 2005)

- * One new GameShark code
- * Added a strategy for winning the swimming contest
- * Added the long-awaited Ultimate walkthrough
- * Added more mechanics concerning animals

Version 2.60 (06 March 2007)

- * A few small corrections here and there
- * One new FAQ entry
- * Several corrections to the Normal walkthrough
- * Added new info on feed bins
- * Added heart level dialogue for the girls
- * Added a new bug (Harvest Festival Bug)

Contact Information:

You can contact me at skyrender@gmail.com or torquemada_gi@hotmail.com, though please add HM:BTN in the subject line if you're asking about (or offering up information and/or corrections to) the guide. Please don't ask me for basic game help, as that's what this guide is for. I didn't write it for my health, after all. Wait, I suppose I technically DID write it for my health, so, er... Well, I wrote it so people would stop asking me about the stuff that's in this guide. Yeah, that's the ticket...

Low-Bias Review

[PREVIEW]

This is a review written very differently from a typical review. It uses a system that I developed along with a fellow netizen, one intended to give a clear picture of a game's features without having much personal opinion mussing things up. Ratings are not on a scale of good or bad, but simply of how present (or absent) something is from the game.

Gameplay:

Repetition [-----*---]

Much of the game involves doing the exact same farm work as the previous

day. Festivals, story events, and other occasions break from this. As well, much of the gameplay that is repetitive is also entirely (or almost entirely) optional.

Depth [-----*-]

Many options exist on how you can play this game. There is no single way that you must take the game on in order to win.

Learning Curve [-----*----]

The game has an in-game tutorial in the form of a TV channel, and there are books in the game's libraries that explain how to do things, but for the most part, you're left to figure the game out on your own. There isn't a whole lot to figure out, fortunately.

Difficulty [-----*----]

While specific goals may occasionally be challenging, the overall challenge of the game is very low.

Continuity [-----*----]

Minigames tend to be fairly difficult, while everything else is easier.

Interface [-----*--]

The interface is very functional, and easy to adapt to. Many help dialogue boxes show up in menus, and tell you what specific buttons do in said menus.

Graphics:

Suitability [-----*]

The environments and terrain all feel very much like they belong in this game, and give an appropriately backwater-village-like setting.

Quality [-----*----]

While not the best graphics on the PS1, they're still fairly good quality.

Fluidity [-----*-]

There are occasional graphical glitches that are inherent to the PS1 (such as objects "overlapping" each other), but otherwise, everything in the game works well with everything else, graphically speaking.

Sound and Music:

Instrumentation [-----*----]

Fairly standard for a PS1 game, HM:BTN sports semi-synthetic-sounding instruments.

Tonal Quality [-----*--]

There's nothing really earsplitting, though some of the music does get annoying after it's been repeated five or six times in a row.

Balance [---*-----]

Quite a bit of the music is only played during events. The majority of the time, you end up listening to either the current season's theme, or the village theme.

Suitability [-----*]

The music fits quite well for the game and its environments, as well as for the events that it's used in.

Story:

Continuity [-----*-]

What little story the game has flows just fine.

Depth of Focus [*-----]

The game's story is more of backstory, and there's not much of that. The primary focus of the game is the gameplay, and writing your own story, as it were.

Clarity [-----*]

There's nothing really confusing at all about the story.

Translation [-----*--]

There are errors here and there, but for the most part, the translation is solid.

Frequently Asked Questions

[PFAQ]

These are the questions asked most often about Harvest Moon: Back to Nature, as well as the most important subjects that a first-time player should know about.

Q: Augh! My character just passed out! Why'd he do that?

A: Because you used too much stamina, silly. Your character doesn't have infinite energy, and sometimes he has to restore it. There's a couple of ways to do this (jump in the hot springs, eat food items, go to bed). Try to pay attention to when your character complains, and take care of him when he's tired.

Q: Why don't my animals like me?

A: Probably because you're not taking care of them properly. Be sure you feed your chickens, cows, and sheep daily, and talk to your cows and sheep daily. You need to pick up your dog and whistle to him daily, and you need to brush and whistle to your horse daily. You only have to take care of any given animal's needs once per day, and any further taking care of them has no effect. Try to avoid hitting your animals with your tools, too. Also, don't expect the farm's animals to all love you in a week flat; it takes two seasons minimum for all animals except chickens to get to 10 hearts (and chickens still take the better part of a season).

Q: How do I use the Basket?

A: Once items are placed in the Basket, pick it up and press Square next to one of the Shipping Bins to empty the Basket into it. You'll know if this works, as the Shipping Bin will do the same animation as throwing crops into it causes (ie. it will make a thunk noise).

Q: How much does (item) sell for?

A: See the Selling Prices section, lookup [GGSELLING].

Q: How do I win the cooking contest?

A: Bake a complicated dish on the day of the festival. If somebody else has also baked the same dish, you probably won't win, so you may have to re-load from your saved game and try again with a different one. Making Relaxation Tea more or less guarantees that you'll win. Of course, winning the festival during the first year is essentially impossible to do.

Q: How do I win the (censored) swimming contest?

A: Three solutions exist. The first is to learn the timing, so you can get the most distance per button press; this is about .3 seconds between button presses. The second is to buy a turbo controller and let it do the button-mashing for you. The third is to use the GameShark code I devised to just cheat your win. I suggest option two or three; the first choice is only for particularly masochistic players. Be sure to stop and breathe once your character's speech bubble turns to an unhappy red face. Hold down the triangle button until the face turns to a yellow happy face, then race to the end. If you have to do another breather before you hit the end, only go up to the neutral yellow face.

Q: How do I win the Sumo Chicken Contest?

A: Luck, mostly. Having 8 or more hearts on your competing bird also helps a lot. Make sure you only egg your chicken on (no pun intended) when it's facing the other chicken, and never when it's facing towards the far side of the ring. Sometimes the game will make your hen act like an idiot and only face the outer ring, in which case you'll probably have to reload from your last save and try again.

Q: Barley took my horse away! How do I get him back?

A: You don't. Once you lose your horse, he's not coming back, ever. You can, however, get a new pony. See the next question.

Q: I never got my pony from Barley. How can I get one?

A: Plant at least 200 squares of land with grass (23 bags should do the trick), and Barley will offer you a pony when the grass reaches its first growth stage (light green). Be sure to agree to take the pony!

Q: How come I can't get married?

A: There are three possibilities. The first is that you aren't doing it right. To propose to a girl, you have to use the Blue Feather. The second possibility is that the girl's heart level is too low (she needs a red heart, and you can buy the Blue Feather at the orange heart level; as such, there's a lot of confusion about this). The last possibility is that you don't have the second house extension. You need this extension before a girl will accept your proposal. And though this should be obvious, you cannot propose on any non-romantic festival day.

Q: I keep chopping at the tree stumps, and smashing at the big rocks, but nothing happens! Why?

A: Three possibilities exist. One is that your tool isn't leveled up enough to deal with what you're trying to get rid of. You need at least a copper axe to chop down tree stumps, a copper hammer to deal with large

stones, and a silver hammer to deal with the misshapen rocks. The second, more likely possibility is that you're not standing in one place to hit the object. You cannot move at all when chopping down a stump or breaking a big stone or rock. The last possibility is that you're just not patient enough. It takes quite a few hits to break the big stones and chop down the stumps.

Q: I upgraded (insert tool name here), but it still does the same thing! What gives?!

A: Tools don't lose previous functionality, they gain new functionality. Basically, just hold down the "use tool" button until your character moves his body to indicate that he's gathering power. Once your character stops moving, he's doing as much as he can with the tool as it stands now. Any further upgrades will increase the amount of power that your character is willing to gather with a tool, and have even more effect.

Q: I threw Cucumbers in the lake like the guides all say, but nothing happened! Where's Kappa? I want my Mystic Berry!

A: You have to throw the Cucumbers after noon, on a sunny day that isn't a festival day, during Spring. Also, you don't throw them at where Kappa actually shows up, you throw them directly down-right from the tree stump in the upper left part of the lake (just press right on the control pad until you hit the lake's edge).

Q: How do I get the Fishing Rod?

A: First off, wait until a Friday, Saturday, or Sunday. Then, put one of your tools away in the toolbox, so you have a free slot in your rucksack. Finally, visit the beach between 7:00AM and 10:00AM (or 7:00PM and 10:00PM) and talk to the man standing out on the end of the long wooden pier. He'll give you his Fishing Rod.

Q: How do I get the Fishing Pole?

A: Catch and/or breed 50 or more fish for your pond. Once you've met this criteria, make sure you have a spare slot in your rucksack, and exit your house. Greg the fisherman will be admiring your fish pond, and give you the Fishing Pole as your reward for being so dedicated. Be sure you talk to him during this event, as he will never return to offer you the Fishing Pole again.

Q: Fishing is too hard! How can I make it easier?

A: Make sure you don't litter. As your litter count goes up, your ability to fish goes down. Beyond that, it's mostly about being able to release the Square button fast enough. Evil, isn't it? It would be infinitely more tolerable if you just had to press the Square button to reel your catch in instead, but no... More in-depth tips can be found in the Fishing Guide section.

Q: What counts as littering?

A: Any item thrown on the ground in the village proper or inside other peoples' homes counts as littering. You can safely throw items to the ground anywhere around your farm, anywhere in the Mother Hill area (the hot springs, the mine behind the waterfall, Mother Lake, the winter mine, the flower garden, the peak, and outside Gotz' House areas), anywhere on Mineral Beach, and anywhere outside of the Poultry Farm and Yodel Ranch.

Q: How much do I need to do to win the game?

A: Look at the "Winning" the Game section of this walkthrough. The known requirements are listed there.

Q: Some of the girls didn't come to give me Chocolate during Winter

Thanksgiving! What gives?

A: Winter Thanksgiving is a very relationship-specific event. Girls must like you enough (have at least a strong purple-heart relationship), and you cannot be married if you want to get Chocolate from anybody but your wife. Also, the girls give different types of chocolate items depending on your heart level with them, so you might get Chocolate Cake instead of just Chocolate, if their heart levels are too high.

Q: How do I catch the Legendary Fish/King Fish?

A: See the Fishing Guide section for details. Using the Fishing Pole is advisable.

Q: May is missing! Where'd she go?

A: Visit Mineral Beach some time at or after 6PM, and check the pier that the boat is docked up against. That's where May will be.

Q: Can I get into Zack's house?

A: No. It's just decoration. People don't even open the door to his house when entering and exiting, which should be a huge tip-off. You can enter his house in Friends of Mineral Town, but not Back to Nature.

Q: Can I get into Kai's seaside lodge?

A: No. See the above question about Zack's house. The same applies here.

Q: How many crops do I have to sell to get Strawberries/Pumpkins/Spinach?

A: You need to sell 101 of each other type of crop for the season that these three special crops are in. That's 101 Turnips, Potatoes, Cucumbers, and Cabbages for Strawberries, 101 Tomatoes, Corn, Onions, and Pineapples for Pumpkins, and 101 Eggplants, Carrots, Sweet Potatoes, and Green Peppers for Spinach. Naturally, you can sell more than this as well, but you cannot buy the special crops if you sell less.

Q: Do I have to learn recipes from villagers to be able to cook them?

A: Nope. Just combine the required ingredients and utensils, and cook up whatever it is you want to make. That's all there is to it!

Differences between HM:BTN and...

[PDIFFER]

Harvest Moon: Back to Nature is similar to quite a few games in the series, so a differences list is in order for each. Below, you will find just that.

Key Differences between HM:BTN (US) and HM:BTN (Eu):

- * Ability to select to play in German as well as English in BTN (Eu)
- * Most menus are expanded slightly to make the German text fit in BTN (Eu)
- * Player and animal animations are twice as fast in BTN (Eu)
- * First version of BTN (Eu) has a lock-up bug when you get married (this was fixed for the second European release)

Key Differences between HM:BTN and HM64:

- * Different villages
- * Backstories are completely different
- * Graphics are larger, more detailed in HM:BTN
- * More diary slots in HM64
- * Longer names possible in HM:BTN
- * More advanced birthday system in HM:BTN
- * Controls allow for more directional movement in HM64
- * Controls allow for quicker rucksack management in HM:BTN

- * Cannot rotate the farm map in HM:BTN
- * Families are different, and have different jobs
- * Information page in HM:BTN is much more detailed than the one in HM64
- * Better game clock in HM:BTN (digital and always visible vs. HM64's analog clock that's only visible on the information page)
- * Fatigue stat made more advanced in HM:BTN
- * Time flows slower in HM:BTN
- * More crops in HM:BTN
- * Tool upgrade system is a bit harder to work with in HM:BTN
- * Start with only 2 rucksack slots in HM:BTN (but the rucksack can be upgraded)
- * Items have different selling prices, many different and new items
- * Can actually cook in HM:BTN

Key Differences between HM:BTN and HM:FoMT:

- * Graphics are all 2D
- * Days are half as long
- * Tools take more effort to level up
- * Mines have 255 floors instead of 10
- * Many more things can be shipped
- * Completely different forageable goods during all seasons
- * 2 new tool power levels, 3 new tool types
- * Maximum chickens is 8
- * Maximum cows/sheep is 16
- * No hothouse expansion
- * Gift-giving system is more complicated
- * Several festivals removed, some new ones added
- * Animals gain affection when left outdoors
- * Heart growth for chickens is as slow as cows and sheep now
- * Can save anywhere, any time
- * Several new subscreens, more detail in general on all subscreens
- * Fish pond is now just a watering hole, can't buy fish food
- * Can have people visit from HM:AWL
- * Most Power Berries are received in different ways than in BTN
- * Start with 75 stamina, Power Berries only boost it by 5
- * Far more recipes
- * You don't get your farm evaluated at all; FoMT is quite possibly the only HM that does not in some way have an ending as a result

Important Notice

[PIMPORNTNT]

The gameplay mechanics are confirmed for the US and European versions only! I have no way to confirm or deny that they work with the Japanese version, or with Harvest Moon: For Girl. This guide may or may not be helpful for players of the Japanese version of the game; I cannot say for sure, as I don't have any solid proof that they do work for that version. If anybody would be willing to test and confirm or deny their functionality for the Japanese version, and provide whatever evidence they can, I would be much obliged.

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II. Walkthroughs

=====

I've decided to take a very different approach to the walkthrough section. Instead of providing one method, I've provided four: normal, expert,

master, and ultimate. Pick the guide that you feel best reflects your patience and willingness to dedicate yourself to the game. None of these guides really take into account the extra time and effort needed to raise girls' affection; that's entirely your choice, so if you find yourself with free time, feel free to make with the romancing.

Season Events

[WSEASONS]

These are the events that occur every year, no matter what. This is meant to be sort of a reference guide. Alternate birthday listings are for if you set your own birthday to that character's birth date. Alternates only exist for the girls.

Spring:

Spring 1 - New Year's Festival
Spring 2 - Louis' birthday
Spring 4 - Bold's birthday
Spring 8 - Goddess Festival
Spring 11 - Saibara's birthday
Spring 14 - Spring Thanksgiving*
Spring 15 - Staid's birthday
Spring 16 - Elli's birthday
Spring 17 - Barley's birthday
Spring 18 - Local Horse Race
Spring 19 - Lillia's birthday
Spring 20 - Elli's birthday (alternate)
Spring 22 - Cooking Festival
Spring 26 - Aqua's birthday
Spring 29 - Greg's birthday
Spring 30 - Sasha's birthday

Summer:

Summer 1 - Opening Day
Summer 3 - Popuri's birthday
Summer 4 - Harris' birthday
Summer 6 - Cliff's birthday
Summer 7 - Chicken Festival
Summer 10 - Popuri's birthday (alternate)
Summer 11 - Basil's birthday
Summer 12 - Tomato Festival
Summer 16 - Timid's birthday
Summer 17 - Ann's birthday
Summer 20 - Cow Festival
Summer 22 - Kai's birthday; Ann's birthday (alternate)
Summer 24 - Fireworks Display
Summer 25 - Thomas's birthday
Summer 29 - Zack's birthday

Fall:

Fall 2 - Gotz's birthday
Fall 3 - Music Festival
Fall 5 - Stu's birthday; Ann's Mother's Memorial
Fall 9 - Harvest Festival
Fall 10 - Hoggy's birthday
Fall 11 - Manna's birthday
Fall 13 - Moon-viewing Day*
Fall 14 - Chef's birthday
Fall 15 - Karen's birthday

Fall 17 - Doctor's birthday
Fall 20 - Carter's birthday
Fall 21 - Sheep Festival
Fall 22 - Anna's birthday; Karen's birthday (alternate)
Fall 27 - Rick's birthday

Winter:

Winter 2 - Kano's birthday
Winter 6 - Gray's birthday
Winter 10 - Dog Race
Winter 11 - Doug's Birthday
Winter 13 - Ellen's birthday
Winter 14 - Winter Thanksgiving*
Winter 15 - Duke's birthday
Winter 19 - Won's birthday
Winter 20 - Mary's birthday
Winter 22 - Nappy's birthday
Winter 24 - Star Night Festival*
Winter 25 - Mary's birthday (alternate)
Winter 26 - May's birthday
Winter 29 - Jeff's birthday
Winter 30 - New Years Party

Season Overviews

[WOVERVIEW]

This is a very brief look at each season and its potentials, as well as what you can do for profit during said seasons.

Spring

Foraging: 2 Blue Grass (1 by hot springs, 1 by Gotz' house), 3 Bamboo Shoots (all by hot springs); 350G total
Other Profit Opportunities: Waterfall mine
Best Crop: Cabbage

Notes: Spring is the least profitable of the growing seasons. Most crops grows at an average pace (except cabbages, which grow slowly), and the regrowables take the longest to come back of any season.

Summer

Foraging: 2 Red Grass (1 by hot springs, 1 by Gotz' house); 200G total
Other Profit Opportunities: Waterfall mine
Best Crop: Pineapple

Notes: The plants of summer grow slowly, meaning that early summer days are nigh-unprofitable. This is made up for by plentiful late-summer harvests, which make for a good head-start on Fall.

Fall

Foraging: 3 Apples (by the tree on the farm), 2 Green Grass (1 by hot springs, 1 by Gotz' house), 4 Mushrooms (1 by hot springs, 2 by Gotz' house, 1 on Mother Hill), 1 Poisonous Mushroom (by gotz' house), 2 Wild Grapes (on Mother Hill), 1 Truffle (on Mother Hill); 1330G total
Other Profit Opportunities: Waterfall mine, Winery (1st year only)
Best Crop: Sweet Potato

Notes: The best profit-making season, hands down. Everything grows fast, and the regrowables grow back even faster than that. The season that makes or breaks many a farm during the first year, depending on planning.

Winter

Foraging: None; 0G total
Other Profit Opportunities: Waterfall mine, winter mine

Best Crop: N/A

Notes: The slow season. You're given the previous 3 seasons to basically build up your dairy during the first year, so that you can make money via methods other than mining. The most boring of all seasons, certainly the least active.

Normal Walkthrough (The 3-Year Basic Plan)

[WNORMAL]

This is an easy and laid-back walkthrough. Most days will end by 6:00PM, and very little actual work will have to get done each day. If you're in it to see the credits roll, or don't want to push the game to the limit, then this is the walkthrough for you. This walkthrough is very much for the first-time player, and explains how you do everything.

Spring, Year 1

[NSPRING1]

=====

1st Spring

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Season's Goals:

- * Get the Brush
- * Get your horse
- * Get the Fishing Rod
- * Get a chicken
- * Get the medium rucksack
- * Get 3 Power Berries and the Mystic Berry
- * Upgrade axe to Copper
- * Upgrade hammer to Silver
- * Upgrade watering can to Gold

Daily Chores:

- * Take care of the animals (pick up your dog and whistle to him, brush the horse whistle to him)
- * Tend to the chickens (give adult chickens feed in their feed boxes, and sell the eggs if there's an egg in the incubator; if not, then put an egg in)
- * Harvest and sell ripened crops (pretty self-explanatory)
- * Forage for items in the mountains, and sell the Bamboo Shoots and Blue Grass
- * Plant and/or water the crops
- * Clear up the farm (move stones into the corner or break them, toss weeds about or use the sickle on them, chop branches with the axe; you can't do anything about the tree stumps or rocks just yet, though)

(NOTE: Daily chores are things you should do every day. It's suggested that you do them in the order listed, too. If a daily chore isn't possible for you to do for any reason, then you don't have to do it!)

Predicted Season's Expenses: About 11,000G

Predicted Season's Profits: About 23,000G

NOTE: If you ever find that your character is getting really tired, you can restore his stamina by having him jump into the Hot Springs behind your farm. Stamina comes back at a rate of 4 stamina per second while in the spring, so it only takes about 30 game minutes to restore 100 stamina.

Spring 1

The game begins! After you've inputted your name, birthday, dog's name, and farm name, the game opens up with a series of cutscenes that introduce you to the farm and the situation. You have 3 years to get this farm back in working order, and if you can get it up to what the village expects of you by then, you get to keep the farm! If you don't, though... Well, that shouldn't be a problem if you're using a walkthrough, right? ^_^

Anyway, you can't actually play the game just yet. Today is just an introduction.

Spring 2

This is the first real day. Familiarize yourself with the house, because you'll have to do quite a bit here. Don't worry, the clock is frozen while you're indoors, so you can take as long as you want getting used to your base of operations. The TV has four stations (the weather channel, news, Life on the Farm, and entertainment TV that changes on a daily basis). Life on the Farm is the game's tutorial, but it's a bit misleading at times. The news lets you know about any upcoming festivals and when they are. The entertainment program doesn't really do anything, but the shows can be funny sometimes. And finally, the weather channel is the most important TV station of all. Unlike real life, this weather channel is never wrong, and it can help you shape your farm to know what the weather will be like tomorrow.

Next up on the list of things to check out is the bookshelf. This lets you set the game's controls up, and get some basic help. The game is set up rather nicely as it is, so I don't suggest you change the controls any, unless you really don't like the control setup. Next item of interest: the calendar. The calendar shows you when any upcoming events are (festivals, and maybe even your wedding some day!), as well as telling you what the current day is. In lower right of your house is the tool chest, where you will find all of the tools of the trade you have available to you. For the time being, let's grab the hoe, watering can, and axe. The last item of interest (which we won't need until this evening) is the diary, which is by your bed. You can make a diary entry (which is how you save your game), read a diary entry (load a saved game), or trade animals here. Of course, by making a diary entry, the current day ends, so be sure you don't use it until you're ready!

Alright! Now that we have the house covered, let's head outside. The mayor will be waiting for you, and offer to give you a tour of the town. I suggest that you take it, as it will introduce you to the people of the village, as well as the shops and services. It only takes two game hours of time, too! Anyway, once you're back on your farm, pick up your puppy and put him back down. Once his tail stops wagging, walk a bit away and use the dog whistle (if he doesn't respond, then you used the horse whistle; try the other one). Once he barks and starts running towards you, then you know you've got it right. Once that's done, it's time to start clearing the farm up. Starting from near your house, chop up branches, move rocks aside, and throw out weeds until you've freed up enough space to make some plots of land with your hoe. Dig them like this:

ooo
ooo
o o

o o
ooo
ooo

Within these dynamic plots, we're going to plant some seeds. But first, we need (you guessed it) the seeds themselves! Run on into town, and visit the supermarket. Since you have 500G available, let's get 2 bags of Cucumber seeds. They're easy to manage, and they grow back every five days after the first harvest. Good deal! Head back to the farm, go inside, and replace your hoe with your newly-bought seeds. Go outside and stand in the middle of one of your plots. Now, place the seeds in your hands, and use them. If done right, you should have all 8 plowed squares with seeds on them. Go and do this to the other plot, as well. Before we water the crops, let's go forage the Bamboo Shoots and Blue Grass from the Hot Springs and Gotz' House. Just grab them and put them in the rucksack with L2 as you pick them up. Since your rucksack is so small, you can only hold two items at once, so you'll have to make two trips. Put the items in the shipping bin inside the chicken coop (since time doesn't flow indoors, this will save you a bit of time). Once you've foraged, fill the watering can up with water, and water the seeds.

By now, it's probably already getting late, possibly even close to 5:00PM. If you still have some time left, then start clearing the farm up some more. At 5:05PM, Zack will show up and take the Bamboo Shoots and Blue Grass from the shipping bin, and you'll get some extra money. Neat! Keep clearing up your farm until your character gets tired, or until you get tired of it, and then go to bed.

Spring 3

This is a normal day. What that means is that you just have to do your daily chores, and once they're done, you can go to bed. Most days are like this, so if you don't see a day listed in the walkthrough, that means it's a normal day. A note for specific days: you should always take care of the animals and tend to the poultry and livestock first thing. One thing you can do today (if it's not raining) is to go visit Mother Hill after noon, and attempt to cut the tree up there down. Agree to not cut it down after all, and the tree will give you a Power Berry! Whee! You can also dig one of those berries up from the mine. Just keep going further underground, and you'll eventually find it. An added bonus of getting this berry is that you'll get a few 10G bonuses, as well. One final note: on days that are normal days, after you've done all of your daily chores, use up your remaining stamina inside your house by swinging your hammer around. Try and get it up to 200% by the 19th. If you want to get it stronger by smashing rocks outside, just be sure you leave at least one small stone uncrushed.

Spring 4

You have some loose change from those Bamboo Shoots and Blue Grass you've been selling (you should have about 800G now), so let's go get the horse and the Brush! Go visit Yodel Ranch (it's two doors down from your farm; just go to the upper-left of your house to the first area of the village, then head down-right to the poultry farm and down-right to the ranch), and agree to take care of the pony that May and Barley are fussing over. Name it whatever you like, then go to Saibara's and buy the Brush tool. The

pony is easy to take care of. Just brush him every day and whistle to him. I suggest that you keep him in his stable all the time, as it's a pain to have to find him and bring him inside whenever it's raining. Other than this diversion, this is a normal day.

Spring 6

Again, you should have some loose change from the Bamboo Shoots and the Blue Grass (700G this time), so buy some Turnip Seeds from the supermarket (5 bags, to be exact) and plant them (with the same method you used for your Cucumber plots, 8 squares of tilled land). Before you even go to the market, though, empty one slot of your rucksack, visit the docks between 7:00AM and 10:00AM, and talk to Greg. He'll give you the Fishing Rod. Woot, free items! Anyway, plant and water your new Turnip seeds (you HAVE been watering daily, right?), finish the day's chores, then go to bed.

Spring 7

If you've been giving items to a girl, and they have a purple-heart relationship or better with you, you might be able to ask a girl to the Goddess Festival tomorrow. Don't worry if you can't, though; it's not a big deal. Other than this tidbit, today is a normal day.

Spring 8

Today is the Goddess Festival! Once you've got your day's chores done, go and attend it. This is a good way to make friends with the villagers. Talk to everybody, then talk to Mayor Thomas and agree to starting the festival. After it's over, finish any of the day's chores you may have left to do, then go to bed. Note that you won't get any money for the stuff you foraged today until Zack shows up tomorrow. This is true of most festivals.

Spring 10

The turnips you planted on the 6th are ready today, getting you some more money. Save the profits for now, however.

Spring 11

The cucumbers are ripe! Grab all of the cucumbers from both of the clusters, and sell them all. This will get you quite a bit of money tomorrow, and compounding with what you already have, you should be able to afford your first chicken come tomorrow (or possibly even today, if you have 1,550G already)! Be sure to buy at least 5 chicken feed along with your new clucker, and make sure you provide it with 1 unit of chicken feed per day. To do this, just grab some chicken feed and put it in a feed box. When your chicken starts laying eggs, put the first one in the incubator (you can sell the ones that come after that, of course). Eventually, that egg will hatch into a baby chick. Keep up the incubating of eggs, and you'll never have to buy another chicken again! You should have enough by now for the Medium Rucksack, so go and buy it! Also, come tomorrow, buy 5 more bags of Turnip Seeds, and plant them in the place of the turnips you just harvested today. Also, stock up on chicken feed tomorrow, and be sure to buy more whenever your store of it is getting low.

Spring 14

This is the Spring Thanksgiving (actually, it's more like Valentine's Day than Thanksgiving). Since you don't have a kitchen yet, you can't possibly

give any girls cookies. Other than it being a holiday (and one of the rare ones that the shipper still shows up on), this is a normal day.

Spring 16

Today, another harvest of Cucumbers is ready! This will get you another 960G, which should be invested in upgrading the axe to Copper status. Since you should have been clearing up the farm every evening after all other chores are done, the axe should be at least 100% by now. Go to the mine and dig up a piece of Copper Ore, stick it in your rucksack, and head to the blacksmithy once it's open. With the axe in your hand, walk up to Saibara, pull out the Copper Ore, and ask him to upgrade your axe. It costs 1,000G, and your axe will be ready in 3 days (on Spring 19).

The second batch of Turnips are ripe, as well! Back on the 15th, the Mayor may have requested that you bring him 3 Turnips. If you agreed to help him, then grab 3 of them and give them to him some time today. Ship the rest, of course, and plant 5 more bags' worth of seeds in their place.

Spring 18

The horse race is today! You can't participate in it this year, but once you have your daily chores done (you do your watering after the races if you want), then feel free to go to it and make friends. Don't spend any of your money on the horse race tickets; the prizes are not only useless to you at this point (other than the uber-expensive Power Berry), but they're also far too expensive. You should get your axe back tomorrow, meaning that you can start clearing away the tree stumps on your farm. Be sure to do that! Also, you might want to start chopping up the tree stumps up on Mother Hill, too. Finally, you'll want to have Saibara start upgrading your hammer to Silver tomorrow, too.

Spring 20

Another batch of Turnips are ripe by now. Sell them, replant, and keep the funds handy.

Spring 21

Another batch of Cucumbers should have sprouted today. Grab 5 of them, and once noon time passes (as long as it's not raining, that is), toss all 5 into the small pond that the waterfall pours into. Once you've tossed in the last one, the Goddess will show up and give you a Power Berry! Whee! After you do this, take the remaining 3 Cucumbers from the same plant, and go up to Mother Hill. From the stump near the upper left edge of the lake, walk straight towards the lake 'til you hit the shore. Facing away from the stump toss your 3 Cucumbers in. If done right, Kappa should show up each time, and give you his berry the last time. The rest of the Cucumbers should be shipped, of course.

Spring 24

The latest batch of Turnips is in! Ship them all out, and buy and plant 5 more bags of them tomorrow (since once again, the supermarket is closed today). Otherwise, this is a normal day.

Spring 26

The last batch of Cucumbers is in for the season. Ship them out, then cut the Cucumber plants down with the sickle.

Spring 29

Water your crops early today, and then go to the mine and dig up a Gold Ore. Then, go to Saibara's blacksmith shop, and have him upgrade your watering can. It's a bit pricey at 3,000G, but well worth it!

Spring 30

The last harvest of Turnips (and the last harvest of the season) is today. Ship them off, and finish the day's chores. Around 1:00PM, go and visit the Inn, and buy 3 bags of Pineapple Seeds from Won, as well as 1 bag of Pink Cat Seeds. Once you have those, don't plant them; just leave them in your toolbox for now. Finish anything you need to do, and then get ready for Summer!

End-of-Season Profits: Around 7,000G

Summer, Year 1

[NSUMMER1]

====

1st Summer

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Season's Goals:

- * Get 1 Power Berry (it's okay if you miss it, though)
- * Upgrade the chicken coop
- * Start the honey tree
- * Upgrade the house
- * Upgrade the axe to Mystrile
- * Get the Large Rucksack
- * Get the Basket
- * Get a cow

Daily Chores:

- * Take care of the animals
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (just sell the 2 Red Grass, and chop down all of the tree stumps)
- * Water the crops
- * Clear up the farm (there shouldn't be much left to do by now)

Predicted Season's Expenses: About 35,000G

Predicted Season's Profits: About 40,000G

NOTE: Sometimes, hurricanes occur during summer! These nasty storms will rip up crops, and prevent you from taking care of any animals! If you don't want this to happen (who WOULD want it to happen?), then use the double save trick (listed in the Bugs and Exploits section) to evade these nasty weather occurrences. You can also use my own crafted GameShark codes to evade the storms. Just be sure that you evade a storm on the day BEFORE the storm hits, not on the day OF the storm.

Summer 1

Today is Opening Day. Get the daily chores done (not much at this point), then head for Mineral Beach. The swimming contest is one of those deceptive minigames, in that it sounds easy but is really very difficult. The trick is to press X about once every .3 seconds; the timing is really hard to explain. If you have a turbo controller, then feel free to use it. Just set turbo for X, and hold down X until your character spouts an angry red bubble. Then let go of X and hold down the triangle button until the face turns happy again. Hold down X until you hit the finish line (you might have to do another breather session near the end). The prize is this season's coveted Power Berry, so if you possibly can, win the festival!

Summer 2

Now you can actually start doing the whole planting gig for the season. Expand your existing plots out to 9 squares now; you'll be able to water full 9-square plots now, so there's no need to limit your production capabilities any longer! Plant your Pineapple and Pink Cat Seeds (put the Pink Cat Seeds some distance away from the Pineapple Seeds), and then head into town and buy 3 bags of Tomato and Corn Seeds from the supermarket. Once 10:00AM rolls around, pay Saibara a visit, and pick up your new and improved watering can! Fill it up (Saibara emptied it), and water your new crops and flowers. You should also start the chicken coop expansion today. Finish all other chores for the day, then head for bed.

Summer 6

The chicken coop should be fully expanded today! Be sure to take full advantage of both incubators. Other than this, today is a normal day.

Summer 7

Today is the Sumo Chicken Festival. If you bought your chicken by Spring 12, and took care of it daily, then it should have 9 to 10 hearts by now. Have it participate in the festival, and keep redoing the day until your chicken wins. Why? Because winning the festival means that the winning hen produces Golden Eggs! This won't change anything just yet, but once you get the Mayo Maker, you'll be glad you won! Anyway, daily chores, yadda yadda yadda. Tomorrow should mark the sprouting of your Pink Cat Flowers, which will get the beehive going! When that happens, be sure to take your first harvest of honey to Louis (he lives at Gotz' cabin) and give it to him; this will make your honey worth 60G each (instead of 50G each).

Summer 11

The first tomato harvest is today. Ship them out. All of them. Sorry, I couldn't resist. Other than the harvest, this is a normal day. Do chores, go to sleep.

Summer 12

Today is the Tomato Festival. And the first batch of tomatoes came in yesterday. Coincidence? I think not. Anyway, you can participate if you want. Winning is mostly a matter of picking a solid team, since this minigame relies more on luck and skill than ability to mash a button really fast. If your team wins, then everybody at the festival will like you better. If you lose, there's no penalties. I usually just skip this festival, since it's probably the hardest one outside of Opening Day to

win, and the reward is far less.

Summer 15

Another tomato harvest is today! Harvest them and sell them, of course. Otherwise, this is a normal day.

Summer 16

Harvest numero uno of corn should be ready today. Send them all out, and complete the day's chores. You should spend your gains on the Large Rucksack come tomorrow.

Summer 19

Another harvest of tomatoes. Save the profits up this time. Normal day beyond the harvest.

Summer 20

Corn harvest number two is today, and today is the Cow Festival. You can attend this festival if you wish, but there are no benefits in doing so just yet, since you don't have any cows.

Summer 22

Today will be your favorite day of the season, I guarantee it. The pineapples are finally ready! Ship the pineapples out. Come tomorrow, buy the Basket from the supermarket, and have Saibara upgrade your axe to Mystrile form. Hire Gotz to expand your house today, too.

Summer 23

There's another batch of tomatoes ready for shipment. Pretty pathetic profit after the pineapple harvest, but still, every G counts.

Summer 24

Today is a corn harvest, and the Fireworks Display. Once you've gotten everything done on the farm, go to Mineral Beach to watch the fireworks. You can ask any of the girls to watch it with you, but I don't think they'll agree unless they like you at least a bit.

Summer 26

Your house should be expanded now. The expanded house has several new features: a cupboard (which can hold any non-food item), a refrigerator (which can hold any food item), and a kitchen (which you can use to cook in). Since you don't yet have any kitchen utensils, your cooking options are limited as of now. However, your new fridge could come in handy. Start putting Red Grass in it instead of shipping the grass.

Now that you have the first house extension, there's a new TV station, called TV Shopping. You can order kitchen utensils off of it! Today's offering is the Knife for 3000G. That's actually a good deal, so be sure to stop by the Inn today and order it via the phone there. Otherwise, this is (of course) a normal day.

Summer 27

There's a harvest of tomatoes today. Use the basket to gather the crops

in; you'll be surprised at how much time this saves. Sell the tomatoes, of course, but save the profits up. Since there won't be another harvest of tomatoes, once you've harvested all of the outer ones, cut one of the plants away with the sickle so you can reach the inner tomato in each plot, and ship those out (or save them in your refrigerator). You obviously don't need to water the tomatoes any longer.

Summer 28

Another harvest of pineapples today! And corn, but that's second priority now. Gather and sell all of the fruits and vegetables. Now for a bit of a risqué investment: come tomorrow, you're going to be getting your first cow! Yep, you're already buying livestock. Makes ya proud, doesn't it? Be sure to buy some fodder to feed the cow with, as well. You just have to be sure to talk to your cow and feed it daily, and of course, you should buy more fodder if you start running low. Use the cut-to-the-center trick on the crops to get those last fruits and vegetables, and either ship them or save them in the fridge. Now you have no crops left to tend to for the rest of the season! Yay?

Summer 30

The last day of the season is today, obviously. It is a normal day, but it's worth noting that you'll want at least 3,500G for next season. Oh, and cut down the remaining crops on the field, since they're not going to do anything but take up space next season.

End of Season Profits: Around 5,000G

Fall, Year 1

[NFALL1]

====

1st Fall

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Season's Goals:

- * Get the Milker
- * Upgrade the barn
- * Get 9 more cows
- * Plant 12 bags of grass

Daily Chores:

- * Take care of the animals
- * Tend to the cows
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (there's tons of stuff to forage during Fall; stick everything in your fridge if you want, or ship it for even more profit; don't forget to chop down all of the stumps, too!)
- * Water the crops
- * Cut the grass (with the sickle, of course)

Predicted Season's Expenses: About 70,000G

Predicted Season's Profits: About 80,000G

Fall 1

Clear up your field and get your 9 plots of land ready for this season's vegetables. Since they're so valuable, we're going to dedicate this entire season's field space to Sweet Potato seeds. Buy 9 bags of Sweet Potatoes, and plant and water them all. Finish the day's chores, then go to bed. Oh yes, and Won might come by today (or some time soon) to sell you a dog ball for 100G. Buy it! By throwing the ball for your dog, as long as he comes back to you with it and barks at you, you can increase his intelligence a bit every day. You only have to throw the ball for him and have him bring it back once per day; any other times you do won't have any effect.

Fall 3

Today is the Music Festival. After everything is done on the farm, go to the church and head inside. You need to arrive between 6:00PM and 6:50PM, so don't slack off. Once inside, talk to Carter to begin the festivities. If you agreed yesterday to help him out, then you'll also be performing, and everybody present will like you a bit better.

Fall 6

The first of nine harvests is today. Ship the Sweet Potatoes out, and use the profits tomorrow to buy the Milker.

Fall 9

The second of nine harvests is today, and it's also the Harvest Festival. Ship your items out, and bring an egg to the festival. Put the egg in the hot pot, and everybody present will like you a bit better. This game just hands out the free affection, doesn't it? Anyway, you should be able to afford the barn upgrade now, but you won't be able to have Gotz start it until the next harvest day. Be sure to order the Pot from TV Shopping tomorrow.

Fall 12

The third of nine harvests is today. Go see Gotz today, and have him begin upgrading your barn. Also, stop by the supermarket and buy 12 bags of grass. Plant them all on the far side of the field (you don't have to water them, thankfully).

Fall 13

Today is Moon-Viewing Day, and one of the rare holidays that all of the shops are still open on. Go and buy a new cow (or two) from Barley with yesterday's harvest profits. If you go up to Mother Hill between 6:00PM and 8:00PM, you'll find the girl who likes you best up there. View the moon with her.

Fall 14

Duke will come by today to ask you to help with the grape harvests. Agree to it, even if you don't plan to. If you want Cliff to stay in the village for the rest of the game, go and find him today and tell him about the job.

Fall 15

The fourth of nine harvests is today. Use the profits tomorrow for another cow, and the Mixer from TV Shopping. At 4:30PM, even if there's crops left on the plants, head into town and go to the winery. You need to get there between 4:45PM and 4:59PM. Participate in the grape-gathering, and grab all 16 grapes (one of which is impossible to get if you don't get it first thing; search the vine in the upper right first for grapes). Do this every day for the next six days (including today, of course).

Here's the layout for the winery grapes:

Key:

H = House V = Vines G = Grape
D = Duke C = Cliff's final destination
| and _ = Fence

```
HH VVG GVV|
HH GG GG|
| C |
| GG GG|
D VVG GVV|
| GG GG|
|_____|
```

Fall 18

The fifth of nine harvests is today. Use the profits Tuesday for two more cows.

Fall 21

The Sheep Festival is today, but since you don't have any sheep yet, there is no point whatsoever in attending. This is also the sixth of nine harvests. Tomorrow, invest in another cow.

Fall 24

The seventh of nine harvests is today. Invest yet again in cows, as well as buying the Whisk from TV Shopping.

Fall 27

The eighth of nine harvests is today. Invest yet again in cows. Starting to see a trend here? By now you should have (or be close to having) 10 cows.

Fall 30

The ninth and final harvest is today. Ship all of the sweet potatoes out, saving a few if you wish for the icebox. You won't be able to use the profits until next season, but that's okay.

End of Season Profits: About 10,000G

Winter, Year 1

[NWINTER1]

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1st Winter

Su Mo Tu We Th Fr Sa

1
2 3 4 5 6 7 8
9 10 11 12 13 14 15
16 17 18 19 20 21 22
23 24 25 26 27 28 29
30

Season's Goals:

- * Upgrade the sickle to Mystrile
- * Get 4 Power Berries
- * Get the Clippers
- * Get 5 sheep

Daily Chores:

- * Take care of the animals
- * Take care of the cows and sheep
- * Take care of the chickens
- * Forage (chop down the lumber, and mine in the winter mines; you can use the basket to collect large amounts of minerals from the Winter Mines, which will up your season's profits considerably)
- * Fish (this isn't critical, obviously)

Predicted Season's Expenses: About 30,000G

Predicted Season's Profits: About 40,000G, possibly more if you mine

Winter 1

The start of the season of rest... Except, of course, that you'll probably not be getting much rest at all. Start the day the usual way, and be sure to grab the Power Berry behind the winter mine. Take your basket and dig in the winter mine until you've filled the basket with 30 pieces of Orichalcum and/or Adamantite (just toss the Mystrile). Doing this should get you the winter mine Power Berry eventually, as well. Be sure to grab a few pieces of each type of ore to store in the cabinet, as well. That way, you won't have to wait until next Winter to collect it. Oh yes, and be sure to order the Rolling Pin from TV Shopping today. As the season progresses, fish in the ocean for the elusive Power Berry found in it.

Winter 8

Order the Oven off of TV Shopping, and if you haven't already, get a sheep.

Winter 10

The Dog Race is today. You can have your dog participate if you want. Winning it doesn't really do much, so it's not mandatory. By now, you should be able to afford another sheep. Be sure to keep getting sheep as money comes available for them, and don't forget to keep your fodder (and chicken feed) stock high! I'll assume that you're buying your sheep when money is available for them, and not mention it again. Just be sure that you have 5,000G available on the 15th and 22nd, and 2,500G available on the 29th.

Winter 14

Winter Thanksgiving is today. Any girl who has at least a purple heart relationship with you (at least 10,000 affection, in other words) will show up today and give you gifts, as long as you're not married (which isn't

even possible yet, since the house is still in stage 2). Try and get every girl up to at least 10,000 affection before this day, as you can get Chocolate if you do (which is the rarest item in the game; you can't get it any other time). Tomorrow, be sure you order the Seasoning Set off of TV Shopping.

Winter 22

Order the Power Berry off of TV Shopping. Good deal!

Winter 24

This is the Star Night Festival. If you have good relations with one of the girls, talk to her on the 23rd several times, and she'll probably invite you over to her place for dinner tonight. If this does happen, be sure to show up between 6:00PM and 7:50PM!

Winter 29

Order the Frying Pan off of TV Shopping.

Winter 30

This is the New Year's Party. Go up to Mother Hill after all of your day's work is done, to the peak. Everybody is there, awaiting the first sunrise of the new year. Join in and gain some respect from the village. The time to arrive is at midnight, surprisingly.

End of Season Profits: Varies; hopefully around 3,000G

Spring, Year 2

[NSPRING2]

====

2nd Spring

Su	Mo	Tu	We	Th	Fr	Sa
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Season's Goals:

- * Unlock the Strawberry crop
- * Get 6 more sheep
- * Plant 9 more bags of grass
- * Upgrade the house again
- * Get the Mayo Maker
- * Get 1 Power Berry

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (You should now save all of the foraged foodstuffs in the fridge; don't forget to chop lumber, too!)
- * Water the crops
- * Cut the grass

Predicted Season's Expenses: About 75,000G

Predicted Season's Profits: About 80,000G

Spring 1

Today is a festival. After the day's work is complete, go to either the inn or the square, depending on what group of people you want to like you better.

NOTE: During this season, until you have a full barn of 10 cows and 10 sheep, you should spend any available money on sheep. Once you have a full barn, buy the 9 bags of grass and plant them. Once that is done, get the house upgraded, and when that's taken care of, spring for the Mayo Maker. The reason for not listing the specific goals per day is because your profits will vary according to how much you mined during Winter.

NOTE 2: Your horse will also grow up at some point during this season. As long as he has at least 8 hearts, you'll get to keep him, and as an added bonus, you can start riding him. When you ride your horse, you increase his stamina (though you can only increase it once per day), and this increased stamina will let him do better in the local horse race on the 18th of Spring.

Spring 2

The supermarket is closed today, so buy 6 bags of Cabbage Seeds from Won and plant them.

Spring 3

Get your supermarket seeds today. Since you've already shipped a lot of crops the previous year, you only need to buy 3 bags of Cucumber Seeds, 12 bags of Potato Seeds, and 1 bag of Turnips. Plant the Cucumbers, Turnips, and 4 bags of the Potato Seeds. When the Turnips are ripe, store them in your icebox.

Spring 8

The Goddess Festival is today. Chances are that this year, you'll be able to ask a girl to go with you. Whatever the case, attend it to make friends with the villagers.

Spring 11

The first batch of Potatoes is ready now. Ship them out and replace the freed-up field space with more Potato Seeds. Do this again the next Potato harvest.

Spring 14

It's Spring Thanksgiving again, and this time, you can give cookies to the girls. Just bake some up in the kitchen, and give them to the girls at some point during the day (but before 5PM, please!).

Spring 18

The local Horse Race is today. If you've taken good care of your horse, and ridden it around since it grew up, you'll have a shot at winning. Keep trying until you do if you want the Power Berry for this season. If not,

just leave it for year 3.

Spring 22

The Cooking Festival is today. If you want to win it, get some Relaxation Tea Leaves from the Harvest Sprites some time before the 22nd, and on the day of the festival, make the tea with as much as you possibly can.

Spring 30

The last day of the season. Be sure that you have everything done for the season (including having saved some of each crop in the fridge), and if you haven't yet, buy some Strawberry Seeds for next year. Also, buy 4 bags of Pineapple Seeds from Won (or more, if you want more money next season), and 12 bags of Pink Cat Seeds.

End of Season Profits: At least 4,000G

Summer, Year 2

[NSUMMER2]

==--==

2nd Summer

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Season's Goals:

- * Get the Cheese Maker
- * Get the Yarn Maker
- * Unlock the Pumpkin crop
- * Get the Hothouse
- * Get 1 Power Berry

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (You should now save all of the foraged foodstuffs in the fridge; don't forget to chop lumber, too!)
- * Water the crops
- * Cut the grass

Predicted Season's Expenses: About 80,000G

Predicted Season's Profits: About 100,000G

Summer 1

Opening Day is today. If you missed the Power Berry last year, you have another shot at getting it this year. The contest is still just as hard as it was before, though.

NOTE: As with last season, no specific dates are given for getting the two Maker machines or the Hothouse. Get them when money is available for them.

Summer 2

Buy 12 bags of Onion Seeds, 1 bag of Corn Seeds, and (if you didn't store any Tomatoes last year) 1 bag of Tomato Seeds. Plant 4 of the bags of Onion Seeds, as well as the Pineapple, Corn, and Tomato Seeds. Plant all 12 bags of Pink Cat Seeds on the far side of the farm. Be sure to refresh the Onion plots as harvests are made.

Summer 7

The Sumo Chicken Festival has arrived again. Enter your second-best hen (seeing as your first should've won last year), and win again this year. Some time soon, Anna should show up and ask to pick flowers. Let her, and she'll give you the last Power Berry.

Summer 12

The Tomato Festival is back. Attend if you'd like, but don't feel pressured to.

Summer 20

The Cow Festival is today. Enter your original cow, and watch as it begins producing Gold Milk. Yum.

Summer 24

The Fireworks Display is today. Watch it with your best girl if you want.

Summer 30

The last day of the season, and the checkpoint. Make sure you have all of the season's goals met, then start in on Fall.

Fall, Year 2

[NFALL2]

====

2nd Fall

Su	Mo	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Season's Goals:

- * Unlock the Spinach crop
- * Complete a large number of recipes

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage
- * Water the crops
- * Cut the grass

Season Overview: At this point, giving an in-depth walkthrough is no longer necessary. Simply make sure that you plant enough crops to unlock the Spinach crop, with time to plant some once you do unlock it (4 plots of Eggplants, 6 plots of Carrots (which you should refresh at the appropriate time), and 2 plots of Green Peppers). This season is very much lacking in any real goals, since most everything was completed last season.

Winter, Year 2

[NWINTER2]

====

2nd Winter

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Season's Goals:

- * None whatsoever

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Forage

Season Overview: A very boring and aimless season. Just keep at it, Spring is just around the corner.

Spring, Year 3

[NSPRING3]

====

3rd Spring

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Season's Goals:

- * Plant some Strawberries
- * Finish as many recipes as possible

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage
- * Water the crops
- * Cut the grass

Season Overview: An almost entirely aimless Spring. By now, you should have the hang of the game, anyway. If you didn't get the Horse Race Power

Berry last year, you can just brute force buy it by betting an excessive amount on a sure winner during one of the races.

Summer, Year 3

[NSUMMER3]

==--==

3rd Summer

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Season's Goals:

- * Plant some Pumpkins
- * Finish all remaining recipes

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage
- * Water the crops
- * Cut the grass

Season Overview: Bored yet? The game loses a lot of interest right around this point. Just keep plodding on, the game's end is almost in sight.

Fall, Year 3

[NFALL3]

==--==

3rd Fall

Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Season's Goals:

- * None whatsoever

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage
- * Water the crops
- * Cut the grass

Season Overview: Another boring season. Just a bit longer, just a bit longer...

Winter, Year 3

[NWINTER3]

====

3rd Winter

Su	Mo	Tu	We	Th	Fr	Sa
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Season's Goals:

- * None whatsoever

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Forage

Season Overview: It's just like Winter of Year 2, except that now your recipe book is full (and your total G is much higher, too). The last stretch before the credits roll...

Year 4 and Beyond

[NYEAR4]

====

As the first of Spring opens up in year 4, you'll receive your final evaluation. If you did everything as this walkthrough asked, then you will most definitely get to keep the farm. After this, it's just an endless loop of doing the same stuff you did during year 3 (minus the minor goals of planting the secret crops and finishing the recipes). Congratulations on completing Harvest Moon: Back to Nature!

Quick Overview

[NOVERVIEW]

====

This is a list of all of the goals of the game, in very terse form. If you just want a quick idea of where you should be at or what you should be doing, then this is the place to look.

Normal Walkthrough Goal List

Year 1

- Spring 2 - Plant 2 Cucumber
- Spring 3 - Get 2 Power Berries
- Spring 4 - Get pony and brush
- Spring 6 - Plant 5 Turnip, get Fishing Rod
- Spring 12 - Buy a chicken
- Spring 15 - Upgrade axe to Copper
- Spring 17 - Get Medium Rucksack
- Spring 19 - Upgrade hammer to Silver
- Spring 21 - Get 1 Power Berry & Kappa's Berry
- Spring 29 - Upgrade watering can to Gold

Spring 30 - Buy 3 bags of Pineapple Seeds, 1 bag of Pink Cat Seeds

Summer 1 - Get 1 Power Berry (optional)

Summer 2 - Plant 3 Pineapple, 3 Corn, 3 Tomato; upgrade Chicken Coop

Summer 7 - Win Chicken Festival

Summer 16 - Get Large Rucksack

Summer 22 - Upgrade House

Summer 23 - Get Basket, upgrade axe to Mystrile

Summer 26 - Order Knife off of TV Shopping

Summer 29 - Buy a Cow

Fall 1 - Plant 9 Sweet Potato

Fall 7 - Buy the Milker

Fall 10 - Order Pot off of TV Shopping

Fall 12 - Upgrade Barn, plant 12 Grass

Fall 13 - Buy 2 Cows

Fall 16 - Buy 1 Cow

Fall 17 - Order Mixer off of TV Shopping

Fall 20 - Buy 2 Cows

Fall 22 - Buy 1 Cow

Fall 24 - Order Whisk off of TV Shopping

Fall 25 - Buy 2 cows

Fall 28 - Buy 1 Cow

Winter in general - Get 5 Sheep

Winter 1 - Get 2 (or 3) Power Berries, order Rolling Pin off of TV Shopping

Winter 7 - Order Oven off of TV Shopping

Winter 15 - Order Seasoning Set off of TV Shopping

Winter 22 - Order Power Berry off of TV Shopping

Winter 29 - Order Frying Pan off of TV Shopping

Year 2

Spring in general - Get 5 Sheep, plant 9 Grass, upgrade House, get Mayo Maker

Spring 2 - Plant 6 Cabbage

Spring 3 - Plant 3 Cucumber, 1 Turnip, 4 Potato

By Spring 21 - Get Relaxation Tea Leaves, make Relaxation Tea for festival

Spring 30 - Buy at least 4 Pineapple Seeds, 11 Pink Cat Seeds

Summer in general - Get Mayo Maker, get Yarn Maker, build Hothouse

Summer 1 - Get a Power Berry (if you missed it before; still optional)

Summer 2 - Plant Pineapple, 1 Corn, 1 Tomato, 4 Onion

Summer 7 - Win Chicken Festival

Summer 20 - Win Cow Festival

Fall in general - Unlock and plant Spinach

Winter in general - No goals

Year 3

Spring in general - Unlock and plant Strawberries

Summer in general - Plant Pumpkins, finish all recipes

Fall in general - No goals

Winter in general - No goals

This is for the truly dedicated only. This walkthrough focuses on getting the absolute most possible done in a single year. Do not (I repeat, do not) attempt this guide if you're not willing to dedicate every possible minute as efficiently as possible. Days that end before midnight are very rare, and the only time spent not working is spent getting from place to place to do more work. Holidays are all but ignored. This walkthrough is very terse, as I expect an expert player already knows how to play the game, and doesn't need step-by-step instructions for every little thing (i.e. I assume you'll have the sense to get the Brush, Clippers, and Milker when you need them, and that you don't need step-by-step instructions on how to do things like plant crops and tend to animals). I also assume that an expert player knows to hop into the hot springs when their stamina is running low.

A NOTE TO THE EXPERT PLAYER: You can get much more bang for your buck, per se, if you use the hot springs while you have a fair amount of fatigue built up. Since the springs simultaneously restore stamina and reduce fatigue, you can work 'til you start getting sick, then just hop into the hot springs for 50 minutes to get rid of the sickness completely, and restore 100 stamina. Take advantage of this useful feature; it will make the task of gaining money via mining that much easier.

Spring, Year 1

[ESPRING1]

====

1st Spring

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Season's Goals:

- * Buy a chicken
- * Upgrade rucksack to medium size
- * Get 3 Power Berries and the Mystic Berry
- * Upgrade axe to Copper
- * Upgrade hammer to Silver
- * Upgrade watering can to Gold
- * Save 16,200G for Pineapple Seeds and Pink Cat Seeds

Daily Chores (best done in the order shown):

- * Take care of animals
- * Tend to chickens
- * Harvest and sell ripened crops
- * Forage (mine for 10G bonuses, sell the Bamboo Shoots and Blue Grass, chop down stumps once the axe is upgraded)
- * Water the crops
- * Clear the farm up

Season's Profits: ~50,000G

Spring 2

Refuse the tour. Go to the mine ASAP and start digging up 10G bonuses. Get your money up to 2000G, and buy 4 bags of Cabbage Seeds. Plant them,

then head for bed.

Spring 3

A normal day. Perform the daily chores, then go to bed. Get at least 10 more bags of Cabbage planted by the 14th. Before this, though, use your mining profits to buy a chicken. You should also get the copper axe upgrade before the 16th. Get the Power Berry from the mine, and the Power Berry from the tree on Mother Hill as soon as you can. Be sure to get the Fishing Rod from Greg ASAP, too. If you have all of this done and you find yourself with the cash available, buy a package of turnips and plant them.

Spring 16

Your first harvest of Cabbage is in. Sell them all, then buy the medium rucksack come the next day. Buy one package of Turnips (if you haven't already) and one package of Cucumbers, and plant them both. If you already planted the Turnips, donate 5 of them to the Waterfall Goddess for a Power Berry once they're ripe.

Spring 22

If you bought your Turnip seeds later, this is the day to dedicate your Turnips to the Waterfall Goddess for a Power Berry. Try to get the hammer upgraded soon. You should also get the Mystic Berry as soon as your Cucumbers are ripe.

Spring 29

Do your watering early today, and give your watering can to Saibara to upgrade to gold. Otherwise, normal day.

Spring 30

The last day of the season. If you have more than 16,200G on hand, feel free to buy some extra seeds for next year, and/or upgrade the chicken coop ahead of time. Buy 16 bags of Pineapple Seeds and 1 bag of Pink Cat Seeds from Won for next season.

Summer, Year 1

[ESUMMER1]

==--==

1st Summer

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Season's Goals:

- * Start the honey tree
- * Get 1 Power Berry
- * Upgrade the chicken coop
- * Upgrade your house
- * Buy some cooking utensils
- * Upgrade axe to Mystrile
- * Buy the Basket

- * Buy the Large Rucksack
- * Buy 10 cows
- * Upgrade the barn
- * Save 5,000G for Sweet Potato seeds

Daily Chores:

- * Take care of the animals
- * Tend to the cows
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (grab and sell (or store) the Red Grass, mine, chop down stumps)
- * Water the crops
- * Harvest grass that's ready

Season's Profits: ~120,000G

Summer 1

Try to win the Opening Day swimming contest. A turbo controller can assure you victory. The reward (a Power Berry) is critical.

Summer 2

Plant your seeds (9-square plots from now on), go get your watering can, and water them all. You won't be able to forage as much today as you can normally anyway.

Summer 7

Take your original hen and win the Sumo Chicken Festival. Upgrade the chicken coop as soon as your mining makes money available for it.

Summer 22

First pineapple harvest is today. Tomorrow (if you haven't already), have Gotz come and upgrade your house, have Saibara upgrade your axe, buy the Basket and Large Rucksack, and buy as many cows as you can. Be sure to get at least one bag of grass per cow, and plant the grass.

Summer 28

Second pineapple harvest is today. Profits should go into buying more cows, and the barn upgrade. The rest of the season is unprofitable, so be sure you have 5,000G saved up for Fall. Feel free to buy seeds for next year, if you have the money available.

Fall, Year 1

[EFALL1]

====

1st Fall

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Season's Goals:

- * Buy some cooking utensils
- * Buy 10 sheep
- * Upgrade the sickle to Mystrile
- * Upgrade the house again
- * Get the hothouse
- * Save 40,000G minimum for Winter

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Forage (no more mining, just gather the stuff in the mountains and store it in the fridge; chop the stumps up, too)
- * Water the crops
- * Harvest grass that's ready

Season's Profits: ~150,000G

Fall 1

Buy 16 bags of Sweet Potatoes and plant and water all of them. Today's foraging should be limited to gathering items only.

Fall 6

First harvest. Profits should go towards the next house upgrade.

Fall 9

Second harvest. Buy 4 sheep tomorrow.

Fall 12

Third harvest. Buy 4 sheep tomorrow.

Fall 15

Fourth harvest. Buy 2 sheep and upgrade the sickle tomorrow.

Fall 18

Fifth harvest. Save for the hothouse.

Fall 21

Sixth harvest. Get the hothouse. Buy 4 bags of Pineapple Seeds and plant them in the hothouse. Tend to them daily, of course.

Fall 24

Seventh harvest. Save for Winter.

Fall 27

Eighth harvest. Save for Winter.

Fall 30

Ninth and final harvest. Save for Winter. Buy seeds for next year, too.

Winter, Year 1

[EWINTER1]

=====

1st Winter

Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Season's Goals:

- * Get the Mayo Maker
- * Get the Cheese Maker
- * Get the Yarn Maker
- * Get 4 Power Berries
- * Get the remaining kitchen utensils
- * Upgrade all remaining tools to Mystrile

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Forage (chop lumber if you want, mine and sell the ore)

Season's Profits: Varies, usually around 200,000G

Winter 1

Go mine some Adamantite and get Saibara started on the Mayo Maker. Also, grab both Winter Mine Power Berries, and start fishing in the ocean for the third Power Berry.

Winter 7

Start Saibara on the Cheese Maker.

Winter 12

Start Saibara on the Yarn Maker.

Winter 17

Start Saibara on one of your non-Mystrile tools.

Winter 21

Start Saibara on another of your non-Mystrile tools.

Winter 25

Start Saibara on your last non-Mystrile tool.

Winter 30

By now, you should have all tools as Mystrile, a full barn and chicken

coop, all of the Maker Machines, all house upgrades, and considerable money available for Spring.

Year 2 and Beyond

[EYEAR2]

====

All that remains to do on the farm at this point is gather the recipes and earn the secret crops. Congratulations, you've completed all critical tasks within the first year of the game! For the truly obsessed, try your hand at the master walkthrough next!

Quick Overview

[EOVERVIEW]

====

Expert Walkthrough Goal List

Spring 2 - Plant 4 Cabbage

Spring 3 to 16 - Horse, Brush, start Copper Axe, Fishing Rod, Chicken, plant 15 Cabbage, 1 Turnip, 1 Cucumber, 3 Power Berries

Spring 17 - Medium Rucksack

Spring 22 - Mystic Berry, start Silver Hammer

Spring 29 - Start Gold Watering Can

Summer 1 - 1 Power Berry

Summer 2 - Plant 16 Pineapple, 1 Pink Cat

Summer 8 - Chicken Coop

Summer 9 to 21 - Large Rucksack, Basket, Mystrile Axe

Summer 22 - House, 5 Cows, 5 Grass

Summer 28 - Barn, 5 Cows, 5 Grass

Fall 1 - Plant 16 Sweet Potato

Fall 7 - House

Fall 10 - 4 Sheep, 4 Grass

Fall 13 - 4 Sheep, 4 Grass

Fall 16 - 2 Sheep, 2 Grass, start Mystrile Sickle

Fall 22 - Hothouse

Winter 1 - Mayo Maker, 3 Power Berries

Winter 7 - Cheese Maker

Winter 12 - Yarn Maker

Winter 17 - Start Mystrile Hammer, Watering Can, or Hoe

Winter 21 - Start Mystrile Hammer, Watering Can, or Hoe

Winter 25 - Start Mystrile Hammer, Watering Can, or Hoe

The Master Walkthrough (The 1-Year Merciless Plan)

[WMASTER]

====

This is the guide for people who want to make the game bend to their will, for those who have truly mastered the art of time management and priority setting. Taking on this challenge requires a level of dedication that even Expert pales in comparison to. Be aware that taking this challenge is pure insanity if you're not fully prepared for it. You will not find any room for screw-ups in this guide, hence the secondary title. If you're ready, then delve in, and good luck.

Spring, Year 1

[MSPRING1]

====

1st Spring

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Season's Goals:

- * Get the pony and brush
- * Buy a chicken
- * Get the Basket
- * Upgrade rucksack to medium and large size
- * Get 3 Power Berries and the Mystic Berry
- * Upgrade the chicken coop and house
- * Upgrade axe to Copper and Mystrile
- * Upgrade hammer to Silver
- * Upgrade watering can to Mystrile
- * Buy 16 bags of Pineapple Seeds
- * Save 3,500G for Summer

Daily Chores (best done in the order shown):

- * Take care of animals
- * Tend to chickens
- * Harvest and sell ripened crops
- * Forage (mine like mad for 10G bonuses (for ore once you get the Basket), gather the Bamboo Shoots and Blue Grass to sell, and chop down stumps once the axe can handle them)
- * Water the crops
- * Clear the farm up
- * Fish (with whatever time is left over; 'til 10:00PM before you get the Mystic Berry, or 'til midnight after you have it)

Season's Profits: ~70,000G

Season's Expenses: ~65,000G

Spring 2

Refuse the tour. Mine like mad, recovering as necessary. Buy and plant one bag of Cucumber seeds, and three bags of Turnips. Get the tree Power Berry. Try to see all of the girl introductions as soon as possible.

Spring 3

Get the pony. Buy a chicken and some feed. Mine like mad, recovering as necessary. Get the mine Power Berry. Start hitting on Karen by giving her two Moondrop Flowers per day.

Spring 6

By now, you should be able to afford the basket. Buy it, and start gathering Silver, Gold, and Mystrile (ignore Copper) in it when mining. Stop mining for 10G bonuses. Dedicate 10 of your turnips to the goddess, sell the rest. Upgrade the axe to Copper today. Start training the hammer in the mine, up to 200%. Soon you should get Karen's second scene. Answer Farm or Love life.

Spring 8

Spring Goddess Festival. Take care of your chores on the farm, then attend. Talk to everybody. Pick up the axe and upgrade the hammer to Silver tomorrow. Get the Medium Rucksack once you can afford it.

Spring 11

Give Kappa his 3 Cucumbers today. Sell the rest.

Spring 12

Pick up your hammer and clear up the field today. Keep a few small stones unbroken, as always. Prepare some land for 15 plots of Cabbages, and over the course of the next 3 days, buy those 15 bags of seed (I suggest 5 per day, so the harvests are staggered).

Spring 14

Spring Thanksgiving. Can't do anything about it, but you should still be offering Karen flowers.

Spring 15

By now, your cabbages should all be planted. Upgrade the chicken coop. Once your axe hits 400%, have it upgraded to Mystrile.

Spring 18

The Local Horse Race. Attend, talk to everybody before and after each race (3 times total, 4 for the mayor). Soon, Karen should give you a pack of Moondrop Flowers. Plant and tend to them, and when they bloom, give the first batch of honey from the tree to Louis.

Spring 21

Cooking Festival. Attend, talk to everybody before and after the judging. Buy the Large Rucksack tomorrow.

Spring 26

Have Gotz upgrade your house by this point.

Spring 27

Your first group of Cabbages should be ready today. Ship them.

Spring 28

Second cabbage group is ready. Ship them.

Spring 29

Third cabbage group is ready. Ship them, turn in your watering can to upgrade it to Mystrile, and buy the 16 bags of Pineapple Seeds for next season.

Spring 30

Finish up any purchases you've missed, keep 3,500G handy for summer. Be sure to also expand your field's plots out to 24 3x3 plots (for summer

crops).

Summer, Year 1

[MSUMMER1]

==--==

1st Summer

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Season's Goals:

- * Get 2 Power Berries
- * Buy some cooking utensils
- * Buy 20 cows
- * Plant 20 bags of grass
- * Upgrade the sickle to Mystrile
- * Upgrade the barn
- * Upgrade the house again
- * Unlock the Pumpkin crop
- * Save around 8,000G for Fall seeds

Daily Chores:

- * Take care of the animals
- * Tend to the cows
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Give stuff to the girl you like
- * Forage (grab and store the Red Grass and some Pink Cat Flowers, mine, chop down stumps)
- * Water the crops
- * Harvest grass that's ready
- * Fish (with whatever time is left over, 'til midnight)

Season's Profits: ~170,000G

Season's Expenses: ~170,000G

Summer 1

Opening Day. Win the contest in any way you can, even if it means using GameShark codes.

Summer 2

Buy 4 corn, 3 tomato, 1 onion seed. Get your watering can back from Saibara, and plant and water all 24 seed bags. If you want, wrap 8 Pink Cat Flowers before the Supermarket closes, and give them to Popuri tomorrow for her birthday.

Summer 6

Sumo Chicken Festival. Win the contest in any way you can, even if it means using GameShark codes. Start giving Pink Cat Flowers to Anna. Start mining again to get some spare money, and once you can afford it, buy and plant 11 bags of Pink Cat Flowers.

Summer 12

Tomato Festival. Attend, participate, talk to everybody before and after the contest. Have Gotz upgrade your barn some time soon. Some time soon, Anna should drop by at noon to pick flowers, and you'll be able to get her Power Berry. Some time between now and the 19th, plant your cleared-up flower fields with 9 to 10 bags of Onion seeds.

Summer 21

Cow Festival. Attend, talk to everybody at least once.

Summer 22

First batch of Pineapples. Buy 10 cows, 10 bags of grass. Plant the grass. Have Saibara upgrade the sickle.

Summer 24

Fireworks Display. Attend, talk to everybody before and after the show.

Summer 27

Second batch of Pineapples. Once you can, buy 10 cows, 10 bags of grass. Plant the grass. Upgrade the house ASAP, too.

Summer 29

Spend today and tomorrow mining and fishing, so as to boost your end-of-season profits and fill up your fish pond a bit.

Summer 30

End of season. Clear up the fields of the plants, store any spares in the fridge. Buy 2 bags of Green Pepper seeds from Won.

Fall, Year 1

[MFALL1]

==--=

1st Fall

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Season's Goals:

- * Buy some cooking utensils
- * Get the hothouse
- * Upgrade the hoe to Mystrile
- * Upgrade the hammer to Mystrile
- * Get all girls up to a blue heart relationship via gifts
- * Get 50+ fish in the fish pond
- * Unlock the Spinach crop
- * Save money for Winter

Daily Chores:

- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Harvest and sell ripened crops
- * Give stuff to the girl you like (not really critical just yet)
- * Forage (no more mining, just gather the stuff in the mountains and store it in the fridge and cabinet; chop the stumps up, too)
- * Water the crops
- * Harvest grass that's ready
- * Fish in Mother Lake (if you have time left; fish 'til midnight, and try to get at least 2 fish a day average; it's not hard, Mother Lake has the best fish-to-trash ratio)

Season's Profits: ~200,000G

Season's Expenses: ~90,000G

Fall 1

Buy 16 Sweet Potato, 3 Eggplant, and 3 Carrot seeds. Plant all of your Fall seeds.

Fall 3

Music Festival. Attend, talk to everybody.

Fall 7

Buy the Milker.

Fall 9

Harvest Festival. Attend, talk to everybody, add an Egg or Green Pepper to the soup.

Fall 12

Start Gotz on building the Hothouse.

Fall 13

Moon-Viewing Day. Don't bother with attending, there's no affection changes. Upgrade the hoe or hammer (depends on which you're comfortable with, tilling the hothouse first thing or after getting the hoe back). Buy 8 bags of Pineapple seeds by the 16th.

Fall 14

Buy 6 bags of Carrot seeds and plant them in the flower area of your field. Duke will come by today and ask you to help out at the orchards. Agree to it, and if you want Cliff to stay in the village, tell him about the part-time job today.

Fall 15

For the next 6 days, you'll need to visit the Aja Winery to pick grapes. Halt work on the farm at 4:30PM (the harvest should keep you on the farm this late today), and head for the winery. You have between 4:45PM and 4:59PM to enter the winery, so you need to pay attention and get there quickly. Harvest all 16 grapes (there's one you'll have to go for ASAP, on the vine in the upper right, before Cliff gets there), then resume your

farm work.

Fall 16

Pick up the hoe (or hammer), upgrade the hammer (or hoe). Plant the hothouse with Pineapples, using the hothouse formation listed in the Strategies section.

Fall 21

Sheep Festival. Attend, talk to everybody. The fish pond should be getting close to 50 fish. Try to get it at least that full by Fall 29, so you can have the Fishing Pole for Winter.

Fall 30

End of season. You should have a lot of profits handy for winter.

Winter, Year 1

[MWINTER1]

====

1st Winter

Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Season's Goals:

- * Get the Mayo Maker
- * Get the Cheese Maker
- * Get the Yarn Maker
- * Get 4 Power Berries
- * Get the remaining kitchen utensils
- * Buy lots of cooking supplies and cook up some recipes
- * Buy seeds for the coming year
- * Catch 3 of the King Fish

Daily Chores:

- * Cook up new recipes (if you have the ingredients handy; best to do this first, so you don't have to redo a full day if you make a slip-up)
- * Take care of the animals
- * Tend to the cows and sheep
- * Tend to the chickens
- * Forage (chop lumber if you need it, mine and sell the ore)
- * Fish (I suggest the ocean; as usual, cut-off time is midnight, unless you are after the Angler)

Season's Profits: At least 200,000G

Winter 1

Get the two Winter Mine Power Berries, start Saibara on the Mayo Maker. Fish for the ocean Power Berry, too. Try and catch the Catfish from the Winter Mine some time this season, and fish late at night in the ocean for the Angler.

Winter 7

Start Saibara on the Cheese Maker.

Winter 10

Dog Race. Attend, talk to everybody, win if you can.

Winter 12

Start Saibara on the Yarn Maker. If you haven't already, cook up all 4 fish-related recipes, and then start fishing for the Char in the stream.

Winter 14

Spring Thanksgiving. You should get at least 4 pieces of Chocolate due to relationship levels with the girls. Propose to the girl you like best tomorrow (or today if you can reach her around 3:00PM). Start shipping out fish from your fridge (but don't use the Basket!). Try to send out over 200 by mid-spring. This shouldn't be too tough; even on a bad day, it's possible to fish up 7 fish per day from the ocean and stream near the house.

Winter 24

Star Night Festival. Attend it with your wife.

Winter 26

Set this day aside for buying seeds for next year. Get however many you think you'll need, and maybe even extras for just in case.

Winter 30

New Years' Eve. Attend, talk to everybody, ending with Saibara.

Year 2 and Beyond

[MYEAR2]

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At the end of Winter, you should have around 200,000 to 300,000G saved up, and (of course) everything of significance done. Congratulations, you've truly mastered HM:BTN! See if you can get even more done in this span of time. It is possible to do better than even this walkthrough allows for. Here's a hint on how: upgrade the Watering Can to Mystrile on Spring 10th. Good luck!

Quick Overview

[MOVERVIEW]

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Master Walkthrough Goal List

Spring 2 - Plant 1 Cucumber, 3 Turnip; 1 Power Berry

Spring 3 - Pony, Brush, Chicken, 1 Power Berry

Spring 6 - Basket, start Copper Axe, Fishing Rod, 1 Power Berry

Spring 9 - Medium Rucksack, start Silver Hammer

Spring 11 - Kappa's Berry

Spring 12 - Plant 5 Cabbage

Spring 13 - Plant 5 Cabbage
Spring 14 - Plant 5 Cabbage
Spring 15 - Chicken Coop, start Mystrile Axe
Spring 19 - Plant Moondrop Flowers
Spring 22 - Large Rucksack
Spring 26 - House
Spring 29 - Start Mystrile Watering Can, buy 16 Pineapple Seeds

Summer 1 - 1 Power Berry
Summer 2 - Plant 16 Pineapple, 4 Corn, 3 Tomato, 1 Onion
Summer 6 - Plant 11 bags of Pink Cat Flowers
Summer 13 - 1 Power Berry; plant 12 Onion
Summer 14 - Barn
Summer 22 - 10 cows, 10 grass, start Mystrile Sickle
Summer 28 - 10 cows, 10 grass, House

Fall 1 - Plant 16 Sweet Potato, 3 Eggplant, 3 Carrot, 2 Green Pepper
Fall 7 - Buy Milker
Fall 12 - Hothouse
Fall 13 - Start Mystrile Hoe/Hammer
Fall 14 - Buy 8 Pineapple Seeds, plant 6 Carrot (flower area)
Fall 16 - Start Mystrile Hammer/Hoe
Fall 29 - Fishing Pole

Winter 1 - Mayo Maker, 3 Power Berries, Catfish, Angler
Winter 7 - Cheese Maker
Winter 12 - Yarn Maker, Char
Winter 15 - Propose
Winter 26 - Buy next year's seeds

The Ultimate Walkthrough (The 3-Season Madman's Plan) [WULTIMATE]

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(Special thanks to JungleJim for devising the original plan for this walkthrough, which allowed me to devise this insane variation of it.)

This is THE ultimate challenge you can undertake in BTN and still have a marginal hope of succeeding. If you thought I was a harsh taskmaster who was unrelenting in the Master Walkthrough, then turn back now. You won't like what is to come at all if that's the case. This walkthrough is written practically minute-by-minute, with very little to no elbow room in the first and second season. You will be pushed to your absolute limits if you follow this walkthrough, and to the absolute limits of what your farmer is capable of doing in 3 seasons.

This is NOT for newbies to the game. If you don't have a solid grasp of how to play, and don't know shop open times, the times when key people can be interacted with, or even how to do basic gameplay actions, then do NOT follow this walkthrough!

Unlike all of the other walkthroughs, this section has a VERY detailed breakdown of earnings and expenses for the seasons. Be sure you pay close attention to the guide, and read the rules of engagement and mining manifesto below.

THE RULES OF ENGAGEMENT: These are basic rules to follow regardless of any other goals for any day.

1. If you ever hit 50 fatigue (your farmer shakes his head), jump into the hot springs for an hour. Fatigue is your unholy master.

2. Time waits for no man. Do not ever allow it to flow when you do not know where you're going, and maximize your time spent by staying indoors whenever humanly possible. This means that you must always ship goods via the henhouse or barn, unless it would be faster to ship via the bin near the house. The menu and buildings are your saviors.

3. Sleep is for the weak. You can work until 10:00PM without concern until you have the Mystic Berry, and until 12:00AM with it. Even past these times, work until you have nothing left you can or need to do. Prolong your work days to 4:00AM or thereabouts every day, being sure you get into the hot springs by 4:20AM so you can get to "bed" by 5:50AM every day. If it gets to 5:20AM, jump out even if you're not fully healed up and head home. This way, you can save your game. Sleep is your enemy.

4. A clear mind solves many troubles. Always make sure you keep a running checklist, in this playthrough more than ever, because missing even one thing in a day's requirements can be fatal. Being prepared is your ally.

5. Know your priorities. Get all goods shipped BEFORE 5:00PM rolls around, preferably without fail. Postpone things like watering, chopping wood, breaking rocks, tilling soil, and buying goods from the supermarket until after 5:00PM. Priorities are your lifeline.

6. The Patchworks shall be your field layout. Rely on no other format, for no other can provide you with enough space for what you're after. Try to get the plots closest to the chicken coop planted with the current most important crop. You'll have to adapt the fields several times as you work your way through the seasons, so an overview of the Patchworks format to use for a given season is always shown. The Patchworks is your battleplan.

7. Good fortune serves this plan well. If things turn sour, do not hesitate to reset the game. Rain on a designated work day (before getting the Mystic Berry) is inexcusable, even crippling to the plan. Though it may take some extra time, it will make the plan possible if you reboot any time the weather turns against you, and always make use of staggered saves. Luck is the chain that binds the challenge together.

THE MINING MANIFESTO: Since you spend so much time mining in this massive challenge, you'll want to know your theoretical profit margin. The charts below present a fairly decent representation of how much you can make on an uneventful mining day, given the appropriate conditions.

Without Basket (enter, dig up 1st floor inner tiles, exit, repeat until you hit 50 fatigue; you're after the 10G bonuses):

6:40AM - trip 1

6:50AM to 7:50AM - hot springs visit 1

8:00AM - trip 2

8:10AM to 9:10AM - hot springs visit 2

9:20AM - trip 3

9:30AM to 10:30AM - hot springs visit 3

10:40AM - trip 4

10:50AM to 11:50AM - hot springs visit 4

12:00PM - trip 5

12:10PM to 1:10PM - hot springs visit 5

1:20PM - trip 6

1:30PM to 2:30PM - hot springs visit 6

2:40PM - trip 7
2:50PM to 3:50PM - hot springs visit 7
4:00PM - trip 8
4:10PM to 5:10PM - hot springs visit 8
320G per trip * 8 trips per day = 2560G per day
320G per trip * 6 trips per day = 1920G per day
320G per trip * 4 trips per day = 1280G per day
320G per trip * 2 trips per day = 640G per day

With Basket (do not collect Copper; only Silver or better; each trip takes between 50 and 90 stamina; deposit ores in hen house bin):

6:40AM to 7:10AM - trip 1
7:10AM to 7:40AM - trip 2
8:00AM to 9:00AM - hot springs visit 1
9:20AM to 10:00AM - trip 3
10:00AM to 10:40AM - trip 4
11:00AM to 12:00PM - hot springs visit 2
12:20PM to 1:00PM - trip 5
1:00PM to 1:40PM - trip 6
2:00PM to 3:00PM - hot springs visit 3
3:20PM to 4:00PM - trip 7
4:00PM to 4:40PM - trip 8
5:00PM to 6:00PM - hot springs visit 4
640G per trip * 8 trips per day = 5120G per day
640G per trip * 6 trips per day = 3840G per day
640G per trip * 4 trips per day = 2560G per day
640G per trip * 2 trips per day = 1280G per day

Keep in mind that there will be VERY few instances where you can get 8 mining trips in. More often than not, you'll have to sacrifice 1 or 2 trips to do other things, sometimes as many as 6 of them. Also, profit made is HIGHLY dependent on what you turn up. If you can't dig up enough coin bags or high-value metals, your profit margin will drop. Of course, it works the other direction, too.

Spring, Year 1

[USPRING1]

====

1st Spring

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Season's Goals:

- * Buy a chicken
- * Get 3 Power Berries and the Mystic Berry
- * Get the pony and brush
- * Get the basket
- * Get the medium and large rucksacks
- * Get the Fishing Pole
- * Upgrade axe to Copper and Mystrile
- * Upgrade hammer to Silver
- * Upgrade watering can to Mystrile
- * Upgrade sickle to Mystrile
- * Upgrade hoe to Mystrile

- * Upgrade the chicken coop and house
- * Get the Knife kitchen utensil
- * Get 10 cows
- * Unlock the Strawberry crop
- * Get 40 bags of Pineapple seeds for summer, save 3,600G for other seeds

Initial Daily Schedule:

Before 5:00PM

- * Feed your chicken(s); incubate as necessary
- * Mine, mine, mine until you drop, then mine some more
- * Forage
- * If you find an opportune chance, give Karen 2 Moondrop Flowers
- * Stock up on any goods you're lacking in (chicken feed especially)

After 5:00PM:

- * Water the crops
- * Chop sticks on the farm (until no more remain)

Spring Field Layout:

```

    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x

    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x
    x x x   x x x   x x x   x x x   x x x   x x x

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x
x
x x

Spring 2 - 1 Cucumber, 3 Turnip, 2 Power Berry, Chicken (2,060G spent)

Head for the mine immediately. Make a half-trip, then re-enter and dig down to the Power Berry. Make 3 trips after this (you don't need to use the hot springs after getting the berry). This should put you at close to 9:30AM. Forage the Bamboo Shoots and Blue Grass, then rush over to the Poultry Farm exterior, waiting outside the door until 11:00AM. Enter when 11:00AM hits, buy your chicken and 3 feed, see Popuri's introduction scene, tend to the bird, then heal in the spring and return to the mine. Do 3 more trips, then head to the store before you use the spring again and buy the seeds. You should also get Karen's introduction this way. Use the spring, then clear up, plant, and water. Chop sticks on the farm until you run out of time, heal up, attack the tree on the hill but relent to get the Power Berry from it, then go to bed.

Spring 3 - Pony, Brush, Copper Axe (1,800G spent)

Head for the mine, and do 3 trips. Don't heal after the last one; forage instead, and sell the items you pick up. This should bring you up to about 10:00AM. Visit Yodel Ranch and take the pony, then return to the spring, heal, and do 3 more trips. Grab a piece of Copper on one of these trips if you haven't already. This should give you well over 1,800G. If you need to (you shouldn't), clear the remaining sticks on the farm to get the axe up to 100%, but do not take longer than until 3:30PM. Visit the blacksmith and buy your brush, then pull out the Copper with the axe in hand and upgrade it (be sure you get the brush first). Head to the mine with your hammer and start practicing with it; you want it to get up to 200% proficiency by the 6th. If you plan to clear the field of small stones, do NOT break all of them; save at least 1, preferably 2 or 3. Work 'til 4:00AM, bathe in the spring, then go to bed.

Spring 4 - Basket (5,000G spent)

The spare funds from the Spring 3 mining trips will make or break you at this point. You should dedicate all of your time to mining trips, to get in a total of 8 of them, visiting the store in town to buy the basket before healing from the last trip. Be sure that you have a few Moondrop Flowers handy to give to Karen if it's before 4:00PM when you go to get the Basket. Heal up afterwards, do more mining and hammer powering up, and go to bed.

Spring 5 - Medium Rucksack (3,000G spent)

Again, do the 8 mine trip jig, and get the Medium Rucksack after the last trip (or before it if you didn't give Karen her flowers yesterday). Be sure you have the hammer up to 200% by the end of today (spend all of your late night time in the mines with it if need be).

Spring 6 - 1 Power Berry, Silver Hammer (2,000G spent)

The Turnips are ripe, so grab 5 of them on the way to the mine and give them to the Goddess to get your Power Berry. Be sure to save a Silver ore in your rucksack. On the return trip with the foraged goods, bring the Goddess 5 more Turnips to see a scene with Karen (it should be her, at least; it's important that she shows up). After each mining trip, dedicate

5 more Turnips to the Goddess until you've given her a total of 20. This will get you a free 1,000G. By then, it should be late enough to visit Saibara, so go ahead and do so, Silver ore in hand. Get your axe back and upgrade your hammer. The rest of the day should be spent mining, then chopping the stumps in the area, then the stumps on the farm. Be sure you leave at least 1 Turnip in the field; unripened is fine, just be sure to water it ASAP, and until it does grow to maturity.

NOTE: From now on, your daily schedule includes chopping wood. Always put priority on the non-farm lumber first, as it regrows, while farm lumber does not.

Spring 7 - Fishing Pole

The only deviation today is to immediately go to the beach and talk to Greg to get the Fishing Pole. Otherwise, mine like mad as usual, and after you've done your evening's watering, be sure you get the watering can up to 400%. This is critical. You'll need to be making about 25,000G between now and Spring 14.

Spring 8

Goddess Festival. Be sure you talk to Karen. Follow festival rules of mining (ie. stop mining around 1:30PM and hightail it to the Square). If you've been keeping up on giving her flowers at opportune times (few though they are), she should stop you near the waterfall soonish and ask you what you're worried over. Say Farm or Love life when she does.

Spring 9

The only thing of note about today is that you can get your hammer back today. Do so before 4:00PM, and spend some quality time this evening with it, after the usual woodcutting duties.

NOTE: From now on, your daily schedule includes breaking large rocks. It should not take more than 3 evenings to clear the fields of them, however.

Spring 10 - Mystrile Watering Can (5000G)

Do the usual mine gig once, keeping a Mystrile ore on hand for later. Water your crops early today, and then bring the can to Saibara (grabbing your hammer as well, naturally). Resume the mining bit, and of course tend to the usual wood-cutting duties.

Spring 11 - Chicken Coop, Mystic Berry (5000G, 420 lumber)

Cucumbers are ripe; grab 3, sell the rest. By now, your chopping wood should have gotten you over the 420 mark. Go to Gotz after your 4th mine trip and order up a chicken coop upgrade, then take those 3 Cucumbers up to the sweet spot on Mother Hill and get your Mystic Berry. Resume daily chores as usual. Put particular late-night focus on tilling the field.

Spring 13 - 20 Cabbage (p10), 14 Turnip (p7), 5 Cucumber, 6 Potato (13580G)

(The (p#) notation indicates that you should plant that many 3x3 plots of that crop out of the number bought)

Note that, if you are somehow strapped for cash (you shouldn't be; it's a bad sign if you are), you can delay buying 10 of the Cabbages until tomorrow. Try to get these seeds bought some time around noon (grabbing

your new Mystrile watering can on the way), and as always, wait on planting and watering them in until after 5:00PM.

NOTE: From now on, you don't need to mine before 5:00PM. You'll need to dedicate all of your waking hours to tending to the crops instead, with the remaining time dedicated to wood-chopping. Don't slack on either of these, you can't afford to if you want to follow this challenge.

Spring 14 - plant 10 Cabbage, plant 7 Turnip

As with the previous day, plant and water them in late at night. If your late-night schedule is starting to get strained, you can drop the mining after noon (just be sure you have around 12,000G handy by the end of the day, for tomorrow).

Spring 15 - 20 Cabbage (p10), Harvest Sprites (1 week) (10000G)

Again like the 13th, buy the seeds around noon, and hire out the Sprites for harvesting on that trip as well (you'll have to ask a few times). This is why you wanted to leave that one ripe Turnip in the ground, if you're wondering. You can pluck and sell it after this if you like.

Spring 16 - plant 10 Cabbage, buy 14 Turnip (1680G)

Feel free to buy the seeds whenever, as long as it's before 6:00PM. This marks when you need to focus less on mining, and more on crop maintenance.

Spring 17 - Replant Turnips

Self-explanatory. Help the Sprites out at harvesting.

Spring 18 - Replant Turnips

Same as the previous day, though you'll want to visit the Square around 2:00PM for the horse races. Talk to at least Karen three times, once before each race. She should be getting really close to 15,000 affection by now, what with your near-constant showering her with flowers. If you feel particularly daring and want to see if you can top your current profits (as well as potentially get another Power Berry), you can go ahead and participate in betting in the race. It's not counted on that you do this, but if you do, take the Basket with you so you can sell any jewelry you buy; they're worth 2,000G each, which can give you a huge leap in profits that you wouldn't get otherwise.

Spring 19 - Large Rucksack, buy 6 Potato and 14 Turnip (7580G)

You don't need to plant those Potatoes and Turnips; you're being told to grab them now so you don't forget. Feel free to delay until as long as the 21st to get them, since you'll be at the market anyway to get your fine new Large Rucksack. Very normal day otherwise.

Spring 20 - Moondrop Flowers

This is more or less the earliest that Karen might drop by with her Moondrop Seeds for you. If she doesn't, don't fret; just keep giving her those flowers whenever you get a spare moment. As soon as you do have them on hand, plant them (oh no, not MORE stuff to water!), and tend to them until they bloom and you get honey.

Spring 21 - Replant Turnips, House (4700G, 370 lumber)

Self-explanatory. Be sure you remember to visit Gotz! Also, leave at least one crop on the field today; this should be no trouble, even with the Sprites harvesting.

Spring 22 - Replant Turnips/Potatoes

Self-explanatory. Be sure to see Karen today at the festival (if you can manage it, and haven't gotten the flower seeds yet).

Spring 23 - Buy 14 Turnip, Harvest Sprites (1 week) (1680G)

Yet more pre-emptive buying. Not to worry, it'll pay off. You should probably have huge chunks of cash by now from the Turnips, but you'll be needing those profits soon enough. Don't forget to hire out the Sprites when you're out buying the seeds! Bring them 7 boxes of Flour, one per worker, just to keep on good terms with them.

NOTE: Any time you hire the Sprites, always give them 7 boxes of Flour.

Spring 24 - Mystrile Axe (5000G)

Other than dropping by Saibara to drop off your axe (yeah, another mine trip, unless you thought to grab a Mystrile a long-arse time ago when you gave up the mining schtick), this is a pretty typical day.

Spring 25 - Replant Turnips

Self-explanatory.

Spring 26 - Replant Turnips

Self-explanatory.

Spring 27 - Mystrile Hoe (5000G)

Just like on the 24th (though a mine trip is pretty much inevitable this time, I'm afraid). Normal day otherwise (though your first Cabbage harvest is in now; 22,500G!).

Spring 28 - Knife (3000G)

Today's detour into town is short, sweet, and to the point. Not to mention totally affordable. Second Cabbage harvest today.

Spring 29 - 10 Cows + fodder (61000G)

This marks the third Cabbage harvest, but before you get into the heat of it, be sure to buy and tend to your 10 cows. 10 cows in the first Spring. Madness, is it not?

Spring 30 - 12 Pink Cat, 40 Pineapple (p10), Mystrile Sickle (47200G)

Yes, you read that right, plant and water 10 of the Pineapple bags. Also prepare the field for and plant your Pink Cat flowers (see the summer plan for how to do this). Your last harvest is today, so keep sharp! Also, be sure you upgrade your sickle after you've cut down the cucumber plants; you'll be needing that sucker in Mystrile form soon. Be sure you have at least 3,600G handy for summer crops. If you're slightly below this, you can do a bit of non-Basket mining on Summer 1 to up your profits, but this

is highly inadvisable, due to the festival on that day. Summer 2 mining is also an option, but leaves you bereft of some valuable time.

=====

Season Profits and Expenses Overview:

Profits:

90,000G from Cabbages
30,420G from Turnips
8,640G from Potatoes
+ 6,360G from Cucumbers

135,420G from produce
500G from initial funds
10,500G from foraging
3,300G from eggs
1,000G from Harvest Goddess' gift

150,720G from guaranteed profits
+ 36,740G from mining (minimum)

187,460G total profits (minimum)

Expenses:

20,000G on 40 bags of Cabbage seed
8,160G on 68 bags of Turnip seed
1,800G on 12 bags of Potato seed
+ 1,200G on 6 bags of Cucumber seed

31,160G on seeds
23,000G on tool upgrades
9,700G on building upgrades
13,000G on rucksack upgrades and Basket
1,500G on chickens
60,000G on cows
3,800G on kitchen utensils and farm tools
+ 1,700G on miscellaneous (chicken feed, fodder, fish food, etc.)

140,860G on spring goods
+ 40,000G on 40 bags of Pineapple seeds

183,860G total expenses

187,460G profits (minimum)
-183,860G expenses

3,600G remaining funds (minimum)

Harvest Sprites' Harvesting Experience: 14 days

=====

Summer, Year 1

[USUMMER1]

=====

1st Summer

Su Mo Tu We Th Fr Sa

1 2 3 4 5
6 7 8 9 10 11 12
13 14 15 16 17 18 19
20 21 22 23 24 25 26
27 28 29 30

Season's Goals:

- * Get 2 Power Berries
- * Get more kitchen utensils
- * Upgrade the barn and house
- * Build the hothouse
- * Get the Milker
- * Buy 10 more cows
- * Buy 25 bags of grass and plant them
- * Upgrade the hammer to Mystrile
- * Buy seeds for the hothouse and next season
- * Unlock the Pumpkin crop

Summer Field Layout*:

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* - Do not convert the lower half of your field to grass area immediately; you'll need that space for planting crops until the Onions ripen. Make certain you plant ONLY Onions in any of the will-be-grass area.

Summer 1 - 1 Power Berry, plant 10 Pineapple

After you have the animals tended to and any basic foraging and the like you want to get done, head to the beach and win the contest. Yes, it's mandatory. No, I don't frown on using a GameShark to beat it.

Summer 2 - 4 Corn, 3 Tomato, 12 Onion, plant 10 Pineapple (3600G)

Buy and plant your seeds, and water it all in. If, for some strange and inexplicable reason, you find yourself with spare time, spend it gaining more money in the mines.

Summer 3 - Plant 10 Pineapple

Nothing complicated here. Again, any spare time you find yourself with, go mining. You'll want 2,500G on hand by the 5th.

Summer 5 - Frying Pan (2500G)

Other than the purchase, normal day.

Summer 6 - Win chicken festival

Yes, this is mandatory. Yes, I know it's Hellish. And yes, you may use a GameShark to win automatically.

Summer 7 - 1 Power Berry

Your Pink Cat flowers should be blooming by now, meaning Anna will be by to beg for them. Let her have them and grab your berry.

Summer 9 - Harvest Sprites (1 week)

Hire out the Sprites ASAP, before you finish your harvest (though that's pretty much inevitable; you have 108 Onions to harvest, after all!).

Summer 10 - Barn, Milker (8800G)

Yesterday's profits make for today's purchases. You'll likely have to pay Gotz extra in lumber for the barn, but that's alright. Note that you can delay buying the Milker for up to 2 more days, but that should not prove to be necessary.

Summer 18 - House (10000G)

In that long gap of time, you should have made around 6,080G from crops, as well as netting some cash from your newly mature cows and from your long-mature chickens. In short, the upgrade to the house (and the excess lumber you'll have to buy to get it) is affordable.

Summer 19 - Mixer (2500G)

Just buy the utensil. Normal day otherwise.

Summer 20 - Harvest Sprites (1 week)

You'll be glad you did this come tomorrow...

Summer 23 - 10 Cows, 25 Grass (72500G)

Spend your first Pineapple harvest graciously by filling your barn and preparing things for the filling of your field. This is set on the 23rd because odds are that you didn't finish the harvest yesterday.

Summer 25 - Hothouse (31050G)

The profits are definitely hefty enough to have this built now.

Summer 26 - Whisk (1000G)

Just a short diversion from Harvester's Hell, get the cheap-arse Whisk ordered and the field tended.

Summer 27 - Mystrile Hammer (5000G)

Might as well upgrade your last tool at this point.

Summer 29 - Harvest Sprites (1 week)

Sounds insane, right? You'll be SOOO thankful come Fall that you went and hired them now.

Summer 30 - Hothouse planting (Pineapple, Corn, Pumpkin, Strawberry) (1950G)

The last day of harvest. Put all your effort in harvesting the Pineapples (no need to water!), and plant up your new hothouse as well, one plot per type of crop listed above.

=====

Season Profits and Expenses Overview:

Profits:

300,000G from Pineapples
7,620G from Tomatoes
11,000G from Corn
+ 7,750G from Onions

326,370G from produce
3,600G from last season (minimum)
5,000G from foraging
14,850G from eggs
+ 22,500G from milk

372,320G total profits (minimum)

Expenses:

600G on 3 bags of Tomato seed
1,200G on 4 bags of Corn seed
1,800G on 12 bags of Onion seed
12,500G on 25 bags of Grass seed

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16,100G on seeds
 5,000G on tool upgrades
47,850G on building upgrades
60,000G on cows
 8,000G on kitchen utensils and farm tools
+ 1,000G on miscellaneous expenses
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137,950G total expenses

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372,320G total profits (minimum)
-137,950G total expenses
-----

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234,370G remaining funds (minimum)

Harvest Sprites' Harvesting Experience: 30 days

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Fall, Year 1

[UFALL1]

=====

1st Fall

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 4  5  6  7  8  9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29 30

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Season's Goals:

- * Get 1 Power Berry
- * Get more kitchen utensils
- * Get the Fishing Pole
- * Unlock the Spinach crop

Fall Field Layout:

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Fall 1 - 40 Sweet Potato, 5 Eggplant, 12 Carrot, 4 Green Pepper (16,080G)

Yes, a hefty order for today. Though hardly surprising, given the previous season. Use the ex-flowerbeds to plant the Carrots in. Oh yes, and spend any and all spare evening time fishing on Mother Hill; you want a pond with 50 fish by the 30th.

Fall 8 - Harvest Sprites (1 week)

A mostly uneventful season, since you have virtually no goals left to fulfill. You'll be thankful you hired the Sprites on the Sweet Potato off-days, though.

Fall 10 - Oven (5000G)

Just buy the Oven. Normal day otherwise.

Fall 17 - Harvest Sprites (1 week), Seasoning Set (5000G)

Again, just buy it. Note how the Sprite hiring times are strategically staggered to coincide with each harvest.

Fall 20 - 11 Spinach, 11 Carrot (5450G)

Since you've unlocked the Spinach by now, go ahead and plant a buttload of it for recipe use. Might as well restock the carrots too. I suggest you save 99 of each of the crop types in the fridge, just for the heck of it.

Fall 24 - Order Power Berry (5000G)

Last TV Shopping offer for the season, and quite worth it.

Fall 26 - Harvest Sprites (1 week)

Last hiring of the Sprites for the season. Can you imagine doing a Sweet Potato harvest without them? Eek...

Fall 27 - 1 Power Berry

Your TV Shopping Power Berry should arrive. Yummy.

Fall 30 - Fishing Pole

Try and get the Fishing Pole by this point. Not an easy task, I know.

=====

Season Profits and Expenses Overview:

Too many possibilities at this point to overview profits. You should have somewhere around 500,000G, though, by the end of the season.

Harvest Sprites' Harvesting Experience: 53 days

=====

Winter and Beyond

[UBEYOND]

=====

By now, you should have a very solid grasp on what to do in winter (get the Maker machines, fish up King Fish, potentially cook up all(!) of the recipes, and generally give your poor head a break from the nightmare of the growing season). Congrats, you have gone through the absolute most challenging path for BTN, and come out of it with a VERY strong farm that outmatches what a lot of players have by the end of their third year!

Quick Overview

[UOVERVIEW]

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Ultimate Walkthrough Goal List

Spring:

Spring 2 - 1 Cucumber, 3 Turnip, 2 Power Berry, Chicken (2,060G spent)

Spring 3 - Pony, Brush, Copper Axe (1,800G spent)

Spring 4 - Basket (5,000G spent)

Spring 5 - Medium Rucksack (3,000G spent)

Spring 6 - 1 Power Berry, Silver Hammer (2,000G spent)

Spring 7 - Fishing Pole

Spring 10 - Mystrile Watering Can (5000G)

Spring 11 - Chicken Coop, Mystic Berry (5000G, 420 lumber)

Spring 13 - 20 Cabbage (p10), 14 Turnip (p7), 5 Cucumber, 6 Potato (13580G)

Spring 14 - plant 10 Cabbage, plant 7 Turnip

Spring 15 - 20 Cabbage (p10), Harvest Sprites (1 week) (10000G)

Spring 16 - plant 10 Cabbage, buy 14 Turnip (1680G)

Spring 17 - Replant Turnips

Spring 18 - Replant Turnips

Spring 19 - Large Rucksack, buy 6 Potato and 14 Turnip (7580G)

Spring 20 - Moondrop Flowers

Spring 21 - Replant Turnips, House (4700G, 370 lumber)

Spring 22 - Replant Turnips/Potatoes

Spring 23 - Buy 14 Turnip, Harvest Sprites (1 week) (1680G)
Spring 24 - Mystrile Axe (5000G)
Spring 25 - Replant Turnips
Spring 26 - Replant Turnips
Spring 27 - Mystrile Hoe (5000G)
Spring 28 - Knife (3000G)
Spring 29 - 10 Cows + fodder (61000G)
Spring 30 - 12 Pink Cat, 40 Pineapple (p10), Mystrile Sickle (47200G)

Summer:

Summer 1 - 1 Power Berry, plant 10 Pineapple
Summer 2 - 4 Corn, 3 Tomato, 12 Onion, plant 10 Pineapple (3600G)
Summer 3 - Plant 10 Pineapple
Summer 5 - Frying Pan (2500G)
Summer 6 - Win chicken festival
Summer 7 - 1 Power Berry
Summer 9 - Harvest Sprites (1 week)
Summer 10 - Barn, Milker (8800G)
Summer 18 - House (10000G)
Summer 19 - Mixer (2500G)
Summer 20 - Harvest Sprites (1 week)
Summer 23 - 10 Cows, 25 Grass (72500G)
Summer 25 - Hothouse (31050G)
Summer 26 - Whisk (1000G)
Summer 27 - Mystrile Hammer (5000G)
Summer 29 - Harvest Sprites (1 week)
Summer 30 - Hothouse planting (Pineapple, Corn, Pumpkin, Strawberry) (1950G)

Fall:

Fall 1 - 40 Sweet Potato, 5 Eggplant, 12 Carrot, 4 Green Pepper (16,080G)
Fall 8 - Harvest Sprites (1 week)
Fall 10 - Oven (5000G)
Fall 17 - Harvest Sprites (1 week), Seasoning Set (5000G)
Fall 20 - 11 Spinach, 11 Carrot (5450G)
Fall 24 - Order Power Berry (5000G)
Fall 26 - Harvest Sprites (1 week)
Fall 27 - 1 Power Berry
Fall 30 - Fishing Pole

Gameplay Challenges

[WCHALLENG]

This section is a list of things to challenge yourself with once normal gameplay bores you. Take a crack at them if you're getting tired of the usual path to victory. The last few make for a very interesting experience indeed.

* CO (crops only) - Don't participate in any festivals, don't buy any animals. Basically, you can only work the field and get a girl to like you well enough that you don't lose at the end of year 3.

* NM (no mining) - Don't mine for profit; only use the mine to get tool upgrades and Maker machines, nothing else. Not that much of a challenge, but it does limit your output in winter.

* NA (no animals) - Don't buy any animals. You can plant crops, and you don't necessarily have to get married to win.

* NC (no crops) - Don't plant anything, only tend to animals and forage.

You have to marry by the end of year 3 to win this way, too.

* NCNA (no crops, no animals) - A mix of the two methods above. You have to get married by the end of year 3. A pretty tough path to take.

* NCNANM (no crops, no animals, no mining) - The second-most difficult challenge. Basically, you can only forage and fish, and you have to be married by the end of year 3.

* FO (foraging only) - The most challenging limited way to win (which isn't saying a whole lot). Only forage, nothing else. You have to be married by the end of year 3, as well. It's tough, but quite possible.

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III. Game Guide

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Mineral Village Overview

[GGMINVIL]

Mineral Village is where the game takes place, of course! This is a list of everything important about the village. Don't throw items on the ground in the village (or other people's homes), by the way. No matter how innocent your intentions may be, you'll be littering if you do.

Business Hours

[GGHOURS]

====-

Of course, not every business (or house!) is open all the time. This is a list of shop working hours. Obviously, shops are all closed on festival days.

- Saibara's Blacksmithy - 9:00AM to 4:00PM, closed Thursdays
- Aja Winery - 9:00AM to 12:00PM, closed Saturdays
- Library - 10:00AM to 4:00PM, closed Mondays
- Chicken Lil's - 11:00AM to 4:00PM, closed Sundays
- Yodel Ranch - 9:00AM to 3:00PM, closed Mondays
- Gotz's House - 11:00AM to 5:00PM, closed Saturdays and Sundays
- Supermarket - 8:00AM to 6:00PM, closed Tuesdays and Sundays
- Clinic - 9:00AM to 6:00PM, closed Wednesday
- Seaside Lodge - 8:00AM to 11:30AM & 1:00PM to 5:00PM daily (Summer)
- Inn - 8:00AM to 9:00PM daily
- Won's Seed Corner (at the Inn) - 1:00PM to 4:00PM daily
- Church - 10:00AM to 5:00PM daily
- Harvest Sprites - 10:00AM-5:00PM daily
- Most houses - 10:00AM to 5:00PM daily (some houses are locked during certain days when their inhabitants are elsewhere for the day)

If you have high enough relationships with the people who live there, you can enter homes and places of business before they officially open. You can't get any shop services until about an hour before official opening times in most cases, though, and you can never get the services on a shop's day off. Shops also stay open an extra hour longer if you're good friends with the owners.

Goods for Sale

[GGSALE]

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Saibara's Blacksmithy

Item for Sale	Price	Function
Brush	800	Raises affection the horse if used on him once daily
Milker	2000	Allows you to draw milk from your mature cows
Clippers	1800	Allows you to cut wool from your sheep
Tool Upgrade (Copper)	1000	Upgrades a tool to level 2; need Copper to upgrade it, too; takes 3 days
Tool Upgrade (Silver)	2000	Upgrades a tool to level 3; need Silver to upgrade it, too; takes 3 days
Tool Upgrade (Gold)	3000	Upgrades a tool to level 4; need Gold to upgrade it, too; takes 3 days
Tool Upgrade (Mystrile)	5000	Upgrades a tool to level 5; need Mystrile to upgrade it, too; takes 3 days
Mayo Maker	20000	Lets you make mayonnaise from eggs; need Adamantite to build it, too; takes 5 days
Cheese Maker	20000	Lets you make cheese from milk; need Adamantite to build it, too; takes 5 days
Yarn Ball Maker	20000	Lets you make yarn from wool; need Adamantite to built it, too; takes 5 days
Girl's Present	1000	Give it to a girl for a boost in affection; need Orichalcum to make it, too; takes 2 days; it'll be a random piece of jewelry

Aja Winery

Grape Juice	200	Give it to people as a gift or drink it
Wine	300	Give it to people as a gift or drink it

Chicken Lil's

Chicken Feed	10	Give it to chickens via the feed bins in the coop
Buy Chicken	1500	Buy a chicken; produces eggs
Sell Chicken	N/A	Sell an existing chicken
Animal Medicine	1000	Cures any animal of sickness

Yodel Ranch

Fodder	20	Give it to livestock via the feed bins in the barn
C.M. Potion	3000	Impregnates any adult cow
S.M. Potion	3000	Impregnates any adult sheep
Buy Cow	6000	Buy a calf; produces milk when mature
Buy Sheep	4000	Buy a sheep; produces wool
Sell Cow	N/A	Sell an existing cow
Sell Sheep	N/A	Sell an existing sheep
Bell	500	Causes cows and sheep to gather near you
Animal Medicine	1000	Cures any animal of sickness

Gotz's House

Buy lumber	50	Build fences, light the fireplace (second house expansion only), expand buildings
(Expansions)	Varies	See next section

Jeff and Family's Supermarket

Curry Powder	50	Used in cooking
Oil	50	Used in cooking
Flour	50	Used in cooking
Rice Ball	100	Used in cooking
Bread	100	Used in cooking
Fish Food	20	Feed the fish in your pond, so that they'll breed

Wrapping Paper	100	Wrap an item up as a gift
Blue Feather	1000	Propose to a girl
Medium Rucksack	3000	Increases tool and item space from 2 to 4 slots
Large Rucksack	5000	Increases tool and item space from 4 to 8 slots
Basket	5000	Allows you to store up to 30 items in it, which can then be dumped into the shipping bin
Turnip Seeds	120	Spring crop
Cucumber Seeds	200	Spring crop
Potato Seeds	150	Spring crop
Strawberry Seeds	150	Spring special crop
Onion Seeds	150	Summer crop
Tomato Seeds	200	Summer crop
Corn Seeds	300	Summer crop
Pumpkin Seeds	500	Summer special crop
Carrot Seeds	300	Fall crop
Eggplant Seeds	120	Fall crop
Sweet Potato Seeds	300	Fall crop
Spinach Seeds	200	Fall special crop
Grass Seeds	500	Makes grass, which can be cut down to make fodder

NOTE: The Supermarket carries seeds only for the season that you're currently in, unless you have the hothouse. Once you do have it, you can buy seeds for all seasons at the Supermarket at all times.

Clinic

Checkup	10	Tells you if you have any fatigue; pretty useless
Bodigizer	500	Restores 50 stamina
Turbojolt	1000	Removes 20 fatigue
Bodigizer XL*	1000	Restores 100 stamina
Turbojolt XL**	2000	Removes 50 fatigue

* - Bodigizer XL is only available for purchase once you've shipped out 51 or more Blue Grass.

** - Turbojolt XL is only available for purchase once you've shipped out 51 or more Green Grass.

Seaside Lodge

Snowcone	300	Removes 10 fatigue
Roasted Corn	250	Restores 10 stamina, removes 1 fatigue
Pasta	300	Restores 20 stamina, removes 1 fatigue
Pizza	200	Restores 15 stamina, removes 1 fatigue
Water	0	Restores 1 stamina

Doug's Inn

(daytime food)

Set Meal	500	Restores 50 stamina, removes 10 fatigue
Salad	300	Restores 10 stamina, removes 20 fatigue
Apple Pie	300	Restores 30 stamina, removes 1 fatigue
Cheesecake	250	Restores 20 stamina, removes 1 fatigue
Cookie	200	Restores 10 stamina, removes 1 fatigue
Water	0	Restores 1 stamina

(evening food)

Grape Liquor	500	Removes 20 fatigue
Pineapple Juice	300	Removes 15 fatigue
Milk	200	Removes 10 fatigue
Water	0	Restores 1 stamina

Won's Seed Corner

Cabbage Seeds	500	Spring crop
Moondrop Seeds*	300	Spring flowers
Toy Flower Seeds	500	Spring flowers
Pineapple Seeds	1000	Summer crop
Pink Cat Seeds	200	Summer flowers
Green Pepper Seeds	150	Fall crop
Magic Red Seeds	600	Fall flowers
Orange Cup Seeds	1000	Hothouse crop

* - Won doesn't carry these unless you complete a special event involving Karen. See the Events section for details.

Your Farm

[GGFARM]

====

This is an overview of the farm's buildings, their functions, and how they're upgraded (if possible). No map is provided here, as the manual's map does this job of explaining where everything is admirably (and the in-game map isn't too shabby, either).

==== House ====

This is where you start and (hopefully) end each day. You can save your game here (when you go to bed), check the calendar for upcoming events, store tools, change gameplay settings, and watch TV. After the first house upgrade, you'll also be able to cook food and store things in the cabinet and refrigerator.

== Upgrades ==

#2: 1st House Expansion (370 lumber, 4700G)
#4: 2nd House Expansion (750 lumber, 10000G)

==== Doghouse ====

This serves no purpose whatsoever.
Your dog never uses it.

== Upgrades ==

None

==== Barn ====

This is where your livestock go. It starts out with a fairly spacious 10 spots for animals, and can be expanded to a cavernous 20 spots.

== Upgrades ==

#3: Barn Expansion (500 lumber, 6800G)

==== Horse Stable ====

This is where your horse lives.

You don't have to actually feed your horse, but it is a good idea to get him inside the stable if it's raining.

It's even wiser to simply leave the horse in his stable all the time, taking him out only when he's fully grown and able to be ridden.

== Upgrades ==

None

==== The Field ====

Ah, the field...

This is where you sow and reap the crops you plant.

It's a bit of a mess at first, but that's not tough to fix.

You can plant everything from the standard crops to grass and flowers out in the field.

Basically, anything that you get as seeds has to be planted out here (or in the hothouse).

The field has 45 by 25 plots of land (1125 total) to work with, so you'll likely never run out of room.

== Upgrades ==

None (this isn't Harvest Moon GBC)

==== Chicken Coop ====

This is where your chickens go.

You can incubate their eggs here, as well.

An incubated egg will hatch 3 days after it's placed in the incubator.

The coop comes with 5 spots for chickens, and can be upgraded to 10 spots.

Outside the coop is the mill.

Placing a piece of corn in the water wheel will net you 10 chicken feed.

This is not the most cost-effective way to get more feed, however.

== Upgrades ==

#1: Chicken Coop Expansion (420 lumber, 5000G)

==== Hothouse ====

You don't actually start with this, but you can have it built once you have all of the other upgrades done.

It allows you to grow any crop year-round.

Unfortunately, it's also subject to being completely destroyed every time any hurricane or blizzard rolls in.

An expensive investment to lose, to say the least.

Using the double-save trick (listed in the Bugs and Exploits section), this is no longer an issue, and it becomes a powerful tool to earn massive lucre via crops during any season.

Of course, by the time you can afford it, you'll probably have a solid dairy making you massive lucre as it is.

On the whole, the Hothouse is best for growing off-season crops for recipes, and corn for lots of easy chicken feed.

== Upgrades ==

#5: Hothouse (580 lumber, 30000G)

As shown by numbers above, the expansions are offered in the following order: chicken coop, house, barn, house, hothouse.

Taking Care of the Farm

[GGCARE]

The farm doesn't just take care of itself, after all! Here's an overview of what you need to do to keep it in working order.

The Field: Since it starts as such a mess, you obviously need to clean it up to be able to use it. 10 to 15 weeds pop up per day, and if you don't take care of them, they can quickly take over your field. Weeds are only really annoying when they block access to crops or take up space where you want to plow the earth, so feel free to ignore them if they're not doing this. Once Winter hits, all weeds vanish from the farm, and the cycle begins anew in Spring.

The Crops: Crops are probably the least complicated thing on the farm to tend to. Once the seeds are placed, just be sure to water them daily, and harvest the fruits and vegetables once they're ripe. Crops are seasonal, so unless they're grown in the hothouse, they'll wither during any season other than the one that they're meant to grow in.

The Hothouse: Just like tending crops in the field, only time doesn't flow since it's indoors. Weeds don't pop up in the hothouse, either, so you don't need to worry about clearing it up like you do the field. You still need to water in here on rainy days, because it is (of course) an enclosed area.

The Dog: The dog is with you from the start. Taking care of him is easy. Just be sure to pick him up once daily, and whistle to him once daily. Once he grows up, Won will sell you a dog ball. By playing fetch with your dog once daily, you can slowly raise his intelligence (which helps if you plan to win the Dog Race on Winter 10).

The Horse: The horse is one of the first animals you'll get, and the only one (other than your dog) that's free. Simply brush the horse and whistle to it daily to keep it happy. When your horse grows up, assuming Barley lets you keep it (it needs to have at least 8 hearts), you can start riding it. By riding your horse at least once daily, you can get his stamina up. This stamina will help in winning the local Horse Race on Spring 18.

The Fish: Once you have at least 2 fish in your pond, you can start to breed them. Just put 1 unit of fish food in the pond daily (fish food can be bought for 20G a unit at the Supermarket), and they'll grow up and eventually spawn more fish. This isn't the best way to fill your pond, though; it takes about a five days for a fish to become a larger fish (and about ten days to make new fish, if they're already adults), and the number of fish that get spawned is always low. The maximum number of fish the pond can hold is 99.

The Chickens: Chickens are usually the first animals you actually buy. To tend to the chickens, you need only feed them (be sure to do this before

noon), and deal with their eggs (either sell them, make them into Mayonnaise via Saibara's Mayo Maker, or, if there's room for more chickens in your coop, incubate them). If you get a chicken's affection for you high enough, it can win the Sumo Chicken Festival on Summer 7.

The Cows: Cows are expensive, but the biggest money-makers on the farm. To tend to the cows, you need to feed them and talk to them daily (brushing them is optional, and has no benefits). Once they become adults, as long as you keep feeding them daily, you can milk them with the Milker tool, and sell their milk or turn it into Cheese via the Cheese Maker (which you have to buy from Saibara). A cow with high affection has a shot at winning the Cow Festival on Summer 20. You can impregnate a cow with the C.M. Potion, which will produce another cow 20 days later. This is not an advisable way to get more cows.

The Sheep: Sheep are less expensive than cows, but also much less valuable. To tend to the sheep, you need to feed them and talk to them daily (brushing them is optional, and has no benefits). You can clip their wool off with the Clippers tool, and sell it or turn it into Yarn Balls via Saibara's Yarn Maker. A sheep with high affection can win the Sheep Festival on Fall 21. You can impregnate a sheep with the S.M. Potion (that sounds vaguely erotic, doesn't it?), which will produce another sheep 20 days later. This is not an advisable way to get more sheep.

Try to keep your animals healthy, too. If you ever have an animal die, the entire village will think less of you (and the little halo with wings icon will gain a number; that's how many dead animals your farm has had), so be sure to keep them fed daily (and if they do fall ill, be sure to cure them of their sickness with Animal Medicine).

Taking Care of Yourself

[GGCARE2]

====

Of course, your character has his limits, too. He starts with 100 stamina at the beginning of the game, and most tools pick away at it slowly as you use them. Once stamina falls enough, your character will start complaining about how tired he is via pantomimes. Once he passes out and gets back up, he starts getting fatigued. When this happens, he only has 100 more stamina to work with, and this extra stamina drains twice as fast. As well, as he continues to work, he gets sick, and eventually passes out, losing the rest of the day. You can double the time it takes for fatigue to fill up completely with Kappa's Mystic Berry, but it's still a big problem. The simplest solution is to keep your stamina above 0 at all times, and restore it in the hot springs when it starts to get low. The hot springs will reduce fatigue, but only at half of the pace that it restores normal stamina; it takes 1 hour and 45 minutes of game time to restore fatigue from 99 back to 0.

When it's raining or snowing, the situation is even worse. Your character starts getting fatigued immediately as he uses tools, and his regular stamina drops along with his fatigue going up, so he can basically only use tools 49 times before he gets sick. Fortunately, the Mystic Berry completely removes this problem, and once you've gotten it, you can work on rainy and snowy days as long as you do on normal days (and that's taking into effect the Mystic Berry's bonus of slowing down how fast fatigue rises!). These effects also apply after 11:00PM on normal days.

Other methods exist to restore stamina and reduce fatigue, of course. You can eat food items to restore stamina and reduce fatigue, as well as use

Bodigizer or Bodigizer XL medicine. Fatigue can be reduced slightly during the winter by placing a log in the fireplace of the second house extension. And finally, Turbojolt and Turbojolt XL can be used to reduce fatigue by 20 and 50, respectively. Try not to go to bed with more than 49 fatigue, as this will cause the next day to start later (and as you fill your fatigue up more, you'll start the next day later if you go to bed like that).

You can increase your maximum stamina by 10 with each Power Berry you find. You can never increase your maximum fatigue, but if you eat enough Power Berries, you won't really have any need to, anyway. See the Secrets sections for information on how to find all of the Power Berries.

Tools of the Trade

[GGTOOLS]

This section outlines the 5 main tools that you have to work with to get your farm into working condition, and keep it that way. Listed is their overall function, then their effects at each power level. Note that the power level of your tools cannot be properly accessed until you've upgraded them at the blacksmith's shop via the appropriate ore, even if your tool's percentage is high enough for a power level.

Sickle - Cuts down grass, crops, weeds, etc.

Normal - Cuts 1 square of grass in front of you.

Copper - Cuts 1x3 squares of grass in front of you at max power.

Silver - Cuts 2x3 squares of grass around you at max power.

Gold - Cuts 3x3 squares of grass around you at max power.

Mystrile - Cuts 5x5 squares of grass around you at max power.

Hoe - Plows earth. Can also be used to revert light-green grass to untilled soil.

Normal - Plows 1 square of land in front of you.

Copper - Plows 2 squares of land in front of you at max power.

Silver - Plows 3 squares of land in front of you at max power.

Gold - Plows 4 squares of land in front of you at max power.

Mystrile - Plows 6 squares of land in front of you at max power.

Axe - Cuts branches and tree stumps.

Normal - Cuts branches only.

Copper - Cut down tree stumps in 6 max-power strikes.

Silver - Cut down tree stumps in 3 max-power strikes.

Gold - Cut down tree stumps in 2 max-power strikes.

Mystrile - Cut down tree stumps in 1 max-power strike.

Hammer - Breaks stones and broken fences. It also can be used to unplug tilled land.

Normal - Breaks small stones only.

Copper - Breaks large stones in 4 max-power strikes.

Silver - Breaks large stones in 2.5 max-power strikes, misshapen rocks in 4.5 max-power strikes

Gold - Breaks large stones in 1 max-power strike, misshapen rocks in 2.5 max-power strikes

Mystrile - Breaks large stones in 1 max-power strike, misshapen rocks in 1 max-power strike

Watering Can - Waters crops.

Normal - Waters 1 square of land in front of you.

Copper - Waters 1x3 squares of land in front of you at max power.

Silver - Waters 2x3 squares of land in front of you at max power.

Gold - Waters 3x3 squares of land in front of you at max power.

Mystrile - Waters 5x3 squares of land in front of you at max power.

The Harvest Sprites

[GGHARVEST]

====

Of course, you don't have to do all of your work yourself. You can hire out the help of the Harvest Sprites, seven little elfling brothers who live behind the church. The Harvest Sprites start out liking you only a bit, but you can make them like you better by giving them gifts (see the Relationships and Gift-Giving section for what they like). The better they like you, the more likely they are to offer to help you out. It's worth noting that, if a blizzard or hurricane is due to hit your farm, the Sprites won't come and work that day (so don't think hiring them out if one is coming will help; it won't).

You can assign the Harvest Sprites to any of three jobs: you can have them water the crops, harvest the crops, or tend to the animals. However, you can't get them to do any of these jobs if any of them don't need to be done today. Unfortunately, they won't come to do their work until the next day, either. How well they perform is dependant on how often they've helped out; the more they help, the better they get at helping out. All Harvest Sprites start out equally unskilled, and (very) slowly get better as they continue to do their jobs. The Harvest Sprites won't be able to get the full affection boost for your barn animals when you ask them to take care of them, either, since your farm animals need to be spoken to by you. They don't know how to use the Maker machines, either. Also, they won't take care of the chickens properly most of the time, so you'll end up having to tend to the poultry.

Harvest Sprites will lose a bit of their affection each day they work on your farm, but it's a very small amount, and a single item that they love will repair the "damage".

Getting Married

[GGMARRIED]

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This is entirely optional, but you can get married to one of the five girls in town (any one of them, but not more than one; polygamy doesn't exist in this game). Once she's up to a red-heart relationship with you, you can ask her to marry you with the Blue Feather (which you can either buy at the supermarket for 1000G, or get swindled by Won for 30000G). Of course, she won't accept your proposal until your house has been upgraded twice (so that it has a separate bedroom). Just show a girl with a red heart relationship the Blue Feather once your house is fully expanded, and you'll be set! Your wedding date will be exactly one week later (or 8 to 9 days later, if there's a festival in 7 days; it will be 9 days if you propose on Winter 23). The day of the wedding is a special one, so you can't take care of your animals or crops that day; hire out the Harvest Sprites before the big day.

Of course, you do have to woo the girl of your choice. There are several ways of doing this, but the most effective way is to give her a lot of presents that she loves on her birthday. How effective is this, you ask? It would take only 40 gift-wrapped loved items to bring a girl from a black heart relationship to a red-heart relationship. This would normally take 120 gift-wrapped loved items. Other ways to boost their affection are to answer to them appropriately in one of the events involving them (each girl

has at least 3), and to attend festivals.

Upon getting married, the girl you chose will ask you to pick a name for her to call you. Pick whichever of the three you like best. If you have the original European version, then the game will lock up at this point (which is definitely bad), but Japanese, US, and second version European players have nothing to worry about. From now on, the girl you married will live with you! Continue to give her things she likes, and she'll get pregnant soon. You'll know this happens when she complains that she's feeling strange. Go to the clinic ASAP when this happens, and it'll be official that your wife is with child. The child will be born about two and a half seasons later, and you'll be able to name it whatever you want. You won't be able to give your child any items until another two seasons later, though.

Don't mistreat your wife, or she might leave you. If your wife's relationship ever falls below a purple heart, she'll go back to her home. To get her to come back to you, go to her place and apologize to her. She'll go back up to a green-heart relationship with you once you do this, and return to your farm the next day. You can never lose your wife completely (no matter how often you basically chase her out of the house), so there are no worries about that. Of course, you can never divorce her either, so be sure you're really happy with the girl you choose.

Specialty Items

[GGSPECIAL]

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Horse Race Prizes

This is just a list of everything you can buy at the horse race, which occurs on Spring 18 every year. You earn medals by betting on horses at the races with tickets, and having tickets placed on the winning horse. Any unspent medals remain in your possession, and you can spend them next year, if you want to.

- * Mystrile Ore - 3 Medals
- * Truffle - 12 Medals
- * Bodigizer XL - 15 Medals
- * Turbojolt XL - 21 Medals
- * Earrings - 33 Medals
- * Necklace - 35 Medals
- * Bracelet - 42 Medals
- * Power Berry - 1001 Medals (see note below)
- * 500 Lumber - 97 Medals (see note below)

NOTE: You can only trade for one Power Berry. After that, the Power Berry is removed from the list. Also, 500 lumber is not offered until after you trade for the Power Berry.

TV Shopping Items

After you upgrade your house once, the TV show What's Your Passion?! will be replaced with TV Shopping. Once this happens, you can order cooking utensils off of TV Shopping on Saturdays by first watching the entire program, and then going down to the inn and using their phone to order the item they're selling. Phone calls cost 10G, so you'll need at least that much extra along with the price of the utensil. Also, since the inn is closed on holidays, any non-romantic holiday that falls on a Saturday will prevent you from ordering a utensil. Worry not, though; once all of

the items have been offered, the program starts over from the last item that you don't have, and keeps offering whatever you're missing until you buy them all. Once you've ordered all of the items, What's Your Passion?! returns. Items you order arrive on Tuesday, or Wednesday if there's a festival in Tuesday.

The items are offered in this order, and for these prices:

- * Knife - 3000G
- * Frying Pan - 2500G
- * Pot - 2000G
- * Mixer - 2500G
- * Whisk - 1000G
- * Rolling Pin - 1500G
- * Oven - 5000G
- * Seasonings Set - 5000G
- * Power Berry - 5000G

Selling Prices

[GGSELLING]

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By popular request, I've made this section. It lists what each item can be sold for. You can also find this information at the very end of the guide, but this makes it easier to find on the fly.

Item	Selling Price
Turnip	60
Potato	80
Cucumber	60
Strawberry	30
Cabbage	250
Tomato	60
Corn	100
Onion	80
Pumpkin	250
Pineapple	500
Eggplant	80
Carrot	120
Sweet Potato	120
Spinach	80
Green Pepper	40
Orangecup Fruit	60
Apple	50
Bamboo Shoot	50
Wild Grape	50
Mushroom	70
Poisonous Mushroom	100
Truffle	500
Blue Grass	100
Red Grass	100
Green Grass	100
Egg	50
Golden Egg	50
Spa-Boiled Egg	80
Mayonnaise S	100
Mayonnaise M	150
Mayonnaise L	200
Mayonnaise G	300
Milk S	100

Milk M	150
Milk L	200
Milk G	300
Cheese S	300
Cheese M	400
Cheese L	500
Cheese G	600
Wool S	100
Wool M	400
Wool L	500
Wool G	600
Yarn Ball S	300
Yarn Ball M	700
Yarn Ball L	800
Yarn Ball G	1000
Junk Ore	1
Copper Ore	15
Silver Ore	20
Gold Ore	25
Mystrile	40
Orichalcum	50
Adamantite	50
Earrings	2000
Necklace	2000
Bracelet	2000
Magic Red (Red)	200
Honey*	50 or 60
SUGDW Apple	50
Large Fish	200
Medium Fish	120
Small Fish	50

* - Honey sells for 60G if you give Louis a container of it.

Festivals

[GGFESTIVL]

There are plenty of festivals and holidays in this game. This is an overview of each event, and their effects if you choose to attend (or not attend). For Holiday Type, if it's listed as Romantic, then the shipper will still come by and pick up produce in the bin; for the other two types (Get-Together and Competition), the shipper won't pick up the stuff put in the bin on the festival day until the next day. Obviously, Competition festivals have something you can take part in, usually with some sort of prize if you win. Get-Together festivals are usually just events where you talk to everybody and watch a cutscene.

Spring 1 - New Year's Party

When: 6:00PM Last Chance: 7:50PM Where: Square or Inn

Holiday Type: Get-Together

What to Do: Go to either the Square or the Inn

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once in both cases); no effects otherwise (not even when you choose your dance partner)

Spring 8 - Goddess Festival

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Get-Together

What to Do: Attend, and ask the mayor to start the dance; you can also ask

any girl with at least 15000 affection for you to come with you on the 7th
Effects: +5 affection with anybody you talk to during the festival (+500
for any girl; once only for both cases); +3000 if you took a girl and agree
to go with her to her to her favorite location, +1000 if you just go home

Spring 14 - Spring Thanksgiving

When: N/A Last Chance: 5:00PM Where: N/A

Holiday Type: Romantic

What to Do: Give gifts to the girls

Effects: +1000 affection with any girl that you give cookies to (first time
only)

Spring 18 - Local Horse Race

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Competition

What to Do: Attend and watch all 3 races; participate if your horse is
fully grown, if you wish

Effects: +5 affection with anybody you talk to during the festival (+500
for any girl; only once per race for both cases, though you can get up to
15 and 1500 per villager and girl, respectively); +20 for everybody present
at the race (+500 for each girl present) if you participate and win

Spring 22 - Cooking Festival

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Competition

What to Do: Attend; bring a dish if you want to try and win

Effects: +5 affection with anybody you talk to during the festival (+500
for any girl; only once before and after the judging for both cases); +20
for everybody present at the festival (+500 for each girl present) if you
win the contest

Summer 1 - Opening Day

When: 10:00AM Last Chance: 2:50PM Where: Mineral Beach

Holiday Type: Competition

What to Do: Attend, and swim in the race

Effects: +5 affection with anybody you talk to during the festival (+500
for any girl; only once before and after the race for both cases); +20 for
everybody present at the race (+500 for each girl present) if you win,
plus you get a Power Berry the first time you win

Summer 7 - Sumo Chicken Festival

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Competition

What to Do: Attend; if you have a chicken, you can compete

Effects: +5 affection with anybody you talk to during the festival (no
girls show up for this one; only once before and after the fights); +20 for
everybody present at the fights if you win, plus your competing hen will
get a gold crown next to its name and produce Golden Eggs from then on

Summer 12 - Tomato Festival

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Competition

What to Do: Attend, and join a team

Effects: +5 affection with anybody you talk to during the festival (+500
for any girl; only once before and after the fights for both cases); +20
for everybody present at the fights (+500 for the girls) if your team wins

Summer 20 - Cow Festival

When: 10:00AM Last Chance: 2:50PM Where: Yodel Ranch

Holiday Type: Competition

What to Do: Attend; if you have a mature cow, you can enter it on the 19th
Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once before or after the judging in both cases); +20 for everybody present at the festival (+500 for the girls) if your cow wins, that cow will also have a crown by its name and produce Milk G

Summer 24 - Fireworks Display

When: 6:00PM Last Chance: 7:50PM Where: Mineral Beach

Holiday Type: Get-Together

What to Do: Attend; you can watch it with a girl you like, or Kai if he asks you to

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once before and after the fireworks in both cases); no effects otherwise

Fall 3 - Music Festival

When: 6:00PM Last Chance: 6:50PM Where: Church

Holiday Type: Get-Together

What to Do: Attend; if you agreed to play the ocarina on the 2nd, then you'll do just that

Effects: No affection changes if you accept or refuse to participate; +5 affection with anybody you talk to during the festival (+500 for any girl; only once in both cases); no effects otherwise

Fall 9 - Harvest Festival

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Get-Together

What to Do: Attend, and bring something to add to the hot pot

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once before or after the soup in both cases); No effects otherwise (it really doesn't matter what you put in the soup)

Fall 13 - Moon-Viewing Day

When: 6:00PM Last Chance: 11:50PM Where: Mother Hill peak

Holiday Type: Romantic

What to Do: Go to the peak and spend time with the girl who likes you most

Effects: Oddly enough, there are no effects

Fall 21 - Sheep Festival

When: 10:00AM Last Chance: 2:50PM Where: Yodel Ranch

Holiday Type: Competition

What to Do: Attend; if you have an unshorn sheep, you can enter it on the 20th

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once before or after the festival in both cases); +20 for everybody present at the festival (+500 for the girls) if your sheep wins, that sheep will also have a crown by its name and produce Wool G

Winter 10 - Dog Race

When: 10:00AM Last Chance: 2:50PM Where: Square

Holiday Type: Competition

What to Do: Attend; if you let your dog enter the race, you can participate

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once before and after the race in both cases); +20 for everybody present at the festival (+500 for the girls) if your dog wins

Winter 14 - Winter Thanksgiving

When: See Below Last Chance: See Below Where: Your farm

Holiday Type: Romantic

What to Do: Hang around outside your house at 6:00AM, 8:00AM, 10:00AM,

1:00PM, and 3:00PM

Effects: If a girl has at least a purple-heart relationship with you, she will stop by to give you a chocolate item. For purple- and blue-heart relationships, you get Chocolate. For green-heart and above relationships, you get Chocolate Cake. No effect on relationships.

Winter 24 - Star Night Festival

When: 6:00PM Last Chance: 7:50PM Where: Varies

Holiday Type: Get-Together

What to Do: Talk a girl on the 23rd, and she might invite you to come over for dinner with her family (if your relationship is good enough); if you're married, then this event will happen automatically at home

Effects: Surprisingly, no effects whatsoever, not even when you're married

Winter 30 - New Year's Eve

When: 12:00AM Last Chance: 4:50AM Where: Mother Hill peak

Holiday Type: Get-Together

What to Do: Attend

Effects: +5 affection with anybody you talk to during the festival (+500 for any girl; only once in both cases)

Events

NOTE: This section is still under construction. The majority of events are listed here now, but some of them still lack an explanation of their effects.

Events are special occurrences, which can cause all sorts of things to happen. Usually, only one event involving any given villager can happen per day (with a few exceptions), so you can't just go and see every event on the first day. I've divided the events up into three sub-sections: girl, villager, and misc. events.

Girl Events

[GGEGIRLS]

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These are all of the events involving the girls of the game, including the events relating to your rivals.

Karen's Introduction

Trigger: First time you visit the Supermarket while Karen is there

Effects: +2000 if you tell Duke to pay

Ann's Introduction

Trigger: First time you visit the Inn while Ann is there

Effects: +2000 for Ann and +30 for Doug if you say she's cute

Elli's Introduction

Trigger: First time you visit the Clinic

Effects: +2000 if you say it doesn't hurt, +500 if you give her bandage to Stu and say you were OK, no effect if you give her bandage to Stu and say because you got it from her

Mary's Introduction

Trigger: First time you visit the Library

Effects: +2000 if you ask what she's writing

Popuri's Introduction

Trigger: First time you visit the Poultry Farm while Popuri is there
Effects: +2000 if you say my sympathies

Karen's Question

Trigger: Visit the Hot Springs when Karen has at least 5000 affection
Effects: +2000 if you answer the farm or love life; no effects if you answer no worries

Ann's Question

Trigger: Visit the Inn area when Ann has at least 5000 affection
Effects: +2000 if you say she's wrong, -2000 if you say she's right

Elli's Question

Trigger: Visit the Clinic area when Elli has at least 5000 affection
Effects: +2000 if you say fun, -2000 if you say hard, no effect if you say tiring

Mary's Question

Trigger: Visit the Library when Mary has at least 5000 affection
Effects: +2000 if you say you came to read, -2000 if you say you just came to visit

Popuri's Question

Trigger: Visit the Poultry Farm when Popuri has at least 5000 affection
Effects: +2000 if you say that might be fun, -2000 if you say she should stay

Karen's Flowers

Trigger: Have at least 15000 affection with Karen, must be Spring; exit your house
Effects: +2000 if you plant the flowers and they bloom, plus Won will start carrying Moondrop Seeds once they do bloom

Ann's Wheeling and Dealing

Trigger: Have 3 grown-up chickens in your chicken coop
Effects: -1000 affection with Ann for either answer (what the hell?); +1000 affection with Ann if you show up with the eggs (first day only); if you give her the eggs, you'll get 450G; if you don't give them to her, she'll tell you to come back with some eggs by 5:00PM; if you fail to deliver eggs on any non-festival day during the time that she's asking for eggs, the event will stop and you won't be able to give her eggs; +1000 affection with Ann after 7 days of bringing her eggs; festivals aren't considered egg delivering days, so if one takes place during the time she asks you to deliver eggs, don't worry

Elli's Sandwiches

Trigger: Have at least 15000 affection with Elli, be at the farm at noon
Effects: +2000 if you eat her sandwiches every day for 3 days

Mary's Book

Trigger: Exit your house when Mary has at least 15000 affection; if it's winter, this event cannot occur until after Winter Thanksgiving for that year
Effects: +2000 if you say you liked the woodcutter, -2000 if you say you liked the king

Popuri's Egg

Trigger: Have at least 15000 affection with Popuri, and at least one space free in your chicken coop (including incubating eggs); must be summer or winter; exit your house

Effects: +2000 affection when given the egg, +2000 when hatches, +1000 if you name the chick Popuri

Childhood Memories

Trigger: First time you visit the church area during daylight hours

Effects: None on you; this is a romantic event for Karen and Rick

Lending a Hand

Trigger: First time you go inside the church between 11:00AM and 3:00PM

Effects: None on you; this is a romantic event for Ann and Cliff

Dropping a Hint

Trigger: Second time you visit the Clinic

Effects: None on you; this is a romantic event for Elli and the doctor

Serious Discussion

Trigger: First time you visit the Square

Effects: None on you; this is a romantic event for Mary and Gray

Kai Visits Popuri

Trigger: First time you visit Chicken Lil's during Summer

Effects: None on you; this is a romantic event for Popuri and Kai

Rick the Cad

Trigger: Visit Chicken Lil's some time during Summer, after seeing the previous Karen/Rick scene

Effects: None on you; this is (oddly enough) a romantic event for Karen and Rick

Inquisitive Ann

Trigger: Visit the Inn some time after seeing the previous Ann/Cliff scene

Effects: None on you; this is a romantic event for Ann and Cliff

Elli's Cold

Trigger: Visit the Clinic some time after seeing the previous Elli/doctor event

Effects: None on you; this is a romantic event for Elli and the doctor

Gray Borrows a Book

Trigger: Visit the library area at some point after the previous Gray/Mary event

Effects: None on you; this is a romantic event for Gray and Mary

(Popuri/Kai Event 2)

Trigger: ?

Effects: None on you; this is a romantic event for Popuri and Kai

Lillia's Ungrateful Children

Trigger: Visit Chicken Lil's some time after the previous Rick/Karen event; any season but Winter

Effects: None on you; this is a romantic event for Rick and Karen

(Ann/Cliff Event 3)

Trigger: ?

Effects: None on you; this is a romantic event for Ann and Cliff

The Doc is Leaving?

Trigger: Visit Mineral Beach some time after seeing the previous Elli and doctor scene

Effects: None on you; this is a romantic event for Elli and the doctor

(Mary/Gray Event 3)

Trigger: ?

Effects: None on you; this is a romantic event for Gray and Mary

(Popuri/Kai Event 3)

Trigger: ?

Effects: None on you; this is a romantic event for Popuri and Kai

Depressed Rick

Trigger: Marry Popuri (or get Kai to marry Popuri), then visit Chicken

Lil's at some point during Spring, Summer, or Fall; must be at least Year 2

Effects: None on you; this will trigger Karen and Rick's wedding a few days later

(Final Ann/Cliff Event)

Trigger: ?

Effects: None on you; this will trigger Ann and Cliff's wedding a few days later

(Final Elli/Doctor Event)

Trigger: ?

Effects: None on you; this will trigger Elli and the doctor's wedding a few days later

(Final Mary/Gray Event)

Trigger: ?

Effects: None on you; this will trigger Mary and Gray's wedding a few days later

Popuri and Kai Are Leaving?

Trigger: Popuri and Kai must have a fairly good relationship; must be at least year 2

Effects: If you tell Rick, Popuri won't leave, and if you don't tell him, she and Kai will get married; no affection changes

A Friend's Wedding

Trigger: Complete all 4 events for one of the couples, and have at least 200 affection with the guy and/or 50000 with the girl; obviously, this event can happen up to 5 times per play-through

Effects: You'll attend the couple's wedding, and be unable to work for that day; if you don't have a good enough relationship with the bride and/or groom, then you won't attend the wedding, though they'll still marry each other

Rent-A-Chicken

Trigger: Need less than 6 chickens in the coop, and the coop must be expanded; other requirements exist, but what they are is uncertain as of now

Effects: Unknown

Kai's Back in Town

Trigger: Visit the Blacksmith area on Spring 30th of Year 1 some time around noon

Effects: None whatsoever, though it does introduce you to Kai

Kai Wants Corn

Trigger: Have at least one unit of ripe Corn growing in the field

Effects: Kai won't take the corn if you charge 200G; Kai will take the corn if you charge 100G or 50G; no relationship effects at all

In His Grandfather's Footsteps

Trigger: Have over 200 affection with Gray; must not be Winter

Effects: The day after he shows up in your house, he'll remove all weeds on your farm; the day after that, he'll try (and fail) to make a hammer; the day after that, he'll show up and apologize for being annoying; +20 affection with Gray

The "Love Potion"

Trigger: Visit the beach after a hurricane; must have at least 120 affection with Kai

Effects: If you tell Kai you might leave, you keep the bottle, and Kai gets a +30 affection boost; if you tell him you're going to stay, he'll give you perfume in return for the bottle, and no relationship effects take place

Cliff's Photo

Trigger: Visit the Square on a snowy day around noon during Winter 1st Year

Effects: No effects if you just walk away; +20 affection with Doug, Carter and the doctor, +30 affection with Cliff, and +1000 affection with Ann for checking Cliff's body; +20 affection with Cliff if you return his photo

Villager Events

[GGEPEOPLE]

====

These are the events concerning specific villagers.

A Shady Merchant

Trigger: 3rd day of Spring, 1st Year; automatic event

Effects: +20 affection with Harris if you talk to Won, go to the Square and talk to Harris and then Won, and then go talk to Harris at Gotz' house.

The Pony

Trigger: First time you visit Yodel Ranch while it's open; must be during the first Spring

Effects: +30 affection for Barley and May if you agree to take care of the pony (and you get the pony itself), no affection changes if you say no (and you don't get the pony, though Barley will offer once more if you talk to him again).

The Pony, Take Two

Trigger: Have at least 200 squares of land covered in grass, and don't own a pony or horse already

Effects: +30 affection for Barley if you agree to take care of the pony (and you get the pony itself), no affection changes if you say no (and you don't get the pony)

Checking Up on the Horse

Trigger: Must be exactly 120 days since you got your horse; has to be the horse gotten for free during the first Spring, as well; exit your house

Effects: +30 affection for Barley and May if the horse decides to stay with you; -30 affection for Barley and May if Barley takes the horse away

Thomas' Vegetable Requests

Trigger: Must be Spring 16; other triggers unknown

Effects: +30 affection for Thomas if you agree and do actually deliver the vegetables, no change if you agree and fail to deliver the veggies, and -20 affection for all villagers and -1000 affection for all girls if you tell him you're busy

Apple Pie, Anyone?

Trigger:

Effects: Refusing the tip will get you the tip and a piece of Apple Pie

Remembering a Loved One

Trigger: Happens Fall 5 of every year; visit the peak of Mother Hill, around 3:00PM

Effects: To be determined

The Flower of Happiness

Trigger: Talk to Ellen during winter until she mentions the Flower of Happiness

Effects: If you visit Mother Hill after midnight on a snowy night, you'll see the Flower of Happiness and the next day will start; relationship effects to be determined

Winter Weather Warning

Trigger: Attempt to visit the peak of Mother Hill on a snowy night before a blizzard is about to hit

Effects: To be determined

Harris' Love Sickness

Trigger: Exit your house after 6:00PM; need at least 120 affection with Harris

Effects: -20 affection if you tell him you're busy; if you agree to talk to him, then go talk to Manna at some point afterwards, Manna gets +20 affection; Harris will stop by the day after this, and if you talk to him, he'll get a +30 affection boost for you

Duke Gets Wasted

Trigger: Visit the inn after 6:00PM; need at least 150 affection with Duke

Effects: No effects if you just leave; throwing the water down on the ground is the same as littering; no effects if you drink the water; +20 affection with Duke and Manna if you talk to Duke while holding the water (though this will still cause your litter count to go up, and the affection penalties involved with littering)

Flowers Blooming in the Field

Trigger: Have at least 91 flowers blooming; exit your farm house some time after 12:00PM once you've met this requirement

Effects: If you tell Anna she can pick some flowers, she'll raze your flower fields, but give you a Power Berry; if you refuse her, you get squat; relationship effects still to be determined

Help at the Winery

Trigger: Fall 14, 1st Year

Effects: To be determined; you can tell Cliff about the part-time job if you agree to Duke's offer, and want Cliff to stay in the village, though

A Mystery at the Inn

Trigger: First time you visit the Inn during the 2nd Year; must have over 200 affection with Doug

Effects: Visit the back room and talk to the cat, then talk Harris in the main room to solve the mystery; no relationship effects

May is Bored

Trigger: Need at least 75 affection with May

Effects: Both options result in May and Stu playing at the church on every day but Thursday and Sunday; no relationship effects

May is Missing

Trigger: Need at least 75 affection with Barley

Effects: To be determined; May is at the docks after 6:00PM

Breeding Dogs

Trigger: Spring 4 of Year 2, automatic

Effects: None if you tell Barley no; to be determined for the other choice

A Light in the Dark

Trigger: Winter Year 4, around 5PM, sunny weather, in front of the church

Effects: +10 Affection with Harris

Misc. Events

[GGEMISC]

==--==

These are events that don't fit into the above categories, or events that are farm-improving (or farm-destroying, in some cases).

Village Tour

Trigger: Spring 2nd, 1st Year; automatic

Effects: Start work at 8:00AM if you take the tour; no effects otherwise

New Year Mail Call

Trigger: Have at least 100 affection with any given villager; must be the 1st week of Spring

Effects: You'll receive postcards in your mailbox from people with 100+ affection over the course of the first week of Spring; the people who like you most will send their cards first; some people won't mail you unless you have 100+ affection with all members of their family

Birthday Mail Call

Trigger: Have at least 150 affection with any given villager (or 30000 affection with any given girl); must be your character's birthday

Effects: You'll receive postcards in your mailbox from people with 150+ affection and girls with 30000+ affection on this day; you'll get mostly cards from the girls and your rivals, though

The Honey Tree

Trigger: Have at least one flower in bloom on your farm

Effects: Your apple tree will have a beehive that produces one container of honey per day

Bee Business

Trigger: Give at least one bottle of Honey to Louis

Effects: Honey will sell for 60G, instead of 50G; emotional effects still to be determined

A Death on the Farm

Trigger: An animal on the farm dies

Effects: -20 affection for all villagers, -1000 affection for all girls, day starts 1 hour later than it would have per animal type that has died than if animals hadn't died

Won's Business Unusual

Trigger: Have at least 500G, must not be raining

Effects: Won offers you a SUGDW Apple for 500G; no relationship effects for either option, though buying it will cost you 500G

Won's Business Unusual 2

Trigger: Have a grown-up dog, and no Dog Ball; the game sometimes doesn't "see" the dog ball in your cupboard, so this event may occur even if you do have one

Effects: Won offers you a Dog Ball for 100G; no relationship effects for either option, buying it is an excellent idea

Won's Business Unusual 3

Trigger: Have at least 30000G and a girl at an orange- or red-heart relationship

Effects: Won offers you a Blue Feather for 30000G; no relationship effects for either option, buying it is a complete rip-off of 30000G when you can just buy the feather at the Supermarket for 1000G

Won's Business Unusual 4

Trigger: Have the second house extension and at least 5000G

Effects: Won offers you a Vase for 5000G; no relationship effects for either option, buying the vase doesn't do much (though it's your only chance to do so)

Talking Trees?

Trigger: Use the axe on the living tree on Mother Hill

Effects: Agreeing to not cut it down causes you to get a Power Berry; saying you'll cut it down has no known effects

Kappa the Water Sprite

Trigger: Throw a cucumber into Mother Lake

Effects: If you throw 3 cucumbers into the lake, and Kappa responds to each of them, he'll give you the Mystic Berry

Master Fisherman

Trigger: Have at least 50 fish in your fish pond; Greg will show up on your farm, and comment about the pond being so full

Effects: If you talk to Greg, he'll give you the Fishing Pole

The Goddess' First Gift

Trigger: Toss 5 total crops into the waterfall pool near the normal mine

Effects: The Goddess gives you a Power Berry

The Goddess' Second Gift

Trigger: Toss 10 total crops into the waterfall pool near the normal mine

Effects: The Goddess summons the girl that likes you best to take a bath in the hot springs; jump into the springs and back out to get an affection boost of 2000

The Goddess' Third Gift

Trigger: Toss 20 total crops into the waterfall pool near the normal mine

Effects: The Goddess gives you special lumber, which you automatically give to Gotz; You get 1000G, but nothing else happens

Celebrating an Occasion

Trigger: Must be your birthday, your wife's birthday, or your anniversary; you also must be married (of course); enter your house after 6:00PM

Effects: To be determined

An Injured Bird?

Trigger: Uncertain; some time after you're married, though

Effects: Unknown; seems to be tied to your wife getting pregnant

Wife's Not Feeling Well...

Trigger: More or less guaranteed to happen a season or so after you get

married; talk to your wife to find out that she's feeling queasy
Effects: Visit the clinic, and you'll find out that your wife is pregnant;
if you fail to visit the clinic within a week, it'll turn out to just be
illness

A Birth on the Farm

Trigger: Your wife's pregnancy reaches its end

Effects: A baby will be born, which you can name; you can't work on the day
of the birth

A Sick Baby

Trigger: 15th day since your baby's birth

Effects: To be determined; taking him to the clinic results in a +2000
boost to your wife's affection, though

Relationships and Gift-Giving

====

The people of the village will all come to like you, given enough time
and festival attendance. But why wait for that? You can give gifts to
speed up the process of people liking you by a considerable amount. All
sizes of Eggs (except for Golden Egg), Mayonnaise, Milk, Cheese, Wool, and
Yarn Ball result in the same reaction, and any case where Fish is listed
without a prefix means that that person feels that way about all sizes of
fish. Note that sometimes it's smarter to give a lot of liked items than
it is to give a few loved items. Really, it depends on how common the item
in question is.

NOTE: You can stop people who are moving about outdoors for a few seconds
by whistling at them with either the horse or dog whistle.

The Girls

[GGGIRLS]

====

This is a list of what every girl loves, likes, is neutral towards,
dislikes, and hates. Note that the second date listed for birthdays is
when their birthday will be if your birthday is on the first date listed.
Also, all girls get a special boost from jewelry pieces, and an even
bigger boost from Perfume.

==== Karen ====

[GGKAREN]

A down-to-earth girl who lives with her parents at the supermarket.
She tends to take a very serious outlook on everything, and is very
assertive (if not downright aggressive) in her relationships.
Rick, one of the people who works at the Poultry Farm, has been her
closest friend since childhood.
She's damn picky when it comes to gifts.

==== Heart Level Dialogue ====

* Initial Greeting

"...Hello."

"You don't look familiar."

* Black (0-4999 affection)

"Hi."

"What can I do for you?"

* Purple (5000-19999 affection)

"Hi, how are you?"

"Whenever you have a problem or something, just come talk to me."

* Blue (20000-29999 affection)

"I'm afraid our store is not very well stocked."

"But at least we have the tools you need for farming."

* Green (30000-39999 affection)

"My parents fight at the drop of a hat. But my mother does most of the yelling..."

"Then they suddenly make up. It's silly."

* Yellow (40000-49999 affection)

"Hello <name>! How are you doing?"

"I'm impressed... a person my age running a farm."

* Orange (50000-59999 affection)

"Oh...h...hello."

"You startled me (heart)"

* Red (60000-65535 affection)

"Lately I find myself thinking about you, <name> (heart)"

"Just kidding. But what if it were true?"

== Daily Schedule ==

Monday, Wednesday-Friday, & Saturday - Inside the Supermarket (6:00AM to 8:00AM), outside the Supermarket (8:00AM to 10:30AM), inside the Supermarket house section (10:30AM to 1:00PM), inside the Supermarket store section (1:00PM to 4:00PM), inside the Supermarket house section (4:00PM to 7:00PM), on the beach (7:30PM to 10:00PM), inside the Supermarket (10:50PM onwards)

Rainy Days - Inside the Supermarket house section (6:00AM to 8:00AM), inside the Supermarket (8:00AM to 10:00AM), inside the Supermarket house section (10:00AM to 1:00PM), inside the Supermarket (1:00PM to 4:00PM), inside the Supermarket house section (4:00PM onwards)

Tuesday - Inside the Supermarket (6:00AM to 8:00AM), outside the Supermarket (8:00AM to 10:30AM), inside the Supermarket (10:00AM to 1:00PM), at the Hot Springs (2:00PM to 4:00PM), inside the Supermarket (5:00PM to 7:00PM), at the Inn (7:30PM to 10:00PM), inside the Supermarket (10:30PM onwards)

Rainy Days - Inside the Supermarket (6:00AM to 1:00PM), inside Gotz' house (2:00PM to 4:00PM), inside the Supermarket (5:00PM to 7:00PM), at the Inn (7:30PM to 10:00PM), inside the Superkarket (10:30PM onwards)

Sunday - Inside the Supermarket (6:00AM to 7:00PM), at the Inn (7:00PM to 10:00PM), inside the Supermarket (10:30PM onwards)

== Birthday ==

Fall 15

Alternate: Fall 22

== Gift Reactions ==

Loves: Truffle, Wine, Fries, Popcorn, Sashimi, Pizza

Likes: Potato, Cucumber, Corn, Pumpkin, Eggplant, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Egg, Spa-Boiled Egg, Mayonnaise, Cheese, Stir Fry, Miso Soup, Salad, Pickled Turnips, Pickles, Happy Eggplant, Greens, Scrambled Eggs, Butter, Cheese Fondue, Golden Egg, Jewelry

Neutral: Turnip, Strawberry, Cabbage, Tomato, Onion, Pineapple, Carrot, Bamboo Shoot, Wild Grape, Mushroom, Milk, Wool, Yarn Ball, Rice Ball, Bread, Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stew, Curry, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Tomato Juice, Omelet, Boiled Egg, Hot Milk, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Dinner Roll, Grilled Fish, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Food Fiasco, Relaxation Tea Leaves, Veggie Latte, Ketchup, Rice Omelet

Dislikes: Weeds, Apple, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Ketchup Recipe, Gold Ore, Silver Ore, Copper Ore, Honey, SUGDW Apple, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Grape Juice, Strawberry Jam, Strawberry Milk, Roasted Potatoes, Grape Jam, Jam Bun, Raisin Bread, Bandage, Relaxation Tea, Fruit Latte, Mixed Latte, Dead Weeds

Hates: Stone, Branch, Lumber, Poisonous Mushroom, Adamantite, Fodder, Chicken Feed, Fish Food, Pumpkin Pudding, Sweet Potato (dish), Cheesecake, Apple Jam, Apple Pie, Cookie, Ice Cream, Cake, Empty Can, Fries Recipe, Chocolate, Chocolate Cookie, Chocolate Cake, Winter Stone, Winter Branch, Winter Lumber

==== Ann ====

[GGANN]

Ann is a bit of a tomboy, which her father Doug accredits to the loss of her mother at a young age.

She enjoys cooking above all else, and often gets surprised when she realizes that she actually likes somebody.

Ann has taken a liking to Cliff, a young man who drifted into town a few years back.

==== Heart Level Dialogue ====

* Initial Greeting

"Oh! Hi..."

"What brings you to the village? You're welcome to stay at our inn?"

* Black (0-4999 affection)

"Welcome, welcome."

"If you want to place an order, talk to my father."

* Purple (5000-19999 affection)

"Hello, welcome."

"Please, take your time."

* Blue (20000-29999 affection)

"You know my father's always scolding me because I don't act like a girl."

"I don't mind being a tomboy, and I like my dad for raising me this way.

Love... I don't need it."

* Green (30000-39999 affection)

"Hi there, how's the farm doing?"

"Everything's delicious when you live near farm country. I love to eat!"

* Yellow (40000-49999 affection)

"Oh, hi <name>! Come in and take it easy."

"I suppose girls should be cute, don't you agree?"

* Orange (50000-59999 affection)

"Oh... W...welcome."

"I've been daydreaming and breaking dishes lately (heart)"

* Red (60000-65535 affection)

"."

"Oh...sorry. Um...what did you say?"

== Daily Schedule ==

Every Day - At the Inn (6:00AM to 7:00AM), at the Hot Springs (7:30AM to 10:00AM), at the Inn 2nd floor (10:30AM to 1:00PM), at the Inn 1st floor (1:00PM to 4:00PM), at the Inn 2nd floor (4:00PM to 7:00PM), at the Inn 1st floor (7:00PM onwards)

Rainy - At the Inn (6:00AM to 7:00AM), at the Inn back room (7:30AM to 10:00AM), at the Inn 2nd floor (10:00AM to 1:00PM), at the Inn 1st floor (1:00PM to 4:00PM), at the Inn 2nd floor (4:00PM to 7:00PM), at the Inn 1st floor (7:00PM onwards)

== Birthday ==

Summer 17

Alternate: Summer 22

== Gift Reactions ==

Loves: Spa-Boiled Egg, Veggie Pancake, Fried Rice, Stir Fry, Stew, Curry, Salad, Sandwich, Strawberry Milk, Pumpkin Pudding, Roasted Potatoes, Omelet, Cheesecake, Cheese Fondue, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Grilled Fish, Tempura Noodles, Fried Noodles, Ice Cream, Cake, Chocolate, Chocolate Cake, Rice Omelet

Likes: Strawberry, Tomato, Pineapple, Apple, Wild Grape, Ketchup Recipe, Egg, Milk, Cheese, SUGDW Apple, Rice Ball, Bread, Grape Juice, Large Fish, Miso Soup, Fruit Juice, Vegetable Juice, Mixed Juice, Pickled Turnips, Fries, Pickles, Strawberry Jam, Tomato Juice, Popcorn, Happy Eggplant, Sweet Potato (dish), Greens, Scrambled Eggs, Boiled Egg, Chirashi Sushi, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Pizza, Noodles, Curry Noodles, Tempura, Cookies, Golden Egg, Chocolate Cookie, Bandage, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte, Jewelry

Neutral: Turnip, Potato, Cucumber, Cabbage, Corn, Onion, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Mushroom, Truffle, Adamantite, Mayonnaise, Wool, Yarn Ball, Honey, Wine, Oil, Flour, Curry Powder, Hot Milk, Butter, Apple Jam, Grape Jam, Relaxation Tea Leaves, Ketchup

Dislikes: Branch, Lumber, Blue Grass, Green Grass, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Medium Fish, Small Fish, Food Fiasco, Winter Branch, Winter Lumber

Hates: Stone, Weeds, Poisonous Mushroom, Red Grass, Mystrile, Orichalcum, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Garbage,

==== Elli =====

[GGELLI]

Elli lives (and works as an aide) at the clinic, to help support her grandmother and little brother.

She's a very soft-spoken and gentle woman, slow to anger and quick to smile.

Though she doesn't seem entirely aware of it, the doctor has taken a liking to her.

Don't let her likes and dislikes fool you; she's the easiest girl to win over.

==== Heart Level Dialogue =====

* Initial Greeting

"Hi."

"When you feel sick or get hurt, come to the Mineral Clinic. You'll find me there most of the time working."

* Black (0-4999 affection)

"Is there something wrong with you today?"

"Please talk to the Doctor if you want medicine or an exam."

* Purple (5000-19999 affection)

"Oh, <name>. What's wrong?"

"Farming is hard work, isn't it? You need to be strong..."

* Blue (20000-29999 affection)

"Oh, <name>. Is something wrong?"

"My family has been involved in birthing for generations. My grandmother was a midwife, too."

* Green (30000-39999 affection)

"There seems to be a flu going around. Take care of yourself."

"You know my grandmother, right? I want to cure the problem with her legs, so I'm studying here."

* Yellow (40000-49999 affection)

"Oh, hi <name>. You seem to be getting used to farm life."

"Why did you move to this village, <name>? I haven't heard the reason."

* Orange (50000-59999 affection)

"Oh... <name>! Is something the matter?"

"I'm happy to see you, but since this is a clinic I also worry whenever you drop by (heart)"

* Red (60000-65535 affection)

"I may quit the clinic after I get married..."

"...I don't think I can work at both marriage and a job..."

== Daily Schedule ==

Every day but Wednesday - Inside the Clinic (All day)

Wednesday - Inside the Clinic (6:00AM to 9:00AM), at Ellen's house (9:45AM to 1:00PM), inside the Supermarket (1:40PM to 4:00PM), at Ellen's house (4:45 to 7:10PM), inside the Clinic (7:55PM onwards)

== Birthday ==

Spring 16

Alternate: Spring 20

== Gift Reactions ==

Loves: Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Ketchup Recipe, Bandage, Jewelry

Likes: Strawberry, Blue Grass, Milk, Grape Juice, Fish, Stir Fry, Salad, Vegetable Juice, Sandwich, Strawberry Jam, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Greens, Hot Milk, Cheesecake, Apple Jam, Apple Pie, Grape Jam, Chirashi Sushi, Sashimi, Grilled Fish, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookies, Chocolate Cake, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte

Neutral: Turnip, Potato, Cucumber, Cabbage, Tomato, Corn, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Apple, Bamboo Shoot, Wild Grape, Mushroom, Truffle, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Spa-Boiled Egg, Mayonnaise, Cheese, Wool, Yarn Ball, Honey, SUGDW Apple, Rice Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Oil, Flour, Curry Powder, Veggie Pancake, Miso Soup, Stew, Curry, Fruit Juice, Mixed Juice, Pickled Turnips, Fries, Pickles, Strawberry Milk, Tomato Juice, Happy Eggplant, Roasted Potatoes, Boiled Egg, Butter, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Jam Bun, Raisin Bread, Dinner Roll, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Food Fiasco, Golden Egg, Ketchup

Dislikes: Onion, Pumpkin, Green Pepper, Wine, Fried Rice, Scrambled Eggs, Omelet, Rice Omelet

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Mary ====

[GGMARY]

Mary's family moved into the village when she was younger, and she's always felt like an outsider.

She spends most of her time reading and studying, and tends to be a bit naive when it comes to emotional matters.

She and Gray often talk with each other, having found a common problem of feeling like they don't fit in.

==== Heart Level Dialogue ====

* Initial Greeting

"Hi. You're new to the village, right?"

"You've got your work cut out for you. Good luck."

* Black (0-4999 affection)

"Hi. You know, this library was built so the villagers could read my father's books."

"We're always adding books and replacing books, so you should make a habit of visiting the library."

* Purple (5000-19999 affection)

"Hello."

"This village looks like the land in a fairy tale."

* Blue (20000-29999 affection)

"Hello. Do you enjoy working the farm?"

"How about teaching me about farm work? I'm here in this village, so I ought to learn about all sorts of things."

* Green (30000-39999 affection)

"Well, hi. You've come to read. I'm impressed."

"I like the smell of books. It's kind of like the smell of the forest... Calming, somehow."

* Yellow (40000-49999 affection)

"Oh...hello."

"It seems it's always the same people who visit the library. I wish everybody from the village came to read books."

* Orange (50000-59999 affection)

"Oh, hello. You've come!"

"I want to keep working in the library even after I get married...as long as there are people who visit the library."

* Red (60000-65535 affection)

"Hello...oh..."

"Something's the matter. I felt strange just now..."

== Daily Schedule ==

Every day but Monday - In her house (6:00AM to 10:00AM), in the library (10:00AM to 4:00PM), in her house (4:00PM onwards)

Monday - In her house (6:00AM to 7:00AM), on Mother Hill (8:00AM to 10:00AM), in her house (11:00AM to 1:00PM), at the Supermarket (1:40PM to 4:00PM), in her house (4:50PM onwards)

Rainy - In her house (6:00AM to 1:00PM), at the Supermarket (1:40PM to 4:00PM), in her house (4:50PM onwards)

== Birthday ==

Winter 20

Alternate: Winter 25

== Gift Reactions ==

Loves: Bamboo Shoot, Mushroom, Poisonous Mushroom, Truffle, Blue Grass, Red Grass, Green Grass, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Vegetable Juice, Tomato Juice, Pumpkin Pudding, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Raisin Bread, Relaxation Tea Leaves, Relaxation Tea, Veggie Latte

Likes: Pumpkin, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Wild Grape, Mayonnaise, Milk, Cheese, Wool, Yarn Ball, Honey, SUGDW Apple, Grape Juice, Fruit Juice, Mixed Juice, Strawberry Jam, Strawberry Milk, Sweet Potato (dish), Greens, Boiled Egg, Hot Milk, Cheesecake, Apple Jam, Apple Pie, Sushi, Jam Bun, Dinner Roll, Cookie, Ice Cream, Cake, Golden Egg, Fruit Latte, Mixed Latte, Ketchup, Jewelry

Neutral: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Corn,

Onion, Pineapple, Eggplant, Carrot, Sweet Potato, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Spa-Boiled Egg, Rice Ball, Bread, Wine, Fish, Oil, Flour, Curry Powder, Stir Fry, Miso Soup, Stew, Salad, Sandwich, Popcorn, Roasted Potatoes, Scrambled Eggs, Omelet, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Chocolate, Chocolate Cookie, Chocolate Cake, Rice Omelet

Dislikes: Veggie Pancake, Fried Rice, Curry, Pickled Turnips, Fries, Pickles, Happy Eggplant, Butter

Hates: Stone, Branch, Lumber, Weeds, Ketchup Recipe, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==--== Popuri ==--==

[GGPOPURI]

The daughter of Lillia, manager of the Poultry Farm.

Popuri has a very childish outlook on life, and often has wild mood swings.

Her brother Rick has tried to take her father's place (since her father is abroad searching for medicine to cure Lillia), but Popuri doesn't appreciate this at all.

Popuri really likes a boy named Kai, who visits every summer, though it may just be because she wants to spite Rick (who hates Kai).

==--== Heart Level Dialogue ==--==

* Initial Greeting

"What!?!Who are you?"

"Why does he talk to me so much?"

* Black (0-4999 affection)

"...Hello."

"Can I help you?"

* Purple (5000-19999 affection)

"Do you like farming? ...For me, it's boring."

"This is a secret, OK?"

* Blue (20000-29999 affection)

"You're nice, not like my brother."

"My brother can't separate from me. ...I'll tell you the story some day."

* Green (30000-39999 affection)

"What was it like where you used to live?"

"I want to go places."

* Yellow (40000-49999 affection)

"I admire the way you run the farm on your own."

"My brother says good things about you. I have respect for you too."

* Orange (50000-59999 affection)

"What do you think about me, <name>?"

"Everybody says I'm immature. What do you think?"

* Red (60000-65535 affection)

"Oh, <name>! ...You always treat me like an adult."

"I used to like flashy guys, but now I think quiet guys like you are

better (heart)"

=== Daily Schedule ===

All days but Sunday - Inside Chicken Lil's (6:00AM to 7:00AM), at the Hot Springs (7:45AM to 10:00AM), Inside Chicken Lil's (10:45AM onwards)
Rainy - Inside Chicken Lil's (All day)

Sunday - Inside Chicken Lil's (6:00AM to 9:00AM), at church (9:30AM to 1:00PM), at the town square (1:30PM to 5:30PM) inside Chicken Lil's (6:00PM onwards)
Rainy - Inside Chicken Lil's (6:00AM to 9:00AM), at the Church (9:30AM to 1:00PM), inside Chicken Lil's (1:30PM onwards)

=== Birthday ===

Summer 3
Alternate: Summer 10

=== Gift Reactions ===

Loves: Pink Cat Flower, Toy Flower, Spa-Boiled Egg, Honey, Fruit Juice, Sandwich, Strawberry Jam, Strawberry Milk, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Apple Jam, Apple Pie, Ice Cream, Cake, Chocolate, Chocolate Cake, Relaxation Tea, Rice Omelet, Jewelry

Likes: Strawberry, Tomato, Corn, Pineapple, Blue Magic Red Flower, Red Magic Red Flower, Orange Cup Fruit, Apple, Truffle, Egg, Mayonnaise, Milk, Yarn Ball, SUGDW Apple, Bread, Grape Juice, Flour, Veggie Pancake, Stew, Salad, Fries, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Bamboo Rice, Mushroom Rice, Grape Jam, Chirashi Sushi, Fried Noodles, Tempura, Wool G, Relaxation Tea Leaves, Ketchup

Neutral: Weeds, Potato, Cucumber, Cabbage, Onion, Carrot, Sweet Potato, Spinach, Moondrop Flower, Bamboo Shoot, Wild Grape, Mushroom, Adamantite, Wool, Rice Ball, Fish, Oil, Curry Powders, Fried Rice, Stir Fry, Miso Soup, Curry, Pickles, Roasted Potato, Greens, Butter, Cheesecake, Mushroom Rice, Sushi, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Noodles, Curry Noodles, Tempura Noodles, Cookie, Chocolate Cookie, Dead Weeds

Dislikes: Turnip, Pumpkin, Eggplant, Green Pepper, Cheese, Vegetable Juice, Mixed Juice, Pickled Turnips, Tomato Juice, Happy Eggplant, Cheese Fondue, Pizza, Fruit Latte, Veggie Latte, Mixed Latte

Hates: Stone, Branch, Lumber, Poisonous Mushroom, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Ketchup Recipe, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Food Fiasco, Garbage, Fries Recipe, Bandage, Winter Stone, Winter Branch, Winter Lumber

The Villagers [GGPEOPLE]

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This is a list of what every villager loves, likes, is neutral towards, dislikes, and hates. All villagers love the jewelry pieces, so those are not listed here.

===== Jeff ===== [GGJEFF]

Jeff runs the local supermarket.

He's a very timid and easily manipulated man, which his wife finds annoying about him.

Jeff almost seems to fear his wife, in fact, or at the very least, he fears her wrath.

== Daily Schedule ==

Every day but Tuesday and Sunday - Inside the Supermarket (all day)

Tuesday - Inside the Supermarket (6:00AM to 10:00AM), at the Church (10:50AM to 1:00PM), at the clinic (1:45PM to 4:10PM), inside the Supermarket (4:30PM onwards)

Sunday - Inside the Supermarket (6:00AM to 1:10PM), inside the Inn (2:00PM to 4:00PM), inside the Supermarket (4:50PM onwards)

== Birthday ==

Winter 29

== Gift Reactions ==

Loves: Bamboo Shoot, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Fruit Juice, Vegetable Juice, Mixed Juice, Tomato Juice, Apple Pie, Bamboo Rice, Truffle Rice, Grape Jam, Cookie, Chocolate Cookie, Chocolate Cake, Relaxation Tea, Fruit Latte, Vegetable Latte, Mixed Latte

Likes: Tomato, Green Pepper, Pink Cat Flower, Orange Cup Fruit, Apple, Wild Grape, Truffle, Blue Grass, Red Grass, Spa-Boiled Egg, Mayonnaise, Milk, Honey, SUGDW Apple, Grape Juice, Fish, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Curry, Salad, Sandwich, Pickled Turnips, Pickles, Happy Eggplant, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Butter, Mushroom Rice, Sushi, Chirashi Sushi, Grilled Fish, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Ice Cream, Cake, Golden Egg, Chocolate, Relaxation Tea Leaves, Ketchup, Rice Omelet

Neutral: Turnip, Potato, Cucumber, Strawberry, Cabbage, Corn, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Moondrop Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Mushroom, Green Grass, Egg, Cheese, Wool, Yarn, Rice Ball, Bread, Oil, Flour, Curry Powder, Fries, Strawberry Jam, Strawberry Milk, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Roasted Potatoes, Cheesecake, Cheese Fondue, Apple Jam, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Pizza, Noodles

Dislikes: Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Gold Ore, Silver Ore, Copper Ore, Wine, Bandage

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Sasha ====

[GGSASHA]

Sasha is Jeff's wife, and she's frequently angry at him for letting the locals buy things at the store on credit.

Not much else can be said about her, other than that she's probably the hardest person in the game to pander to (outside of Greg, anyway).

== Daily Schedule ==

Every day but Tuesday - Inside the Supermarket house section (6:00AM to 1:00PM), in Rose Square (1:30PM to 4:00PM), inside the Supermarket house section (4:45PM onwards)

Rainy - Inside the Supermarket (all day)

Tuesday - Inside the Supermarket (6:00AM to 7:00AM), at Yodel Ranch (8:00AM to 10:00AM), at Chicken Lil's (10:50AM to 1:00PM), at Ellen's house (1:50PM to 4:00PM), inside the Supermarket (4:40PM onwards)

== Birthday ==

Spring 30

== Gift Reactions ==

Loves: Cookie, Chocolate, Chocolate Cookie, Chocolate Cake

Likes: Strawberry, Tomato, Pumpkin, Pineapple, Carrot, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Truffle, Orichalcum, Ketchup Recipe, Milk, Wool, Yarn Ball, Honey, Grape Juice, Oil, Flour, Curry Powder, Miso Soup, Fruit Juice, Vegetable Juice, Mixed Juice, Strawberry Jam, Strawberry Milk, Happy Eggplant, Bamboo Rice, Truffle Rice, Jam Bun, Raisin Bread, Bandage, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte

Neutral: Turnip, Potato, Cucumber, Cabbage, Corn, Onion, Eggplant, Sweet Potato, Green Pepper, Bamboo Shoot, Wild Grape, Mushroom, Blue Grass, Red Grass, Green Grass, Spa-Boiled Egg, Mayonnaise, SUGDW Apple, Rice Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Fish, Veggie Pancake, Fried Rice, Stir Fry, Stew, Curry, Salad, Sandwich, Pickled Turnips, Fries, Pickles, Tomato Juice, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Butter, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie, Mushroom Rice, Grape Jam, Dinner Roll, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Ice Cream, Cake, Golden Egg, Relaxation Tea Leaves, Ketchup, Rice Omelet

Dislikes: Mystrile, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Cheese, Sushi, Chirashi Sushi, Sashimi, Grilled Fish

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Saibara ====

[GGSAIBARA]

The local blacksmith, Saibara isn't very kind to his grandson.

He's a gruff and to-the-point old man, and rarely does he find any joy outside of his work.

== Daily Schedule ==

Every day but Thursday - Inside the blacksmithy (all day)

Thursday - Locked inside the blacksmithy (6:00AM to 7:00AM), at the peak of Mother Hill (8:00AM to 10:00AM), Inside the blacksmithy (10:30AM to

1:00PM), inside the supermarket (1:50PM to 4:00PM), locked inside the blacksmithy (4:55PM onwards)

Rainy - Locked inside the blacksmithy (6:00AM to 10:00AM), inside the blacksmithy (10:00AM to 6:00PM), locked inside the blacksmithy (6:00PM onwards)

== Birthday ==

Spring 11

== Gift Reactions ==

Loves: Bamboo Shoot, Truffle, Large Fish, Miso Soup, Pickled Turnips, Pickles, Bamboo Rice, Truffle Rice

Likes: Branch, Lumber, Turnip, Cucumber, Pumpkin, Spinach, Apple, Mushroom, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Milk, Rice Ball, Wine, Happy Eggplant, Greens, Scrambled Eggs, Mushroom Rice, Grilled Fish, Tempura Noodles, Tempura, Winter Branch, Winter Lumber

Neutral: Potato, Cabbage, Tomato, Corn, Onion, Eggplant, Carrot, Sweet Potato, Green Pepper, Wild Grape, Egg, Spa-Boiled Egg, Mayonnaise, Honey, SUGDW Apple, Medium Fish, Small Fish, Veggie Pancake, Fried Rice, Stir Fry, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Tomato Juice, Roasted Potato, Boiled Egg, Hot Milk, Butter, Cheese Fondue, Apple Jam, Grape Jam, Sushi, Chirashi Sushi, Jam Bun, Sashimi, Noodles, Curry Noodles, Fried Noodles, Golden Egg, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup

Dislikes: Strawberry, Pineapple, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Blue Grass, Red Grass, Green Grass, Ketchup Recipe, Cheese, Wool, Yarn Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Grape Juice, Oil, Flour, Curry Powder, Stew, Curry, Sandwich, Fries, Strawberry Jam, Strawberry Milk, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Omelet, Cheesecake, Apple Pie, Raisin Bread, Dinner Roll, Pizza, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookie, Chocolate Cake, Bandage, Rice Omelet

Hates: Stone, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone

==== Gray ====

[GGGRAY]

Saibara's grandson, who is constantly in the shadow of his elder.

He despises the way Saibara just ignores him or puts him down, and is only pursuing the path of the blacksmith because he wants to impress his grandfather.

He much prefers reading to metalwork, and finds he has common interests with Mary.

== Daily Schedule ==

Every day but Thursday - Inside the inn (6:00AM to 7:00AM), inside the blacksmithy (7:50AM to 1:00PM), at the library (1:40PM to 4:00PM), inside the inn (4:50PM onwards)

Thursday - Inside the inn (6:00AM to 7:00AM), at the peak of Mother Hill (8:00AM to 10:00AM), Inside the blacksmithy (10:30AM to 1:00PM), at the library (1:30PM to 4:00PM), inside the inn (4:50PM onwards)

Rainy - Inside the inn (6:00AM to 10:00AM), inside the blacksmithy (10:40AM to 1:00PM), at the library (1:40PM to 4:00PM), inside the inn (4:50PM onwards)

== Birthday ==

Winter 6

== Gift Reactions ==

Loves: Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Bodigizer XL, Turbojolt XL, Veggie Pancake, Fried Rice, Curry, Roasted Potatoes, Ice Cream, Chocolate, Rice Omelet

Likes: Branch, Lumber, Potato, Egg, Mayonnaise, Cheese, Bread, Bodigizer, Turbojolt, Wine, Fish, Popcorn, Scrambled Eggs, Cheese Fondue, Dinner Roll, Pizza, Curry Noodles, Golden Egg, Ketchup, Winter Branch, Winter Lumber

Neutral: Cucumber, Strawberry, Cabbage, Tomato, Corn, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Wild Grape, Mushroom, Truffle, Blue Grass, Green Grass, Ketchup Recipe, Milk, Wool, Yarn Ball, Honey, SUGDW Apple, Rice Ball, Grape Juice, Oil, Flour, Curry Powder, Stir Fry, Miso Soup, Stew, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Fries, Strawberry Jam, Strawberry Milk, Pumpkin Pudding, Sweet Potato (dish), Omelet, Boiled Egg, Hot Milk, Butter, Cheesecake, Apple Jam, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Sushi, Chirashi Sushi, Jam Bun, Raisin Bread, Sashimi, Grilled Fish, Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Cake, Chocolate Cookie, Chocolate Cake, Bandage, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte

Dislikes: Green Pepper, Bamboo Shoot, Spa-Boiled Egg, Pickled Turnips, Pickles, Tomato Juice, Happy Eggplant, Greens

Hates: Stone, Weeds, Turnip, Poisonous Mushroom, Red Grass, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone

==== Doug ====

[GGDOUG]

The owner of the inn, and Ann's father.

Doug is an old-fashioned sort of guy, and he wants to see his daughter settle down with a nice husband, even though she's clearly not interested.

== Daily Schedule ==

Every day - Inside the Inn (all day)

== Birthday ==

Winter 11

== Gift Reactions ==

Loves: Bamboo Shoot, Mushroom, Truffle, Green Grass, Ketchup Recipe, Honey, Bodigizer XL, Turbojolt XL, Wine, Fish, Oil, Flour, Curry Powder, Butter, Cheese Fondue, Chocolate, Ketchup

Likes: Cabbage, Onion, Pineapple, Carrot, Orange Cup Fruit, Apple, Wild Grape, Blue Grass, Egg, Mayonnaise, Milk, Cheese, SUGDW Apple, Bodigizer, Turbojolt, Pickled Turnips, Pickles, Strawberry Jam, Happy Eggplant, Greens, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Tempura, Golden Egg, Chocolate Cake, Relaxation Tea

Neutral: Turnip, Potato, Cucumber, Strawberry, Tomato, Corn, Pumpkin, Eggplant, Sweet Potato, Spinach, Green Pepper, Spa-Boiled Egg, Rice Ball, Bread, Grape Juice, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Curry, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Fries, Strawberry Milk, Tomato Juice, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Roasted Potatoes, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Cheesecake, Apple Jam, Apple Pie, Grape Jam, Jam Bun, Raisin Bread, Dinner Roll, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Cookie, Ice Cream, Cake, Chocolate Cookie, Relaxation Tea Leaves, Fruit Latte, Veggie Latte, Mixed Latte, Rice Omelet

Dislikes: Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Red Grass, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Wool, Yarn Ball

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Doctor Tim ====

[GGDOCTOR]

The doctor runs the clinic in the village.

He's a very quiet and unemotional man, except when he's talking with Elli. Most of the village doesn't seem to particularly know him, and he doesn't seem especially interested in the village.

He's also probably the easiest person in the entire village to befriend.

== Daily Schedule ==

Every day but Wednesday - Inside the Clinic (all day)

Wednesday - Inside the Clinic (6:00AM to 7:00AM), at Mother Lake (8:00AM to 10:00AM), inside the Clinic (10:40AM to 1:10PM), at the Library (2:00PM to 4:00PM), inside the Clinic (4:50PM onwards)

Rainy - Inside the Clinic (6:00AM to 7:00AM), at the Church (7:50AM to 10:00AM), inside the Clinic (10:40AM to 1:10PM), at the Library (2:00PM to 4:00PM), inside the Clinic (4:50PM onwards)

== Birthday ==

Fall 17

== Gift Reactions ==

Loves: Blue Magic Red Flower, Red Magic Red Flower, Bamboo Shoot, Poisonous Mushroom, Blue Grass, Red Grass, Spa-Boiled Egg, Wine, Large Fish, Stew, Fruit Juice, Vegetable Juice, Mixed Juice, Fruit Latte, Veggie Latte, Mixed Latte

Likes: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Corn, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper,

Egg, Milk, Honey, Medium Fish, Small Fish, Oil, Flour, Curry Powder, Salad, Tomato Juice, Happy Eggplant, Butter, Apple Jam, Bamboo Rice, Mushroom Rice, Truffle Rice, Chirashi Sushi, Jam Bun, Golden Egg, Relaxation Tea, Ketchup

Neutral: Moondrop Flower, Pink Cat Flower, Toy Flower, Orange Cup Fruit, Apple, Wild Grape, Mushroom, Truffle, Green Grass, Mystrile, Gold Ore, Silver Ore, Copper Ore, Mayonnaise, Cheese, Wool, Yarn Ball, SUGDW Apple, Rice Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Grape Juice, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Curry, Sandwich, Pickled Turnip, Pickles, Strawberry Jam, Strawberry Milk, Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Cheesecake, Cheese Fondue, Apple Pie, Grape Jam, Sushi, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Ice Cream, Relaxation Tea Leaves, Rice Omelet

Dislikes: Stone, Branch, Lumber, Weeds, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Chicken Feed, Fish Food, Fries, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Cake, Food Fiasco, Chocolate, Chocolate Cookie, Chocolate Cake, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

Hates: Garbage, Fries Recipe

==== Pastor Carter ====

[GGCARTER]

The local priest, Pastor Carter is a man who serves the village freely. He doesn't have any income, but he does take care of anybody who comes to him for help. He rarely gets angry, and almost always has a smile on his face.

== Daily Schedule ==

Every day - Outside of the Church (6:00AM to 9:00AM), inside of the Church (9:00AM to 1:00PM), inside the confessionals (1:00PM to 4:00PM), inside of the Church (4:00PM onwards)

Alternate (all non-rainy days but Mon. and Wed. once May and Stu are going to the church) - Outside of the Church (6:00AM to 9:00AM), inside of the Church (9:00AM to 1:00PM), outside the Church (1:00PM to 4:00PM), inside of the Church (4:00PM onwards)

== Birthday ==

Fall 20

== Gift Reactions ==

Loves: Lumber, Orange Cup Fruit, Bread, Wine, Fish, Oil, Flour, Curry Powder, Stew, Fries, Strawberry Milk, Popcorn, Roasted Potatoes, Hot Milk, Butter, Bandage, Ketchup, Winter Lumber

Likes: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Corn, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Apple, Wild Grape, Ketchup Recipe, Egg, Spa-Boiled Egg, Mayonnaise, Milk, Cheese, Yarn Ball, Honey, SUGDW Apple, Fried Rice, Miso Soup, Chirashi Sushi, Pizza, Golden Egg

Neutral: Branch, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower,

Red Magic Red Flower, Toy Flower, Bamboo Shoot, Mushroom, Truffle, Rice Ball, Grape Juice, Veggie Pancake, Stir Fry, Curry, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Pickled Turnips, Pickles, Strawberry Jam, Tomato Juice, Pumpkin Pudding, Happy Eggplant, Sweet Potato (dish), Greens, Scrambled Eggs, Omelet, Boiled Egg, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Sushi, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Ice Cream, Cake, Chocolate Cookie, Chocolate Cake, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte, Rice Omelet, Winter Branch

Dislikes: Blue Grass, Red Grass, Green Grass, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Chocolate

Hates: Stone, Weeds, Poisonous Mushroom, Mystrile, Orichalcum, Adamantite, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Wool, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone

==== Cliff ====

[GGCLIFF]

A drifter, Cliff left his own village for reasons unknown (though they seem to have to do with his family), and came to Mineral Town.

He's homeless, jobless, penniless, and relies on the kindness of others to survive.

He can't help but like Ann, if only because she resembles his younger sister.

A very likeable fellow, though apparently ravenous, given his love of just about everything you can cook.

== Daily Schedule ==

Every day - Inside the Inn (6:00AM to 9:00AM), at the Church (9:40AM to 4:00PM), inside the Inn (4:40PM onwards)

Alternate, every day but Tuesday and Saturday (if Cliff gets the Winery job) - Upstairs inside the Inn (6:00AM to 10:00AM), inside the Winery storehouse (10:50AM to 1:00PM), outside the Winery (1:00PM to 4:00PM), at the Church (4:40PM to 7:20PM), at the Inn (8:10PM onwards)

Tuesdays and Saturdays - Upstairs inside the inn (6:00AM to 1:00PM), downstairs inside the inn (1:00PM to 4:10PM), inside the Church (4:50PM to 7:20PM), at the Inn (8:10PM onwards)

== Birthday ==

Summer 6

== Gift Reactions ==

Loves: Spa-Boiled Egg, Veggie Pancake, Stir Fry, Miso Soup, Stew, Curry, Vegetable Juice, Sandwich, Happy Eggplant, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Pizza, Curry Noodles, Tempura Noodles, Tempura, Fruit Latte, Veggie Latte, Mixed Latte, Rice Omelet

Likes: Cucumber, Strawberry, Tomato, Corn, Pineapple, Carrot, Apple, Wild Grape, Milk, Cheese, SUGDW Apple, Rice Ball, Bread, Wine, Grape Juice, Fried Rice, Salad, Fruit Juice, Mixed Juice, Pickled Turnips, Fries,

Pickles, Strawberry Jam, Strawberry Milk, Tomato Juice, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Roasted Potatoes, Cheesecake, Apple Pie, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Fried Noodles, Ice Cream, Cake, Chocolate, Chocolate Cake, Relaxation Tea

Neutral: Turnip, Potato, Cabbage, Onion, Pumpkin, Eggplant, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Mushroom, Truffle, Egg, Mayonnaise, Honey, Fish, Noodles, Cookie, Golden Egg, Chocolate Cookies

Dislikes: Lumber, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Wool, Yarn Ball, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Oil, Flour, Curry Powder, Butter, Apple Jam, Grape Jam, Food Fiasco, Bandage, Relaxation Tea Leaves, Ketchup, Winter Lumber

Hates: Stone, Branch, Weed, Poisonous Mushroom, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

==== Basil ====

[GGBASIL]

Mary's father, and Anna's husband.

Basil is constantly searching for information about the animals and plants in the village.

Most of the library consists of books that he's written on the subjects, in fact.

He's rarely at home, and almost always up on Mother Hill gathering specimens.

As you might guess, he's easy to please.

== Daily Schedule ==

Every Day but Monday - Inside his home 2nd floor (6:00AM to 10:00AM), inside his home 1st floor (10:00AM to 1:00PM), inside his home 2nd floor (1:00PM to 4:00PM), inside his home 1st floor (4:00PM to 7:00PM), at the Inn (7:30PM to 10:00PM), inside his home (10:30PM onwards)

Monday - Inside his home (6:00AM to 7:00AM), Mother Hill flower field (8:30AM to 10:00AM), inside his home (11:30AM to 7:00PM), at the inn (7:30PM to 10:00PM), inside his home (10:30PM onwards)

Rainy - Inside his home (6:00AM to 7:00PM), at the inn (7:30PM to 10:00PM), inside his home (10:30PM onwards)

== Birthday ==

Summer 11

== Gift Reactions ==

Loves: Wild Grape, Mushroom, Poisonous Mushroom, Truffle, Blue Grass, Green Grass, Spa-Boiled Egg, Fruit Juice, Vegetable Juice, Mixed Juice, Tomato Juice, Pumpkin Pudding, Sweet Potato (dish), Cheesecake, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Cookie, Relaxation Tea Leaves, Fruit Latte, Veggie Latte, Mixed Latte

Likes: Branch, Potato, Corn, Pineapple, Carrot, Sweet Potato, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Blue Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Bamboo Shoot, Honey, SUGDW

Apple, Rice Ball, Bread, Wine, Grape Juice, Veggie Pancake, Stir Fry, Miso Soup, Salad, Sandwich, Strawberry Jam, Popcorn, Happy Eggplant, Roasted Potatoes, Greens, Hot Milk, Cheese Fondue, Apple Jam, Grape Jam, Chirashi Sushi, Raisin Bread, Dinner Roll, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Ice Cream, Cake, Chocolate Cookie, Relaxation Tea, Ketchup, Winter Branch

Neutral: Turnip, Cucumber, Strawberry, Cabbage, Tomato, Onion, Pumpkin, Eggplant, Green Pepper, Red Grass, Egg, Mayonnaise, Milk, Cheese, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Oil, Flour, Curry Powder, Fried Rice, Stew, Curry, Pickled Turnips, Fries, Pickles, Strawberry Milk, Scrambled Eggs, Omelet, Boiled Egg, Butter, Jam Bun, Golden Egg, Chocolate, Chocolate Cake, Rice Omelet

Dislikes: Wool, Yarn Ball, Fish, Sushi, Sashimi, Grilled Fish

Hates: Stone, Lumber, Weeds, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Lumber

==== Anna ====

[GGANNA]

Basil's wife, and a fairly level-headed woman.

Really, there isn't much to say about her, other than the fact that she's one hell of a picky eater (and has a serious sweet tooth)...

== Daily Schedule ==

Every Day but Monday - Inside her home (6:00AM to 1:00PM), at Rose Square (2:00PM to 4:00PM), inside her home (5:00PM onwards)

Rainy - Inside her home (all day)

Monday - Inside her home (6:00AM to 7:00AM), Mother Hill flower field (8:30AM to 10:00AM), inside her home (11:30AM to 1:00PM), inside the Supermarket (1:30PM to 4:00PM), inside her home (4:30PM onwards)

Rainy - Inside her home (6:00AM to 1:00PM), inside the Supermarket (1:30PM to 4:00PM), inside her home (4:30PM onwards)

== Birthday ==

Fall 22

== Gift Reactions ==

Loves: Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Ketchup Recipe, Strawberry Jam, Strawberry Milk, Cheesecake, Apple Jam, Apple Pie, Grape Jam, Cookie, Ice Cream, Cake, Chocolate Cookie, Chocolate Cake

Likes: Strawberry, Pineapple, Apple, Wild Grape, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Mayonnaise, Milk, Wool, Yarn Ball, Honey, SUGDW Apple, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Fish, Oil, Flour, Curry Powder, Pumpkin Pudding, Sweet Potato (dish), Hot Milk, Butter, Jam Bun, Raisin Bread, Dinner Roll, Relaxation Tea Leaves, Mixed Latte, Ketchup

Neutral: Turnip, Potato, Cucumber, Cabbage, Tomato, Corn, Onion, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Bamboo Shoot,

Mushroom, Truffle, Bread, Grape Juice, Stew, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Tomato Juice, Boiled Egg, Golden Egg, Chocolate, Fruit Latte, Veggie Latte

Dislikes: Spa-Boiled Egg, Cheese, Rice Ball, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Curry, Pickled Turnips, Fries, Pickles, Popcorn, Happy Eggplant, Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Relaxation Tea, Rice Omelet

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Barley ====

[GGBARLEY]

The owner of Yodel Ranch, and May's grandfather.

Barley is a fairly level-headed old chap, though he has trouble remembering new faces and names.

His daughter left the village unexpectedly, and left May in his care.

He rarely has time to take care of May.

== Daily Schedule ==

Every day but Monday - Outside Yodel Ranch (6:00AM to 8:00AM), inside Yodel Ranch (8:00AM onwards)

Monday - Outside Yodel Ranch (6:00AM to 8:00AM), at the Mayor's house (8:50AM to 1:00PM), at the Hot Springs (1:40PM to 4:10PM), inside Yodel Ranch (4:50PM onwards)

Rainy - Outside Yodel Ranch (6:00AM to 8:00AM), at the Mayor's house (9:00AM to 1:00PM), inside Yodel Ranch (1:40PM onwards)

== Birthday ==

Spring 17

== Gift Reactions ==

Loves: Spa-Boiled Egg, Rice Ball

Likes: Lumber, Turnip, Cucumber, Tomato, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Mushroom, Truffle, Mystrile, Orichalcum, Fodder, Gold Ore, Silver Ore, Copper Ore, Egg, Milk, Wool, Yarn Ball, Honey, Grape Juice, Miso Soup, Vegetable Juice, Pickled Turnips, Pickles, Tomato Juice, Happy Eggplant, Greens, Scrambled Eggs, Omelet, Hot Milk, Butter, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Noodles, Golden Egg, Relaxation Tea Leaves, Relaxation Tea, Veggie Latte, Winter Lumber

Neutral: Potato, Strawberry, Cabbage, Corn, Onion, Green Pepper, Apple, Wild Grape, Blue Grass, Green Grass, Ketchup Recipe, SUGDW Apple, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Stew, Salad, Fruit Juice, Mixed Juice, Sandwich, Strawberry Jam, Strawberry Milk, Roasted Potatoes, Boiled Egg, Apple Jam, Grape Jam, Jam Bun, Raisin Bread, Dinner Roll, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Bandage, Fruit Latte,

Mixed Latte, Ketchup, Rice Omelet

Dislikes: Pineapple, Adamantite, Mayonnaise, Cheese, Wine, Curry, Fries, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Cheesecake, Cheese Fondue, Apple Pie, Pizza, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookie, Chocolate Cake

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Red Grass, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Branch

==== May ====

[GGMAY]

Barley's granddaughter.

May is lonely, since her mother left the village unexpectedly an unknown period of time ago.

She likes to play with Stu (Elli's little brother), and is fairly shy and soft-spoken.

She's also very easy to please.

== Daily Schedule ==

Every day but Monday - Inside Yodel Ranch (6:00AM to 7:00AM), outside Yodel Ranch (7:00AM to 11:00AM), inside Yodel Ranch (11:00AM to 1:00PM), outside Yodel Ranch (1:00PM to 4:00PM), inside Yodel Ranch (4:00PM onwards)
Rainy - Inside Yodel Ranch (all day)

(NOTE: On non-rainy days, if you've completed the appropriate event, May will be in front of the Church at 1:00PM instead of outside again.)

Monday - Inside Yodel Ranch (6:00AM to 7:00AM), outside Yodel Ranch (7:00AM to 11:00AM), inside Yodel Ranch (11:00AM to 1:00PM), at the Hot Springs (1:40PM to 4:00PM), inside Yodel Ranch (4:40PM onwards)
Rainy - Inside Yodel Ranch (all day)

== Birthday ==

Winter 26

== Gift Reactions ==

Loves: Lumber, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Ketchup Recipe, Fodder, Yarn Ball, Honey, Grape Juice, Large Fish, Stew, Fruit Juice, Strawberry Jam, Strawberry Milk, Pumpkin Pudding, Sweet Potato (dish), Apple Jam, Jam Bun, Cookie, Ice Cream, Cake, Garbage, Fries Recipe, Chocolate, Chocolate Cookies, Chocolate Cake, Bandage, Relaxation Tea Leaves, Rice Omelet, Winter Lumber

Likes: Tomato, Pineapple, Apple, Egg, Mayonnaise, Milk, Cheese, Wool, SUGDW Apple, Stir Fry, Curry, Mixed Juice, Sandwich, Fries, Tomato Juice, Popcorn, Scrambled Eggs, Boiled Egg, Hot Milk, Cheesecake, Apple Pie, Golden Egg, Relaxation Tea, Ketchup

Neutral: Turnip, Potato, Cucumber, Strawberry, Corn, Onion, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Wild Grape, Green Grass, Rice Ball, Bread, Medium Fish, Small Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Miso Soup, Salad, Happy Eggplant, Roasted Potatoes, Greens, Omelet, Butter, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle

Rice, Grape Jam, Sushi, Chirashi Sushi, Raisin Bread, Dinner Roll, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Fruit Latte, Veggie Latte, Mixed Latte

Dislikes: Cabbage, Green Pepper, Bamboo Shoot, Mushroom, Truffle, Blue Grass, Spa-Boiled Egg, Vegetable Juice, Pickled Turnips, Pickles, Sashimi, Grilled Fish

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Red Grass, Mystrile, Orichalcum, Adamantite, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Food Fiasco, Fish Bone, Dead Weeds, Winter Stone, Winter Branch

==== Mayor Thomas ====

[GGTHOMAS]

Mineral Town's mayor.

Thomas is a considerate man who is always willing to give people a chance. He manages almost all of the festival events in the village, and usually comes to inform you of upcoming festivals the day before.

This guy is seriously hard to please with gifts.

== Daily Schedule ==

Every day but Saturday and Sunday - Inside his house (all day)

Saturday - Inside his house (6:00AM to 7:00AM), inside the Supermarket (7:40AM to 10:00AM), inside Ellen's house (10:40AM to 1:00PM), at Rose Square (1:30PM to 4:00PM), inside his house (4:50PM onwards)

Rainy - Inside his house (6:00AM to 7:00AM), inside the Supermarket (7:40AM to 10:00AM), inside Ellen's house (10:40AM to 1:00PM), inside his house (1:10PM onwards)

Sunday - Inside his house (6:00AM to 10:00AM), inside Ellen's House (10:10AM to 1:00PM), at Rose Square (1:30PM to 4:00PM), inside his house (4:50PM onwards)

Rainy - Inside his house (6:00AM to 10:00AM), inside Ellen's House (10:10AM to 1:00PM), inside his house (1:10PM onwards)

== Birthday ==

Summer 25

== Gift Reactions ==

Loves: Bamboo Shoot, Truffle, Wine, Bamboo Rice, Truffle Rice, Sashimi

Likes: Turnip, Potato, Strawberry, Pumpkin, Pineapple, Sweet Potato, Orange Cup Fruit, Egg, Spa-Boiled Egg, Milk, Cheese, Honey, Miso Soup, Pickled Turnips, Pickles, Happy Eggplant, Greens, Scrambled Eggs, Omelet, Hot Milk, Apple Pie, Tempura Noodles, Fried Noodles, Tempura, Cake, Golden Egg, Chocolate Cake, Rice Omelet

Neutral: Cucumber, Cabbage, Tomato, Corn, Onion, Eggplant, Carrot, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Apple, Wild Grape, Mushroom, Poisonous Mushroom, Mayonnaise, Wool, Yarn Ball, SUGDW Apple, Rice Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Grape Juice, Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Stew, Curry, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Fries, Tomato

Juice, Popcorn, Pumpkin Pudding, Roasted Potatoes, Boiled Egg, Butter, Cheesecake, Cheese Fondue, Apple Jam, Mushroom Rice, Grape Jam, Sushi, Chirashi Sushi, Raisin Bread, Dinner Roll, Grilled Fish, Pizza, Noodles, Curry Noodles, Cookie, Ice Cream, Chocolate, Chocolate Cookie, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup

Dislikes: Lumber, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Gold Ore, Silver Ore, Copper Ore, Strawberry Jam, Strawberry Milk, Sweet Potato (dish), Jam Bun, Fries Recipe, Bandage, Winter Lumber

Hates: Stone, Branch, Weeds, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Dead Weeds, Winter Stone, Winter Branch

==== Lillia ====

[GGLILLIA]

The owner of the Poultry Farm, Chicken Lil's.

Lillia's husband left to look for a cure for Lillia's illness, but she just wishes that he would give up his vain search and spend his time with his family instead.

Lillia is physically frail due to her ailment, and relies on her son Rick and her daughter Popuri for help around the farm.

== Daily Schedule ==

Every day but Sunday - Inside Chicken Lil's (all day)

Sunday - Inside Chicken Lil's (6:00AM to 1:00PM), inside the Clinic (1:30PM to 4:00PM), inside Chicken Lil's (4:50PM onwards)

== Birthday ==

Spring 19

== Gift Reactions ==

Loves: Blue Magic Red Flower, Red Magic Red Flower, Wild Grape, Truffle, Blue Grass, Green Grass, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Large Fish, Chocolate Cookie, Relaxation Tea Leaves, Relaxation Tea

Likes: Strawberry, Tomato, Corn, Carrot, Sweet Potato, Moondrop Flower, Pink Cat Flower, Toy Flower, Orange Cup Fruit, Apple, Milk, Cheese, Wool, Honey, SUGDW Apple, Grape Juice, Fruit Juice, Strawberry Jam, Strawberry Milk, Tomato Juice, Sweet Potato (dish), Roasted Potatoes, Hot Milk, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie, Truffle Rice, Grape Jam, Jam Bun, Pizza, Cookie, Cake, Golden Egg, Chocolate, Chocolate Cake

Neutral: Turnip, Potato, Cucumber, Cabbage, Onion, Pumpkin, Pineapple, Eggplant, Spinach, Bamboo Shoot, Mushroom, Chicken Feed, Spa-Boiled Egg, Mayonnaise, Yarn Ball, Bread, Medium Fish, Small Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Curry, Salad, Vegetable Juice, Mixed Juice, Sandwich, Pickled Turnips, Fries, Pickles, Popcorn, Pumpkin Pudding, Happy Eggplant, Greens, Scrambled Eggs, Omelet, Boiled Egg, Butter, Bamboo Rice, Mushroom Rice, Sushi, Chirashi Sushi, Raisin Bread, Sashimi, Grilled Fish, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Ice Cream, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup, Rice Omelet

Dislikes: Green Pepper, Mystrile, Orichalcum, Adamantite, Ketchup Recipe,

Gold Ore, Silver Ore, Copper Ore, Egg, Rice Ball, Wine, Dinner Roll,
Bandage

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Red Grass, Fodder,
Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone,
Winter Branch, Winter Lumber

==== Rick ====

[GGRICK]

Lillia's son, Popuri's brother, and the maintainer of the chickens at the
Poultry Farm.

Ever since his father left to look for a cure for Lillia's illness, Rick
has taken it upon himself to be a substitute father for Popuri.

Rick despises Kai, mainly because Kai likes his sister so much.

Or is it because Popuri likes Kai so much?

It's hard to say...

== Daily Schedule ==

Every day but Tuesday - Outside Chicken Lil's (6:00AM to 7:00AM), outside
the Supermarket (7:30AM to 10:00AM), inside Chicken Lil's (10:30AM to
1:00PM), outside Chicken Lil's (1:00PM to 4:00PM), inside Chicken Lil's
(4:00PM onwards) Rainy - Outside Chicken Lil's (6:00AM to 7:00AM), inside
Chicken Lil's (7:00AM to 1:00PM), outside Chicken Lil's (1:00PM to 4:00PM),
inside Chicken Lil's (4:00PM onwards)

Tuesday - Outside Chicken Lil's (6:00AM to 7:00AM), in the Square (7:40AM
to 10:00AM), inside Chicken Lil's (10:50AM to 1:00PM), inside the
blacksmithy (1:40PM to 4:00PM), inside Chicken Lil's (4:40PM onwards)
Rainy - Outside Chicken Lil's (6:00AM to 7:00AM), inside Chicken Lil's
(7:00AM to 1:00PM), inside the blacksmithy (1:40PM to 4:00PM), inside
Chicken Lil's (4:40PM onwards)

== Birthday ==

Fall 27

== Gift Reactions ==

Loves: Spa-Boiled Egg, Honey, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt
XL, Wine, Large Fish, Curry, Strawberry Milk, Popcorn, Scrambled Eggs,
Omelet, Boiled Egg, Chocolate, Chocolate Cake, Rice Omelet

Likes: Corn, Pineapple, Blue Magic Red Flower, Red Magic Red Flower,
Mushroom, Chicken Feed, Egg, Mayonnaise, Cheese, Grape Juice, Medium Fish,
Stir Fry, Fruit Juice, Mixed Juice, Fries, Strawberry Jam, Pumpkin Pudding,
Cheesecake, Cheese Fondue, Raisin Bread, Curry Noodles, Fried Noodles,
Ice Cream, Cake, Golden Egg, Relaxation Tea Leaves, Relaxation Tea, Ketchup

Neutral: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Onion,
Eggplant, Carrot, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower,
Toy Flower, Orange Cup Fruit, Apple, Bamboo Shoot, Wild Grape, Truffle,
Milk, SUGDW Apple, Rice Ball, Bread, Small Fish, Oil, Flour, Curry Powder,
Veggie Pancake, Fried Rice, Miso Soup, Stew, Salad, Vegetable Juice,
Sandwich, Pickled Turnips, Pickles, Tomato Juice, Happy Eggplant, Greens,
Butter, Apple Jam, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice,
Grape Jam, Sushi, Chirashi Sushi, Jam Bun, Dinner Roll, Sashimi, Grilled
Fish, Pizza, Noodles, Tempura Noodles, Tempura, Cookie, Chocolate Cookie,
Fruit Latte, Veggie Latte, Mixed Latte

Dislikes: Lumber, Pumpkin, Sweet Potato, Ketchup Recipe, Wool, Yarn Ball, Sweet Potato (dish), Roasted Potatoes, Hot Milk, Bandage, Winter Lumber

Hates: Stone, Branch, Weed, Poisonous Mushroom, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Fodder, Gold Ore, Silver Ore, Copper Ore, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

==== Duke ====

[GGDUKE]

The co-owner of the Aja Winery.

Duke is much more reserved than his chatterbox wife, for which many a player is thankful.

He's clearly down about his daughter moving away to the city.

== Daily Schedule ==

Every day but Saturday - Inside the Winery (6:00AM to 1:10PM), inside the Winery storehouse (1:10PM to 3:00PM), outside of the Winery (3:00PM to 5:00PM)

Saturday - Inside the Winery (6:00AM to 1:10PM), at the Inn (1:50PM to 4:00PM), inside the Winery (4:40PM onwards)

Saturday (alternate; if Cliff works at the Winery, he'll go by this Saturday schedule instead) - Inside the Winery (6:00AM to 1:10PM), at the Inn (1:50PM to 4:00PM), at the Church (4:40PM to 7:00PM), inside the Winery (7:40PM onwards)

== Birthday ==

Winter 15

== Gift Reactions ==

Loves: Spa-Boiled Egg, Bread, Wine, Grape Juice, Large Fish, Stir Fry, Miso Soup, Pickles, Happy Eggplant, Greens, Cheese Fondue, Bamboo Rice, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Tempura

Likes: Cucumber, Pineapple, Eggplant, Spinach, Apple, Wild Grape, Truffle, Egg, Cheese, SUGDW Apple, Rice Ball, Veggie Pancake, Fried Rice, Stew, Curry, Salad, Fruit Juice, Sandwich, Pickled Turnips, Fries, Tomato Juice, Popcorn, Scrambled Eggs, Omelet, Boiled Egg, Apple Pie, Mushroom Rice, Truffle Rice, Cookie, Cake, Golden Egg, Chocolate, Chocolate Cookie, Chocolate Cake, Relaxation Tea Leaves, Rice Omelet

Neutral: Turnip, Potato, Strawberry, Cabbage, Tomato, Corn, Onion, Pumpkin, Carrot, Sweet Potato, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Mushroom, Mayonnaise, Milk, Wool, Yarn Ball, Honey, Medium Fish, Small Fish, Flour, Roasted Potatoes, Hot Milk, Butter, Cheesecake, Grape Jam, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Ice Cream, Ketchup

Dislikes: Blue Grass, Red Grass, Green Grass, Ketchup Recipe, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Oil, Curry Powder, Vegetable Juice, Mixed Juice, Strawberry Jam, Strawberry Milk, Pumpkin Pudding, Sweet Potato (dish), Apple Jam, Jam Bun, Raisin Bread, Dinner Roll, Bandage, Relaxation

Tea, Fruit Latte, Veggie Latte, Mixed Latte

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Mystrile, Orichalcum, Adamantite, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Manna ====

[GGMANNA]

Duke's wife, and the manager of the Aja Winery.
Manna talks a lot.
And I do mean a lot.
She'll spout four pages' worth of dialogue in response to just about anything you give her, and she makes buying wine and grape juice an arduous task with all of her inane babble.
Making friends with her may lead you to the brink of insanity.
You have been warned.

== Daily Schedule ==

Every day but Saturday - Inside the Winery (6:00AM to 1:00PM), at Rose Square (1:40PM to 4:00PM), inside the Winery (4:50PM onwards)

Saturday - Inside the Winery (6:00AM to 10:00AM), at Anna's house (10:40AM to 1:00PM), at the Square (1:40PM to 4:00PM), inside the Winery (4:50PM onwards)

Saturday (alternate; if Cliff works at the Winery, she'll go by this Saturday schedule instead) - Inside the Winery (6:00AM to 10:00AM), at Anna's house (10:40AM to 1:00PM), at the Inn (1:40PM to 4:00PM), at the Church (4:40PM to 7:00PM), inside the Winery (7:40PM onwards)

== Birthday ==

Fall 11

== Gift Reactions ==

Loves: Pink Cat Flower, Orange Cup Fruit, Honey, Large Fish, Medium Fish, Vegetable Juice, Strawberry Jam, Tomato Juice, Apple Jam, Truffle Rice, Sushi, Raisin Bread, Relaxation Tea Leaves, Relaxation Tea, Veggie Latte

Likes: Lumber, Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Toy Flower, Apple, Bamboo Shoot, Wild Grape, Truffle, Ketchup Recipe, Egg, Mayonnaise, Milk, Cheese, Yarn Ball, SUGDW Apple, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Small Fish, Fruit Juice, Mixed Juice, Pumpkin Pudding, Sweet Potato (dish), Butter, Mushroom Rice, Chirashi Sushi, Sashimi, Cookie, Ice Cream, Cake, Golden Egg, Chocolate Cookie, Chocolate Cake, Bandage, Fruit Latte, Mixed Latte, Ketchup, Winter Lumber

Neutral: Corn, Blue Magic Red Flower, Red Magic Red Flower, Mushroom, Spa-Boiled Egg, Wool, Rice Ball, Bread, Wine, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Salad, Sandwich, Pickled Turnips, Fries, Pickles, Strawberry Milk, Popcorn, Happy Eggplant, Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Cheesecake, Cheese Fondue, Apple Pie, Bamboo Rice, Grape Jam, Jam Bun, Dinner Roll, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles,

Fried Noodles, Tempura, Chocolate, Rice Omelet

Dislikes: Curry

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Grape Juice, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

==== Ellen ====

[GGELLEN]

Elli's grandmother.

Ellen has had a long life, and she spends her autumn years giving advice to the villagers about childbirth and taking care of her two grandchildren.

She's always very kind, and usually smiling.

== Daily Schedule ==

Every day - At her home (all day)

== Birthday ==

Winter 13

== Gift Reactions ==

Loves: Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Wild Grape, Mushroom, Truffle, Spa-Boiled Egg, Yarn Ball, Honey, Bodigizer, Bodigizer XL, Large Fish, Flour, Stew, Fruit Juice, Vegetable Juice, Tomato Juice, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Relaxation Tea Leaves, Relaxation Tea

Likes: Turnip, Cucumber, Strawberry, Cabbage, Tomato, Pumpkin, Carrot, Sweet Potato, Spinach, Apple, Egg, Milk, Wool, SUGDW Apple, Rice Ball, Bread, Grape Juice, Medium Fish, Small Fish, Miso Soup, Mixed Juice, Sandwich, Pickled Turnips, Pickles, Strawberry Jam, Strawberry Milk, Sweet Potato (dish), Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Hot Milk, Cheesecake, Grape Jam, Jam Bun, Raisin Bread, Dinner Roll, Noodles, Ice Cream, Cake, Golden Egg

Neutral: Potato, Corn, Onion, Pineapple, Eggplant, Green pepper, Green Grass, Mayonnaise, Turbojolt, Turbojolt XL, Oil, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Salad, Pumpkin Pudding, Happy Eggplant, Butter, Apple Jam, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Tempura Noodles, Chocolate, Chocolate Cake, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup, Rice Omelet

Dislikes: Blue Grass, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Gold Ore, Silver Ore, Copper Ore, Cheese, Curry, Fries, Popcorn, Boiled Egg, Cheese Fondue, Curry Noodles, Fried Noodles, Tempura, Cookie, Food Fiasco, Chocolate Cookie, Bandage

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Red Grass, Fodder, Chicken Feed, Fish Food, Wine, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Gotz ====

[GGGOTZ]

Gotz is a woodsman living in a hut at the base of Mother Hill.
He used to have a family, but they died during a terrible blizzard years ago.

Now, he spends his life in virtual solitude, having only the company of Louis the beekeeper.

A very easy-to-please guy.

== Daily Schedule ==

Weekdays - Inside his house (6:00AM to 7:00AM), at Mother Lake (8:00AM to 10:00AM), inside his house (10:40AM onwards; some days he will go outside from 1:00PM to 3:00PM)

Saturday - Inside his house (6:00AM to 7:00AM), at the Mother Hill flower garden (8:00AM to 10:10AM), inside the Mayor's house (10:40AM to 1:00PM), inside the Supermarket (1:40PM to 4:00PM), inside his house (4:40PM onwards)

Sunday - Inside his house (6:00AM to 1:00PM), at the peak of Mother Hill (1:40PM to 4:10PM), inside his house (4:50PM onwards)

== Birthday ==

Fall 2

== Gift Reactions ==

Loves: Lumber, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Mayonnaise, Milk, Cheese, Wool, SUGDW Apple, Rice Ball, Bread, Grape Juice, Medium Fish, Miso Soup, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Strawberry Jam, Tomato Juice, Happy Eggplant, Greens, Omelet, Hot Milk, Cheese Fondue, Apple Jam, Apple Pie, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Noodles, Curry Noodles, Tempura Noodles, Tempura, Ice Cream, Cake, Golden Egg, Chocolate Cookie, Fruit Latte, Veggie Latte, Mixed Latte, Rice Omelet

Likes: Turnip, Potato, Cucumber, Corn, Onion, Pumpkin, Carrot, Sweet Potato, Green Pepper, Apple, Honey, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Large Fish, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stew, Curry, Pumpkin Pudding, Sweet Potato, Butter, Sushi, Chirashi Sushi, Pizza, Fried Noodles, Relaxation Tea, Ketchup, Winter Lumber

Neutral: Strawberry, Cabbage, Tomato, Pineapple, Eggplant, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Wild Grape, Mushroom, Truffle, Blue Grass, Green Grass, Ketchup Recipe, Spa-Boiled Egg, Small Fish, Stir Fry, Sandwich, Pickled Turnips, Fries, Pickles, Strawberry Milk, Popcorn, Roasted Potatoes, Scrambled Eggs, Boiled Egg, Cheesecake, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Cookie, Chocolate, Chocolate Cake, Bandage, Relaxation Tea Leaves

Dislikes: Fodder, Chicken Feed, Fish Food, Yarn Ball

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Red Grass, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

Kai actually lives in a different village, to the south (which is warmer all year round than Mineral Village; he complains that it's cold in the spring!).

He likes all of the girls in the village, and is very competitive.

He can be downright rude to the males of the village, which is why most of the guys hate him.

== Daily Schedule ==

Every day - Inside his shop (6:00AM to 8:00AM), outside his shop (8:00AM to 11:30AM), inside his shop (11:30AM to 1:00PM), outside his shop (1:00PM to 5:00PM), inside his shop (5:00PM onwards)

== Birthday ==

Summer 22

== Gift Reactions ==

Loves: Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Large Fish, Oil, Flour, Butter, Pizza

Likes: Tomato, Corn, Onion, Pumpkin, Pineapple, Apple, Wild Grape, Egg, Mayonnaise, Milk, Cheese, Honey, SUGDW Apple, Medium Fish, Small Fish, Curry Powder, Curry, Salad, Tomato Juice, Popcorn, Omelet, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Fried Noodles, Tempura, Golden Egg, Relaxation Tea Leaves, Ketchup

Neutral: Potato, Cucumber, Strawberry, Cabbage, Eggplant, Carrot, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Rice Ball, Grape Juice, Fried Rice, Stir Fry, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Fries, Strawberry Milk, Pumpkin Pudding, Happy Eggplant, Greens, Scrambled Eggs, Boiled Egg, Hot Milk, Raisin Bread, Dinner Roll, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookie, Chocolate Cake, Relaxation Tea, Fruit Latte, Vegetable Latte, Mixed Latte

Dislikes: Turnip, Sweet Potato, Bamboo Shoot, Mushroom, Truffle, Gold Ore, Silver Ore, Copper Ore, Spa-Boiled Egg, Wool, Yarn Ball, Veggie Pancake, Miso Soup, Stew, Pickled Turnips, Pickles, Strawberry Jam, Sweet Potato (dish), Roasted Potatoes, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Jam Bun, Noodles, Curry Noodles, Tempura Noodles, Rice Omelet

Hates: Stone, Branch, Lumber, Weed, Poisonous Mushroom, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Officer Harris ====

[GGHARRIS]

The local police officer, and Thomas' son.

Harris has a secret crush on Aja, the daughter of Manna and Duke, and generally feels pretty lonely most of the time.

He doesn't particularly like Won.

== Daily Schedule ==

Every day - Inside his home (6:00AM to 7:00AM), at Yodel Ranch (8:30AM to 9:00AM), at Gotz' house (10:00AM to 1:00PM), at the Inn (2:00PM to 4:00PM), inside his home (4:30PM to 7:00PM), outside his home (7:00PM to 10:00PM), inside his home (10:00PM onwards)

=== Birthday ===

Summer 4

=== Gift Reactions ===

Loves: Spa-Boiled Egg, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Fried Rice, Vegetable Juice, Mixed Juice, Sandwich, Fries, Cheese Fondue, Apple Pie, Cake, Chocolate Cake, Relaxation Tea, Veggie Latte

Likes: Potato, Cabbage, Corn, Pineapple, Carrot, Sweet Potato, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Bamboo Shoot, Egg, Mayonnaise, Cheese, Wool, Honey, SUGDW Apple, Rice Ball, Bodigizer, Small Fish, Stir Fry, Miso Soup, Stew, Salad, Fruit Juice, Strawberry Milk, Tomato Juice, Pumpkin Pudding, Sweet Potato (dish), Omelet, Hot Milk, Butter, Cheesecake, Bamboo Rice, Truffle Rice, Sushi, Jam Bun, Raisin Bread, Dinner Roll, Cookie, Golden Egg, Chocolate Cookie, Ketchup, Rice Omelet

Neutral: Turnip, Cucumber, Strawberry, Tomato, Pumpkin, Eggplant, Spinach, Wild Grape, Mushroom, Truffle, Milk, Bread, Grape Juice, Large Fish, Medium Fish, Oil, Flour, Curry Powder, Veggie Pancake, Pickled Turnips, Pickles, Strawberry Jam, Popcorn, Happy Eggplant, Roasted Potatoes, Greens, Scrambled Eggs, Boiled Egg, Apple Jam, Mushroom Rice, Grape Jam, Chirashi Sushi, Grilled Fish, Pizza, Noodles, Tempura Noodles, Fried Noodles, Ice Cream, Chocolate, Relaxation Tea Leaves

Dislikes: Branch, Lumber, Onion, Blue Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Yarn, Curry, Sashimi, Curry Noodles, Food Fiasco, Bandage, Fruit Latte, Mixed Latte, Winter Branch, Winter Lumber

Hates: Stone, Weeds, Poisonous Mushroom, Red Grass, Garbage, Fries Recipe, Dead Weeds, Winter Stone

==== Kano ====

[GGKANO]

A man living with mayor Thomas, presumably related to him in some way. Kano is a photographer, though little else is known about him. The guy never shows up at any festivals or takes part in any events... He really seems to love foraged stuff.

=== Daily Schedule ===

Every day - Inside the mayor's house (6:00AM to 7:00PM), inside the Inn (7:40PM to 10:10PM), inside the mayor's house (10:50PM onwards)

=== Birthday ===

Winter 2

=== Gift Reactions ===

Loves: Bamboo Shoot, Wild Grape, Mushroom, Poisonous Mushroom, Truffle, Blue Grass, Red Grass, Green Grass, Spa-Boiled Egg, Honey, Wine, Grape Juice, Large Fish, Butter, Grape Jam, Relaxation Tea Leaves, Relaxation Tea

Likes: Strawberry, Corn, Pineapple, Sweet Potato, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Mayonnaise, Cheese, Wool, Yarn Ball, SUGDW Apple, Tomato Juice, Pumpkin Pudding, Sweet Potato, Cheesecake, Apple Jam, Bamboo Rice, Truffle Rice, Sashimi, Golden Egg, Ketchup

Neutral: Turnip, Tomato, Pumpkin, Eggplant, Carrot, Spinach, Green Pepper, Egg, Milk, Rice Ball, Bread, Medium Fish, Small Fish, Oil, Flour, Curry Powder, Veggie Pancake, Stir Fry, Miso Soup, Stew, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Pickled Turnips, Fries, Pickles, Strawberry Jam, Strawberry Milk, Happy Eggplant, Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Hot Milk, Cheese Fondue, Apple Pie, Mushroom Rice, Sushi, Chirashi Sushi, Jam Bun, Raisin Bread, Dinner Roll, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookie, Chocolate Cake, Fruit Latte, Veggie Latte, Mixed Latte, Rice Omelet

Dislikes: Potato, Cucumber, Cabbage, Onion, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Fried Rice, Curry, Popcorn, Boiled Egg

Hates: Stone, Branch, Lumber, Weed, Ketchup Recipe, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Louis ====

[GGLOUIS]

Louis is a beekeeper.

He lives with Gotz in the cabin at the base of Mother Hill, and is in search of a rare breed of honey bee found only in the Mineral Village area.

Note that there's a bug in his dialogue, and he says the same thing for loved items that he does for liked ones.

Hardly a big deal, given that I've recorded all of the data here.

== Daily Schedule ==

Every day but Saturday - Inside Gotz' house (all day)

Saturday - Inside Gotz' house (6:00AM to 7:00AM), at the Mother Hill flower garden (8:00AM to 10:00AM), inside Gotz' house (10:40AM onwards)

== Birthday ==

Spring 2

== Gift Reactions ==

Loves: Honey, Bread, Grape Juice, Pickled Turnips, Pickles, Strawberry Jam, Tomato Juice, Apple Jam, Apple Pie, Mushroom Rice, Grape Jam

Likes: Cucumber, Strawberry, Tomato, Pineapple, Eggplant, Apple, Wild Grape, Mushroom, Spa-Boiled Egg, SUGDW Apple, Rice Ball, Wine, Fruit Juice, Vegetable Juice, Mixed Juice, Happy Eggplant, Hot Milk, Raisin Bread,

Pizza, Tempura Noodles, Tempura, Cookie, Cake, Chocolate Cookie, Fruit Latte, Veggie Latte, Mixed Latte

Neutral: Turnip, Potato, Cabbage, Corn, Onion, Pumpkin, Carrot, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Truffle, Blue Grass, Green Grass, Egg, Mayonnaise, Milk, Cheese, Wool, Yarn Ball, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Curry, Salad, Sandwich, Fries, Strawberry Milk, Popcorn, Pumpkin Pudding, Sweet Potato (dish), Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Butter, Cheesecake, Cheese Fondue, Bamboo Rice, Truffle Rice, Sushi, Chirashi Sushi, Jam Bun, Dinner Roll, Sashimi, Grilled Fish, Noodles, Curry Noodles, Fried Noodles, Ice Cream, Golden Egg, Chocolate, Chocolate Cake, Relaxation Tea Leaves, Relaxation Tea, Ketchup, Rice Omelet

Dislikes: Branch, Lumber, Poisonous Mushroom, Red Grass, Chicken Feed, Fish Food, Fish, Oil, Flour, Curry Powder, Winter Branch, Winter Lumber

Hates: Stone, Weed, Mystrile, Orichalcum, Adamantite, Ketchup Recipe, Fodder, Gold Ore, Silver Ore, Copper Ore, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone

==== Greg ====

[GGGREG]

Greg is a local fisherman, and is rarely seen by most of the villagers. He spends most of his time in his house, and only comes out on weekends to fish.

As you can see, he doesn't have the most diverse set of likes and dislikes.

== Daily Schedule ==

Most days: Inside Zack's house (all day)

Friday, Saturday, and Sunday - On the pier (7:00AM to 10:00AM), inside Zack's house (10:00AM to 7:00PM), on the pier (7:00PM to 10:00PM), inside Zack's house (10:00PM onwards)

== Birthday ==

Spring 29

== Gift Reactions ==

Loves: Large Fish

Likes: Corn, Spinach, Apple, Fish Food, Cheese, SUGDW Apple, Rice Ball, Wine, Medium Fish, Fried Rice, Miso Soup, Stew, Vegetable Juice, Sandwich, Fries, Tomato Juice, Popcorn, Pumpkin Pudding, Hot Milk, Cheese Fondue, Apple Pie, Sushi, Chirashi Sushi, Sashimi, Grilled Fish, Pizza, Relaxation Tea Leaves, Fruit Latte, Veggie Latte, Mixed Latte

Neutral: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Bamboo Shoot, Wild Grape, Mushroom, Truffle, Mystrile, Orichalcum, Adamantite, Egg, Spa-Boiled Egg, Mayonnaise, Milk, Wool, Yarn Ball, Honey, Bread, Veggie Pancake, Stir Fry, Curry, Salad,

Fruit Juice, Mixed Juice, Pickled Turnips, Pickles, Strawberry Jam, Strawberry Milk, Happy Eggplant, Sweet Potato (dish), Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Cheesecake, Apple Jam, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Jam Bun, Raisin Bread, Dinner Roll, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Ice Cream, Cake, Golden Egg, Chocolate, Chocolate Cookie, Chocolate Cake, Relaxation Tea, Rice Omelet

Dislikes: Small Fish

Hates: Stone, Branch, Lumber, Weeds, Poisonous Mushroom, Blue Grass, Red Grass, Green Grass, Ketchup Recipe, Fodder, Chicken Feed, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Grape Juice, Oil, Flour, Curry Powder, Butter, Food Fiasco, Garbage, Fries Recipe, Bandage, Ketchup, Dead Weeds, Winter Stone, Winter Branch, Winter Lumber

==== Zack ====

[GGZACK]

Zack is the local produce shipper.

He's nice enough, though he can get angry in a flash if you're not careful.

He really seems to love it when there's a lot in the shipping bin at your farm.

== Daily Schedule ==

Every day - Inside his house (6:00AM to 7:00AM), inside the Supermarket (7:40AM to 10:00AM), inside his house (10:40AM to 4:00PM*), at your farm (4:50PM to 5:50PM), inside his house (7:50PM onwards)

* - There's a slight glitch here: Zack doesn't leave his house to go to your farm! If you wait outside his door, you can literally see him enter his house, then enter it again 7 hours later, despite having never actually left!

== Birthday ==

Summer 29

== Gift Reactions ==

Loves: Pink Cat Flower, Orichalcum, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Large Fish, Veggie Pancake, Fried Rice, Curry, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Pizza, Curry Noodles, Tempura Noodles, Fried Noodles, Rice Omelet

Likes: Cucumber, Strawberry, Tomato, Pineapple, Apple, Bamboo Shoot, Wild Grape, Truffle, Egg, Mayonnaise, Cheese, SUGDW Apple, Rice Ball, Medium Fish, Small Fish, Salad, Sandwich, Fries, Strawberry Jam, Tomato Juice, Happy Eggplant, Sweet Potato (dish), Scrambled Eggs, Boiled Egg, Jam Bun, Raisin Bread, Grilled Fish, Golden Egg, Relaxation Tea

Neutral: Turnip, Potato, Cabbage, Corn, Onion, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Mushroom, Spa-Boiled Egg, Milk, Wool, Honey, Bread, Grape Juice, Stir Fry, Miso Soup, Stew, Fruit Juice, Vegetable Juice, Mixed Juice, Pickled Turnips, Pickles, Strawberry Milk, Popcorn, Pumpkin Pudding, Roasted Potatoes, Greens, Omelet, Hot Milk, Butter, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie,

Grape Jam, Dinner Roll, Sashimi, Noodles, Tempura, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookies, Chocolate Cake, Relaxation Tea Leaves, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup

Dislikes: Lumber, Blue Grass, Red Grass, Green Grass, Mystrile, Adamantite, Ketchup Recipe, Gold Ore, Silver Ore, Copper Ore, Yarn Ball, Oil, Flour, Curry Powder, Bandage, Winter Lumber

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Fodder, Chicken Feed, Fish Food, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

==== Stu ====

[GGSTU]

Elli's brother, Stu is a bit of a troublemaker.
He likes to pull pranks and do the general sort of mischief that little boys are known for.
Though he won't admit it, he likes May quite a bit.
He also has very odd taste in food.

== Daily Schedule ==

Every day - Inside his house (6:00AM to 1:00PM), outside his house (1:00PM to 4:00PM), inside his house (4:00PM onwards)
Rainy - Inside his house (all day)

(NOTE: On non-rainy days, if you've completed the appropriate event and it isn't Monday or Wednesday, Stu will be in front of the Church at 1:00PM instead of outside his house.)

== Birthday ==

Fall 5

== Gift Reactions ==

Loves: Orange Cup Fruit, Wild Grape, Ketchup Recipe, Yarn Ball, Honey, Grape Juice, Fruit Juice, Sandwich, Fries, Strawberry Jam, Strawberry Milk, Popcorn, Sweet Potato (dish), Hot Milk, Cheesecake, Cheese Fondue, Apple Pie, Pizza, Cookie, Ice Cream, Cake, Chocolate, Chocolate Cookies, Chocolate Cake, Bandage, Ketchup, Rice Omelet

Likes: Branch, Strawberry, Pineapple, Moondrop Flower, Pink Cat Flower, Toy Flower, Apple, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Mayonnaise, Milk, Cheese, Wool, SUGDW Apple, Large Fish, Medium Fish, Veggie Pancake, Stew, Curry, Pumpkin Pudding, Roasted Potatoes, Omelet, Butter, Apple Jam, Grape Jam, Jam Bun, Curry Noodles, Fried Noodles, Winter Branch

Neutral: Tomato, Corn, Bamboo Shoot, Egg, Rice Ball, Bread, Oil, Flour, Curry Powder, Fried Rice, Stir Fry, Salad, Mixed Juice, Scrambled Eggs, Boiled Egg, Truffle Rice, Dinner Roll, Noodles, Tempura Noodles, Tempura, Golden Egg, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Mixed Latte

Dislikes: Turnip, Potato, Cucumber, Cabbage, Onion, Pumpkin, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Blue Magic Red Flower, Red Magic Red Flower, Mushroom, Red Grass, Spa-Boiled Egg, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Small Fish, Miso Soup, Vegetable Juice, Pickled Turnips, Pickles, Tomato Juice, Happy Eggplant, Greens, Bamboo

Rice, Mushroom Rice, Sushi, Chirashi Sushi, Raisin Bread, Sashimi, Grilled Fish, Veggie Latte

Hates: Stone, Lumber, Weeds, Poisonous Mushroom, Truffle, Blue Grass, Green Grass, Fodder, Chicken Feed, Fish Food, Wine, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Lumber

==== Won ====

[GGWON]

A seemingly untrustworthy merchant, Won is new to the village.

He sells his seeds from the Inn, and occasionally attempts to swindle...
er, sell directly to, your character.

His wares should be held under careful scrutiny before buying them when he comes to your door proffering them.

If you hope to befriend him, give up now.

It'll be much easier that way.

== Daily Schedule ==

Every day: Nowhere at all (6:00AM to 1:00PM), at the Inn (1:00PM to 4:00PM), nowhere at all (4:00PM onwards)

== Birthday ==

Winter 19

== Gift Reactions ==

Loves: Nothing (how appropriate...)

Likes: Fish

Neutral: Turnip, Potato, Cucumber, Strawberry, Cabbage, Tomato, Corn, Onion, Pumpkin, Pineapple, Eggplant, Carrot, Sweet Potato, Spinach, Green Pepper, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Bamboo Shoot, Wild Grape, Mushroom, Truffle, Blue Grass, Red Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Egg, Spa-Boiled Egg, Mayonnaise, Milk, Cheese, Wool, Yarn Ball, Honey, SUGDW Apple, Rice Ball, Bread, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Wine, Grape Juice, Oil, Flour, Curry Powder, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Stew, Curry, Salad, Fruit Juice, Vegetable Juice, Mixed Juice, Sandwich, Pickled Turnips, Fries, Pickles, Strawberry Jam, Strawberry Milk, Tomato Juice, Popcorn, Pumpkin Pudding, Happy Eggplant, Sweet Potato (dish), Roasted Potatoes, Greens, Scrambled Eggs, Omelet, Boiled Egg, Hot Milk, Butter, Cheesecake, Cheese Fondue, Apple Jam, Apple Pie, Bamboo Rice, Mushroom Rice, Truffle Rice, Grape Jam, Sushi, Chirashi Sushi, Jam Bun, Raisin Bread, Dinner Roll, Sashimi, Grilled Fish, Pizza, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Ice Cream, Cake, Golden Egg, Chocolate, Chocolate Cookie, Chocolate Cake, Relaxation Tea Leaves, Relaxation Tea, Fruit Latte, Veggie Latte, Mixed Latte, Ketchup, Rice Omelet

Dislikes: Lumber, Fodder, Chicken Feed, Fish Food, Winter Lumber

Hates: Stone, Branch, Weed, Poisonous Mushroom, Ketchup Recipe, Food Fiasco, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Stone, Winter Branch

==== Your Baby ====

[GGBABY]

This is your kid!

He doesn't exist when the game starts, and you can't give him any gifts until two seasons after he's born, but he still deserves a place amongst the villagers.

Interestingly enough, items that he hates don't cause his relationship to go down with you (though this may be limited to the US version; I'm not sure just yet).

== Daily Schedule ==

Every day: In your house (all day)

== Birthday ==

Whenever your wife gives birth to him.

Were you expecting a fixed date?

== Gift Reactions ==

Loves: Wild Grape, Honey, Grape Juice, Hot Milk, Cheesecake, Noodles, Ice Cream, Cake

Likes: Stone, Branch, Strawberry, Pineapple, Carrot, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Mayonnaise, Milk, Yarn, SUGDW Apple, Fruit Juice, Vegetable Juice, Mixed Juice, Fries, Tomato Juice, Pumpkin Pudding, Sweet Potato (dish), Omelet, Chocolate, Chocolate Cake, Relaxation Tea Leaves, Fruit Latte, Veggie Latte, Mixed Latte, Winter Stone, Winter Branch

Neutral: Tomato, Pumpkin, Spinach, Egg, Spa-Boiled Egg, Rice Ball, Bread, Miso Soup, Stew, Salad, Sandwich, Strawberry Jam, Strawberry Milk, Popcorn, Happy Eggplant, Roasted Potatoes, Greens, Scrambled Eggs, Boiled Egg, Apple Jam, Apple Pie, Grape Jam, Jam Bun, Raisin Bread, Dinner Roll, Grilled Fish, Golden Egg, Relaxation Tea, Ketchup, Rice Omelet, Jewelry

Dislikes: Turnip, Potato, Cucumber, Cabbage, Corn, Onion, Eggplant, Sweet Potato, Green Pepper, Mushroom, Truffle, Red Grass, Cheese, Bodigizer, Bodigizer XL, Turbojolt, Turbojolt XL, Fish, Veggie Pancake, Fried Rice, Stir Fry, Curry, Pickled Turnips, Pickles, Butter, Cheese Fondue, Bamboo Rice, Mushroom Rice, Truffle Rice, Sushi, Chirashi Sushi, Sashimi, Pizza, Curry Noodles, Tempura Noodles, Fried Noodles, Tempura, Cookie, Food Fiasco, Chocolate Cookie

Hates: Lumber, Weed, Bamboo Shoot, Poisonous Mushroom, Blue Grass, Green Grass, Mystrile, Orichalcum, Adamantite, Fries Recipe, Fodder, Chicken Feed, Gold Ore, Silver Ore, Copper Ore, Fish Food, Wool, Wine, Oil, Flour, Curry Powder, Garbage, Fries Recipe, Bandage, Dead Weeds, Winter Lumber

The Harvest Sprites

[GGSPRITES]

====

This is a list of what every Harvest Sprite loves, likes, is neutral towards, dislikes, and hates. They actually all have the exact same likes and dislikes, so there's only one table of those listed here. They're always in their house (unless you've hired them out), so they don't have any daily schedules listed.

==== Chef ====

The cook of the sprites, Chef is the least likely to offer his services at harvest time.

He's the one in red.

== Birthday ==

Fall 14

==== Nappy ====

Nappy loves to play, and though he's not a big fan of work, he will do it if you ask him nicely.

He's the one in orange.

== Birthday ==

Winter 22

==== Timid ====

As his name suggests, Timid scares easily.

He doesn't like working with animals, since they frighten him.

He wears green.

== Birthday ==

Summer 16

==== Hoggy ====

Hoggy is a bit of a glutton, but reliable enough as a farm worker.

He's the one in yellow.

== Birthday ==

Fall 10

==== Staid ====

Staid loves work.

He'll gladly take any job you offer him.

He wears dark blue.

== Birthday ==

Spring 15

==== Bold ====

Bold is the most neutral of all the sprites, despite his name.

He's fairly easy to get work help from.

He wears purple.

=== Birthday ===

Spring 4

==== Aqua ====

The most vain of all the Harvest Sprites, Aqua is mainly concerned with how good he (she?) looks.

Not a very devoted worker.

This one loves to wear light blue.

=== Birthday ===

Spring 26

=== Gift Reactions ===

Loves: Wild Grape, Yarn Ball, Honey, Bread, Bodigizer, Bodigizer XL, Turbojolt XL, Wine, Flour, Fruit Juice, Mixed Juice, Strawberry Jam, Strawberry Milk, Pumpkin Pudding, Sweet Potato (dish), Omelet, Hot Milk, Butter, Apple Jam, Apple Pie, Grape Jam, Raisin Bread, Pizza, Cookie, Cake, Chocolate Cookie, Chocolate Cake, Relaxation Tea Leaves, Relaxation Tea, Jewelry

Likes: Turnip, Strawberry, Pumpkin, Pineapple, Carrot, Spinach, Moondrop Flower, Pink Cat Flower, Blue Magic Red Flower, Red Magic Red Flower, Toy Flower, Orange Cup Fruit, Apple, Truffle, Blue Grass, Red Grass, Egg, Mayonnaise, Milk, Cheese, Wool, SUGDW Apple, Turbojolt, Grape Juice, Oil, Stew, Vegetable Juice, Tomato Juice, Boiled Egg, Cheesecake, Cheese Fondue, Mushroom Rice, Jam Bun, Ice Cream, Golden Egg, Chocolate, Fruit Latte, Mixed Latte, Rice Omelet

Neutral: Lumber, Potato, Cucumber, Cabbage, Tomato, Corn, Onion, Eggplant, Sweet Potato, Green Pepper, Bamboo Shoot, Mushroom, Ketchup Recipe, Fodder, Chicken Feed, Fish Food, Spa-Boiled Egg, Rice Ball, Small Fish, Veggie Pancake, Fried Rice, Stir Fry, Miso Soup, Curry, Salad, Sandwich, Fries, Popcorn, Roasted Potatoes, Bamboo Rice, Truffle Rice, Dinner Roll, Grilled Fish, Tempura, Bandage, Veggie Latte, Ketchup, Winter Lumber

Dislikes: Large Fish, Medium Fish, Curry Powder, Pickled Turnips, Pickles, Happy Eggplant, Greens, Scrambled Eggs, Sushi, Chirashi Sushi, Sashimi, Noodles, Curry Noodles, Tempura Noodles, Fried Noodles

Hates: Stone, Branch, Weeds, Poisonous Mushroom, Green Grass, Mystrile, Orichalcum, Adamantite, Gold Ore, Silver Ore, Copper Ore, Food Fiasco, Garbage, Fries Recipe, Dead Weeds, Winter Stone, Winter Branch

Produce Guide

[GGCROPS]

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As found in most walkthroughs, this is a list of what each crop is worth, how much the initial cost of the seeds is, how long it takes to grow, etc. However, all of these values are 100% confirmed. Growth time takes into account the time taken from the day that the crop is planted on up to the day that the crop is harvested. The stages of growth listed are how many phases the plant goes through (not counting the seed phase). Regrowth time

is the time from harvest to next growth, excluding the actual day of the next harvest. Potential profits listed are for a constant season of growing that crop (from day 1 to day 30), with constant refreshing, and subtracting seed price from the profits. The profit per harvest does not take into account the seed costs, only the amount of money you make each time you harvest a single 8- or 9-square plot of that crop. Note that the 9-square harvest potential profits require at least a Silver Watering Can, since you can't reach the middle crop of a 9-square plot otherwise. Crop profit rank is based off of the 9-square harvest potential profits, when compared to all other crops. Hothouse Rank works the same way, but is in consideration of how much a crop is worth for one full year in a hothouse, starting from seed and with constant refreshing of the non-regrowing crops.

==== Spring Crops ====

== Turnips ==

Price per Bag: 120G

Value per Crop: 60G

Growth Time: 5 days (2 stages)

Regrowth Time: N/A

Max Harvests per Season: 7

8-Square Harvest Potential Profits: 2520G (480G per harvest)

9-Square Harvest Potential Profits: 2940G (540G per harvest)

Crop Profit Rank: #7

Hothouse Rank: 10800G per year (#10)

== Potatoes ==

Price per Bag: 150G

Value per Crop: 80G

Growth Time: 8 days (3 stages)

Regrowth Time: N/A

Max Harvests per Season: 4

8-Square Harvest Potential Profits: 1960G (640G per harvest)

9-Square Harvest Potential Profits: 2280G (720G per harvest)

Crop Profit Rank: #11

Hothouse Rank: 9690G per year (#11)

== Cucumbers ==

Price per Bag: 200G

Value per Crop: 60G

Growth Time: 10 days (3 stages)

Regrowth Time: 6 days

Max Harvests per Season: 4

8-Square Harvest Potential Profits: 1720G (480G per harvest)

9-Square Harvest Potential Profits: 1780G (480G per harvest)

Crop Profit Rank: #12

Hothouse Rank: 8920G per year (#12)

== Cabbage ==

Price Per Bag: 500G

Value per Crop: 250G

Growth Time: 15 days (3 stages)

Regrowth Time: N/A

Max Harvests per Season: 2

8-Square Harvest Potential Profits: 3000G (2000G per harvest)

9-Square Harvest Potential Profits: 3500G (2250G per harvest)

Crop Profit Rank: #4a

Hothouse Rank: 14000G per year (#7a)

== Strawberries ==

Price per Bag: 150G
Value per Crop: 30G
Growth Time: 9 days (3 stages)
Regrowth Time: 6 days
Max Harvests per Season: 4
8-Square Harvest Potential Profits: 810G (240G per harvest)
9-Square Harvest Potential Profits: 840G (270G per harvest)
Crop Profit Rank: #14
Hothouse Rank: 4410G per year (#14)

== Moondrop Flowers ==

Price per Bag: 300G
Growth Time: 6 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 6

== Toy Flower ==

Price per Bag: 500G
Growth Time: 12 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 2

==== Summer Crops ====

== Tomatoes ==

Price per Bag: 200G
Value per Crop: 60G
Growth Time: 9 days (4 stages)
Regrowth Time: 4 days
Max Harvests per Season: 6
8-Square Harvest Potential Profits: 2680G (480G per harvest)
9-Square Harvest Potential Profits: 2740G (480G per harvest)
Crop Profit Rank: #8
Hothouse Rank: 13240G per year (#6)

== Corn ==

Price per Bag: 300G
Value per Crop: 100G
Growth Time: 15 days (4 stages)
Regrowth Time: 4 days
Max Harvests per Season: 4
8-Square Harvest Potential Profits: 2900G (800G per harvest)
9-Square Harvest Potential Profits: 3000G (800G per harvest)
Crop Profit Rank: #6
Hothouse Rank: 21300G per year (#3)

== Onions ==

Price per Bag: 150G
Value per Crop: 80G
Growth Time: 9 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 3
8-Square Harvest Potential Profits: 1470G (640G per harvest)
9-Square Harvest Potential Profits: 1710G (720G per harvest)
Crop Profit Rank: #13
Hothouse Rank: 7980G per year (#13)

== Pineapples ==

Price per Bag: 1000G

Value per Crop: 500G
Growth Time: 21 days (4 stages)
Regrowth Time: 6 days
Max Harvests per Season: 2
8-Square Harvest Potential Profits: 7000G (4000G per harvest)
9-Square Harvest Potential Profits: 7500G (4000G per harvest)
Crop Profit Rank: #2
Hothouse Rank: 67000G per year (#1)

== Pumpkins ==

Price per Bag: 500G
Value per Crop: 250G
Growth Time: 15 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 2
8-Square Harvest Potential Profits: 3000G (2000G per harvest)
9-Square Harvest Potential Profits: 3500G (2500G per harvest)
Crop Profit Rank: #4b
Hothouse Rank: 14000G per year (#7b)

== Pink Cat Flowers ==

Price per Bag: 200G
Growth Time: 6 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 6

==== Fall Crops ====

== Eggplants ==

Price per Bag: 120G
Value per Crop: 80G
Growth Time: 10 days (3 stages)
Regrowth Time: 4 days
Max Harvests per Season: 6
8-Square Harvest Potential Profits: 3720G (640G per harvest)
9-Square Harvest Potential Profits: 3800G (720G per harvest)
Crop Profit Rank: #3
Hothouse Rank: 15880G per year (#4)

== Carrots ==

Price per Bag: 300G
Value per Crop: 120G
Growth Time: 8 days (3 stages)
Regrowth Time: N/A
Max Harvests per Season: 4
8-Square Harvest Potential Profits: 2640G (960G per harvest)
9-Square Harvest Potential Profits: 3120G (1080G per harvest)
Crop Profit Rank: #5
Hothouse Rank: 13260G per year (#5)

== Sweet Potatoes ==

Price per Bag: 300G
Value per Crop: 120G
Growth Time: 6 days (2 stages)
Regrowth Time: 3 days
Max Harvests per Season: 9
8-Square Harvest Potential Profits: 8340G (960G per harvest)
9-Square Harvest Potential Profits: 8460G (960G per harvest)
Crop Profit Rank: #1

Hothouse Rank: 37140G per year (#2)

== Green Peppers ==

Price per Bag: 150G

Value per Crop: 40G

Growth Time: 8 days (4 stages)

Regrowth Time: 3 days

Max Harvests per Season: 8

8-Square Harvest Potential Profits: 2410G (320G per harvest)

9-Square Harvest Potential Profits: 2450G (360G per harvest)

Crop Profit Rank: #9

Hothouse Rank: 12010G per year (#8)

== Spinach ==

Price per Bag: 200G

Value per Crop: 80G

Growth Time: 6 days (2 stages)

Regrowth Time: N/A

Max Harvests per Season: 6

8-Square Harvest Potential Profits: 2200G (640G per harvest)

9-Square Harvest Potential Profits: 2600G (720G per harvest)

Crop Profit Rank: #10

Hothouse Rank: 11960G per year (#9)

== Magic Red Flowers ==

Price per Bag: 600G

Growth Time: 10 days (3 stages)

Regrowth Time: N/A

Max Harvests per Season: 3

==== Misc. Crops ====

== Orange Cup Fruit ==

Price per Bag: 1000G

Value per Crop: 60G

Growth Time: 9 days (3 stages)

Regrowth Time: N/A

Max Harvests per Season: 3

8-Square Harvest Potential Profits: -1560G (480G per harvest)

9-Square Harvest Potential Profits: -1380G (540G per harvest)

Crop Profit Rank: #15

Hothouse Rank: -6,440G per year (#15)

== Grass ==

Price per Bag: 500G

Growth Time: 11 days (3 stages)

Regrowth Time: 7 days

Max Harvests per Season: 4

Fishing Guide

[GGFISH]

Some people enjoy the fishing function in this game. If you're amongst those people, then you'll probably want to know about some of the stuff you can do with fishing (like catching the King Fish, which can only be caught when specific circumstances are met), and how the fishing is in the spots where you can fish. Below is the list of each of the King Fish, and where to find them. I suggest you use the Fishing Pole (not the Rod) to try and

catch any of these. Most of them are very easy to catch, and can usually be caught within a single day's worth of trying. The trick is to meet the requirements, of course.

Catfish - This one is in the winter mine's lake, and can't be reached until Winter (obviously). There are no requirements for catching it, making it the easiest one to fish up.

Angler - Fish in the ocean in the early hours (6:00AM to 8:00AM) or the dead of night (10:00PM to 5:50AM), during Winter.

Char - Get all of the fish-related recipes (Grilled Fish, Sashimi, Sushi, and Chirashi Sushi), then fish in the river/pond near the Hot Springs (not where it runs past your own farm). You can do this during any season, fortunately.

Squid - This one only appears during the Summer. Throw a Small Fish into the ocean, and then keep fishing. The Small Fish only works for one day, so if you fail to catch it, you'll have to toss another one in the next time you try.

Sea Bream - Ship out at least 200 fish total. This is not even remotely easy to do, since you can only catch one fish at a time, and they breed very slowly in the fish pond. Once you have met this requirement, go fishing in the ocean during any season but Summer. NOTE: You HAVE to ship out the fish for this King Fish by hand; the game doesn't count it if they're put in the Basket first!

Carp - Caught in the lake during Fall, after having caught all 5 other King Fish.

Next, we have the overview of each and every fishing spot.

Spot: Stream running by the farm

Fish Types: Small Fish

Fish-to-Trash Ratio: 1 fish to 3 trash

Time to Catch: 5 minutes to 1 hour

Difficulty: Easy

Notes: This is the worst place to fish. The only time it's even remotely reasonable is if you have only the Fishing Rod and it's Winter.

Spot: Goddess waterfall pond

Fish Types: Small Fish, Medium Fish

Fish-to-Trash Ratio: 1 fish to 2 trash

Time to Catch: 10 minutes to 2 hours

Difficulty: Average

Notes: The fishing here is okay, but I don't advise you bother with it. There are better catches not far away at the lake, and it takes less time up there.

Spot: Mother Lake

Fish Types: Small Fish, Medium Fish

Fish-to-Trash Ratio: 2 fish to 1 trash

Time to Catch: 10 minutes to 1 hour 30 minutes

Difficulty: Average

Notes: This is the best spot to fish. The only downside to it is that it's the furthest away from home. I suggest you use it for all of your fishing purposes, even after you get the Fishing Pole; it's possible to pull up 8 fish in 6 hours there, which makes catching the Sea Bream that much easier. Note that you can fish here in winter, even though the majority of the lake

is frozen. If you go to the bridge, you'll see that there's no ice near where the waterfall flows. Just cast out on either side of the bridge, and you should hit water.

Spot: Ocean

Fish Types: Small Fish, Medium Fish, Large Fish

Fish-to-Trash Ratio: 1 fish to 1 trash

Time to Catch: 10 minutes to 1 hour

Difficulty: Hard

Notes: If you're feeling especially masochistic, you can do all of your fishing here. The difficulty of catching fish here is atrocious, though, so I advise you only fish for the Power Berry out here until you have the Fishing Pole. Once you do have said Pole, though the ocean is the best spot to fish for variety, it's far too time-consuming if all you're after is a lot of fish.

Spot: Winter Mine underground lake

Fish Types: None (King Fish only)

Fish-to-Trash Ratio: N/A (though you only catch fish bones down here for garbage; that's one hungry Catfish!)

Time to Catch: 20 minutes to 3 hours (when converted; time doesn't pass indoors, so no time actually does pass)

Difficulty: Very Hard

Notes: Since you can only catch the Catfish here, there's no point to fish here once you've pulled that fish up.

The Fishing Pole makes the task of fishing monumentally easier. It takes half as long to catch something when using it, and it ups your chances of catching the King Fish. You can get it by having 50 or more fish in your pond, and talking to Greg when he stops by to admire your well-stocked fish habitat. Be sure you have a free slot available in your rucksack, and don't enter any buildings once he shows up until you've gotten the Pole from him, or you'll never be able to get it!

And finally, some strategies that might help you fish. Try to set a time limit for how long you'll wait for a fish to tug on your line, or you could end up spending a lot of time waiting to pull up a piece of trash. The limits I suggest are 30 minutes for the stream by the farm, 40 minutes for the waterfall pond and lake, and 50 minutes for the ocean. Keep your eyes on the clock, but also keep a lazy eye on your character. It's much easier to catch fish this way, because if you're entirely focused on your character, your reaction time can actually drop. Having vibration on can be a good thing or a bad thing, depending on how you respond; if it's throwing your timing off, turn it off via the bookshelf at home. The last tip I'll provide is to keep at it. Fishing takes a bit to get the hang of, and few will ever be able to get good enough at it to catch everything that tugs at the line, but it is a good way to pass the time on slow Winter days.

Recipes

[GGRECIPES]

Here you will find all of the recipes you can cook up in this game. A * indicates that an ingredient, utensil, or seasoning is optional. Note that there is no order whatsoever to how you should cook things up. I have simply organized things according to their particular flavor or cultural origin, as well as their necessity as ingredients for other recipes. I think I finally have pretty much all optional ingredients listed for all recipes now. And one last note: the quality of eggs, milk, mayonnaise, and

cheese do not matter when making these dishes; all will have the same effect.

Butter

Ingredients: Milk (any size)

Utensils: Mixer

Seasonings: None

Stamina Restored: 1

Ketchup

Ingredients: Tomato, Onion

Utensils: Mixer

Seasonings: Salt, Sugar, Vinegar

Stamina Restored: 1

Noodles (The Delicious Hour, 18th show)

Ingredients: Flour, Egg*, Cabbage*, Turnip*, Sweet Potato*, Bamboo Shoot*, Carrot*, Eggplant*, Green Pepper*, Mushroom*, Onion*, Truffle*, Fish*

Utensils: Pot, Knife, Rolling Pin

Seasonings: Salt*, Sugar*, Soysauce*

Stamina Restored: 40 to 76

Bamboo Rice

Ingredients: Bamboo Shoot, Rice Ball

Utensils: Knife*

Seasonings: Salt*, Soysauce*

Stamina Restored: 30 to 35

Mushroom Rice (The Delicious Hour, 10th show)

Ingredients: Mushroom, Rice Ball

Utensils: Knife*

Seasonings: Salt*, Soysauce*

Stamina Restored: 30 to 35

Truffle Rice (The Delicious Hour, 11th show)

Ingredients: Truffle, Rice Ball

Utensils: Knife*

Seasonings: Salt*, Soysauce*

Stamina Restored: 60 to 65

Raisin Bread

Ingredients: Wild Grapes, Bread

Utensils: None

Seasonings: None

Stamina Restored: 30

Dinner Roll

Ingredients: Bread, Butter, Honey*

Utensils: None

Seasonings: None

Stamina Restored: 30 to 32

Strawberry Jam (New Year's Special TV, Spring 5)

Ingredients: Strawberry

Utensils: Pot

Seasonings: Sugar

Stamina Restored: 5

Apple Jam

Ingredients: Apple or SUGDW Apple, Honey*, Wine*

Utensils: Pot
Seasonings: Sugar
Stamina Restored: 5 to 9

Grape Jam (The Delicious Hour, 9th show)
Ingredients: Wild Grapes, Honey*, Wine*
Utensils: Pot
Seasonings: Sugar, Salt*
Stamina Restored: 5 to 9

Jam Bun (New Year's Special TV, Spring 5)
Ingredients: Bread, any type of Jam (at least one, can use multiple types)
Utensils: None
Seasonings: None
Stamina Restored: 40 to 50

Tomato Juice (The Delicious Hour, 8th show)
Ingredients: Tomato
Utensils: Mixer
Seasonings: Salt*
Stamina Restored: 20 to 25

Hot Milk (The Delicious Hour, 17th show)
Ingredients: Milk
Utensils: Pot
Seasonings: Sugar*
Stamina Restored: 20 to 24

Strawberry Milk
Ingredients: Strawberry, Milk, Honey*
Utensils: Mixer
Seasonings: Salt*, Sugar*
Stamina Restored: 30 to 36

Boiled Egg (The Delicious Hour, 1st show)
Ingredients: Egg
Utensils: Pot
Seasonings: Salt*
Stamina Restored: 20 to 23

Popcorn
Ingredients: Corn, Butter*
Utensils: Frying Pan
Seasonings: None
Stamina Restored: 30 to 35

Curry (The Delicious Hour, 15th show)
Ingredients: Curry Powder, Rice Ball, Oil*, Grape Juice*, Chocolate*, Spinach*, Turnip*, Vegetable Juice*, Wine*, Green Pepper*, Wild Grape*, Sweet Potato*, Boiled Egg*, Pumpkin*, Truffle*, Mushroom*, Bamboo Shoot*, Fish*, Cheese*, Tomato*, Egg*, Corn*, Potato*
Utensils: Pot, Knife*
Seasonings: Sugar*, Salt*, Soysauce*
Stamina Restored: 30 to 65

Miso Soup (The Delicious Hour, 16th show)
Ingredients: At least one of the following: Cabbage, Green Pepper, Potato, Spinach, Sweet Potato, Carrot, Corn, Pumpkin, Eggplant, Bamboo Shoot, Onion, Mushroom, Small Fish, Turnip
Utensils: Pot, Knife*

Seasonings: Miso Paste, Salt*, Soysauce*

Stamina Restored: 10 to 52

Pickles

Ingredients: Cucumber

Utensils: Knife*

Seasonings: Salt

Stamina Restored: 20 to 23

Pickled Turnips

Ingredients: Turnip

Utensils: Knife

Seasonings: Vinegar, Salt*, Soysauce*

Stamina Restored: 20 to 23

Greens

Ingredients: Spinach

Utensils: Pot

Seasonings: Soysauce

Stamina Restored: 20

Salad (The Delicious Hour, 5th show)

Ingredients: Cucumber, Cabbage, Carrot, Tomato, Truffle*, Mushroom*, Strawberry*, Turnip*, Boiled Egg*, Cheese*, Green Pepper*, Pineapple*, Apple*, Mayonnaise*, Oil*, Corn*, Potato*

Utensils: Knife

Seasonings: Vinegar*, Salt*

Stamina Restored: 34 to 60

Sandwich

Ingredients: Bread, Cucumber, Tomato, Boiled Egg*, Truffle*, Cabbage*, Honey*, Wine*, Apple*, Carrot*, Mushroom*, Onion*, Sweet Potato*, Cheese*, Wild Grape*, Corn*, Cucumber*, Mayonnaise*, Pineapple*, Strawberry*, Fish*, Butter*, Tomato*, Potato*

Utensils: Knife

Seasonings: Salt*

Stamina Restored: 46 to 68

Happy Eggplant (The Delicious Hour, 12th show)

Ingredients: Eggplant

Utensils: Frying Pan

Seasonings: Sugar, Miso Paste, Soysauce

Stamina Restored: 30

Relaxation Tea

Ingredients: Relaxation Tea Leaves, Blue Grass*, Red Grass*, Green Grass*, Honey*, Apple*, Pineapple*, Wild Grape*, Milk*, Wine*, Orangetcup Fruit*

Utensils: Pot, Knife*

Seasonings: Sugar*

Stamina Restored: 70 to 112

Mayonnaise S

Ingredients: Normal Egg, Oil

Utensils: Whisk

Seasonings: Vinegar

Stamina Restored: 1

Mayonnaise M

Ingredients: Good Egg, Oil

Utensils: Whisk

Seasonings: Vinegar
Stamina Restored: 2

Mayonnaise L
Ingredients: Excellent Egg, Oil
Utensils: Whisk
Seasonings: Vinegar
Stamina Restored: 3

Mayonnaise XL
Ingredients: Golden Egg, Oil
Utensils: Whisk
Seasonings: Vinegar
Stamina Restored: 4

Sweet Potato
Ingredients: Sweet Potato, Egg, Butter
Utensils: Pot, Oven
Seasonings: Sugar
Stamina Restored: 40

Roasted Potatoes (The Delicious Hour, 13th show)
Ingredients: Sweet Potato, Small Stone (not Winter Stone)
Utensils: Oven
Seasonings: Salt*, Sugar*
Stamina Restored: 40 to 42

Stew
Ingredients: Flour, Milk, Oil*, Chocolate*, Grape Juice*, Pineapple*, Spinach*, Vegetable Juice*, Wine*, Green Pepper*, Honey*, Wild Grape*, Spa-Boiled Egg*, Apple*, Bamboo Shoot*, Fish*, Sweet Potato*, Tomato*, Turnip*
Utensils: Pot, Knife*
Seasonings: Salt
Stamina Restored: 35 to 58

Cheese Fondue
Ingredients: Cheese, Bread, Wine*
Utensils: Knife*, Pot
Seasonings: Salt*
Stamina Restored: 43 to 53

Pizza
Ingredients: Cheese, Flour, Ketchup, Bamboo Shoot*, Pumpkin*, Carrot*, Sweet Potato*, Eggplant*, Mayonnaise*, Pineapple*, Truffle*, Egg*, Onion*, Corn*, Mushroom*, Green Pepper*, Potato*, Tomato*
Utensils: Oven, Rolling Pin, Knife*
Seasonings: Salt*, Sugar*
Stamina Restored: 43 to 67

Fries
Ingredients: Potato, Oil, Ketchup*
Utensils: Frying Pan, Knife
Seasonings: Salt*
Stamina Restored: 30 to 40

Veggie Pancake
Ingredients: Cabbage, Flour, Egg, Oil, Milk*, Potato*, Cucumber*, Pumpkin*, Cheese*, Eggplant*, Spinach*, Carrot*, Bamboo Shoot*, Mushroom*, Truffle*, Mayonnaise*, Fish*

Utensils: Frying Pan, Knife
Seasonings: Salt*, Soysauce*
Stamina Restored: 50 to 65

Scrambled Eggs

Ingredients: Egg, Oil, Mayonnaise*, Butter*
Utensils: Frying Pan, Whisk*
Seasonings: Sugar*, Salt*, Soysauce*
Stamina Restored: 40 to 58

Omelet (The Delicious Hour, 2nd show)

Ingredients: Egg, Milk, Oil, Corn*, Potato*, Cheese*, Cabbage*, Eggplant*,
Onion*, Sweet Potato*, Carrot*, Green Pepper*, Spinach*, Pumpkin*,
Mayonnaise*, Truffle*, Bamboo Shoot*, Fish*, Ketchup*
Utensils: Frying Pan, Whisk*
Seasonings: Salt*
Stamina Restored: 50 to 82

Rice Omelet (The Delicious Hour, 3rd show)

Ingredients: Egg, Milk, Oil, Rice Ball, Truffle*, Bamboo Shoot*, Cabbage*,
Eggplant*, Pumpkin*, Carrot*, Green Pepper*, Mayonnaise*, Mushroom*, Corn*,
Sweet Potato*, Fish*, Ketchup*, Spinach*, Cheese*, Onion*, Potato*
Utensils: Frying Pan, Whisk*
Seasonings: Sugar*, Salt*, Soysauce*
Stamina Restored: 60 to 82

Fried Rice

Ingredients: Oil, Rice Ball, Egg, Bamboo Shoot*, Cucumber*, Boiled Egg*,
Scrambled Egg*, Mushroom*, Spinach*, Stir Fry*, Wine*, Grilled Fish*,
Spa-Boiled Egg*, Green Pepper*, Onion*, Sashimi*, Cabbage*, Carrot*, Corn*,
Truffle*, Fish*
Utensils: Frying Pan, Knife*
Seasonings: Sugar, Salt, Soysauce
Stamina Restored: 49 to 69

Grilled Fish (New Year's Special TV, Spring 3; The Delicious Hour, 14th show)

Ingredients: Medium Fish
Utensils: Frying Pan
Seasonings: Salt*, Soysauce*
Stamina Restored: 30 to 36

Sashimi

Ingredients: Large Fish, Medium Fish (one or both)
Utensils: Knife
Seasonings: Soysauce*
Stamina Restored: 30 to 38

Sushi

Ingredients: Sashimi, Rice Ball
Utensils: None
Seasonings: Vinegar, Soysauce*
Stamina Restored: 40 to 41

Chirashi Sushi

Ingredients: Sashimi, Rice Ball, Scrambled Egg, Cucumber*
Utensils: Knife
Seasonings: Vinegar, Soysauce*
Stamina Restored: 50 to 55

Curry Noodles

Ingredients: Curry Powder, Flour, Turnip*, Cabbage*, Sweet Potato*, Egg*, Bamboo Shoot*, Carrot*, Eggplant*, Green Pepper*, Mushroom*, Truffle*, Onion*, Fish*

Utensils: Pot, Knife, Rolling Pin

Seasonings: Sugar*, Salt*, Miso Paste*, Soysauce*

(Alternate Recipe)

Ingredients: Curry Powder, Noodles, same optional ingredients as above*

Utensils: Pot

Seasonings: Same as above*

Stamina Restored: 60 to 80

Stir Fry (The Delicious Hour, 6th show)

Ingredients: Cabbage, Oil, Potato*, Tomato*, Cucumber*, Sweet Potato*, Spinach*, Turnip*, Bamboo Shoot*, Corn*, Mushroom*, Eggplant*, Carrot*, Green Pepper*, Onion*, Truffle*

Utensils: Frying Pan, Knife

Seasonings: Soysauce

Stamina Restored: 40 to 52

Tempura

Ingredients: Flour, Egg, Oil, Poisonous Mushroom*, Chocolate*, Truffle*, Turnip*, Cucumber*, Cabbage*, Carrot*, Boiled Egg*, Pineapple*, Fish*, Pumpkin*, Green Pepper*, Mushroom*, Potato*, Eggplant*, Sweet Potato*

Utensils: Frying Pan, Whisk*

Seasonings: None

Stamina Restored: 20 to 38

Tempura Noodles

Ingredients: Tempura, Noodles, Cabbage*, Turnip*, Sweet Potato*, Fish*, Mushroom*, Truffle*, Egg*, Carrot*

Utensils: Pot

Seasonings: Sugar*, Salt*, Miso Paste*, Soysauce*

Stamina Restored: 60 to 92

(Alternate recipe)

Ingredients: Tempura, Flour, same optional ingredients as above*

Utensils: Pot, Rolling Pin, Knife

Seasonings: Same as above*

Fried Noodles

Ingredients: Oil, Noodles

Utensils: Frying Pan

Seasonings: None

Stamina Restored: 60

Cookie (The Delicious Hour, 4th show)

Ingredients: Flour, Butter, Egg, Honey*

Utensils: Oven, Rolling Pin

Seasonings: Sugar

Stamina Restored: 15 to 17

Chocolate Cookie

Ingredients: Flour, Butter, Egg, Chocolate, Honey*

Utensils: Oven, Rolling Pin

Seasonings: Sugar

Stamina Restored: 30 to 32

Cake

Ingredients: Flour, Butter, Egg, Honey*, Apple*, Pineapple*, Wild Grape*, Strawberry*

Utensils: Oven, Whisk, Knife*

Seasonings: Sugar

Stamina Restored: 40 to 63

Chocolate Cake

Ingredients: Flour, Butter, Egg, Chocolate, Honey*, Apple*, Pineapple*, Strawberry*, Wild Grape*

Utensils: Oven, Whisk, Knife*

Seasonings: Sugar

Stamina Restored: 70 to 91

Cheesecake

Ingredients: Cheese, Milk, Egg, Honey*

Utensils: Oven, Pot, Whisk

Seasonings: Sugar

Stamina Restored: 50 to 52

Pumpkin Pudding

Ingredients: Pumpkin, Egg, Milk, Honey*, Wine*

Utensils: Oven, Pot

Seasonings: Sugar

Stamina Restored: 50 to 52

Apple Pie

Ingredients: Butter, Egg, Flour, Apple, Wine*, Honey*

Utensils: Knife, Oven, Pot, Rolling Pin

Seasonings: Sugar

Stamina Restored: 50 to 54

Ice Cream

Ingredients: Egg, Milk, Strawberry*, Pineapple*, Wild Grape*, Apple*, Honey*

Utensils: Pot, Whisk, Knife*

Seasonings: Sugar

Stamina Restored: 30 to 53

Fruit Juice

Ingredients: Apple, Pineapple, Strawberry, Wild Grapes (at least one of these), Honey*

Utensils: Mixer, Knife*

Seasonings: Sugar*

Stamina Restored: 29 to 33

Fruit Latte

Ingredients: Apple, Pineapple, Strawberry, Wild Grapes (at least one of these), Milk, Honey* (alternate: Fruit Juice, Milk, Honey*)

Utensils: Mixer, Knife*

Seasonings: Sugar*

Stamina Restored: 39 to 43

Vegetable Juice (The Delicious Hour, 7th show)

Ingredients: Cucumber, Carrot, Cabbage, Truffle*, Corn*, Bamboo Shoot*, Onion*, Green Pepper*, Spinach*, Cheese*, Egg*, Eggplant*, Turnip*

Utensils: Mixer, Knife*

Seasonings: Salt*

Stamina Restored: 28 to 50

Veggie Latte

Ingredients: Cucumber, Carrot, Cabbage, Milk, Truffle*, Corn*, Eggplant*, Bamboo Shoot*, Turnip*, Spinach*, Green Pepper*, Cheese*, Egg*, Onion*

(alternate: Vegetable Juice, Milk, same optional ingredients*)

Utensils: Mixer, Knife*

Seasonings: Salt*

Stamina Restored: 38 to 59

Mixed Juice

Ingredients: Apple, Pineapple, Strawberry, Wild Grapes, Cucumber, Carrot, Cabbage (at least one fruit and one veggie), Truffle*, Corn*, Eggplant*, Bamboo Shoot*, Grape Juice*, Mushroom*, Turnip*, Onion*, Green Pepper*, Tomato*, Spinach*, Cucumber* (alternate: Fruit Juice, Vegetable Juice, same optional ingredients*)

Utensils: Mixer, Knife*

Seasonings: Salt*, Sugar*

Stamina Restored: 50 to 58

Mixed Latte

Ingredients: Apple, Pineapple, Strawberry, Wild Grapes, Cucumber, Carrot, Cabbage, Milk

Utensils: Mixer, Knife*

Seasonings: Salt*, Sugar*

Stamina Restored: 60 to 65

Food Fiasco

Ingredients: Pretty much anything

Utensils: Pretty much anything

Seasonings: Pretty much anything

Stamina Restored: 1

Strategies

[GGSTRATGY]

This is a list of various strategies and methods to better spend your game time, and get more done each day. If you find that things are just too tough, or that you just don't have enough time, then the tactics listed here might just help you out a bit.

Layout Strategies

[GGSLAYOUT]

* Decide on a farm layout even before you've finished clearing it up. The lay of your farm decides much of how your time will be spent during 3/4ths of the game.

* It's a good idea to set aside some land in one corner of the farm for flowers, since you'll have to grow a lot of them to get one of the Power Berries. Be sure to set out at least 10 plots' worth, and don't worry about spacing the plots out; flowers don't regrow, so you only need to provide enough room to water them.

* Use the set-aside flower area for non-regrowing crops once you've gotten the Power Berry that the flowers gain for you. It's an excellent use of the space, as you won't even have to re-plow it.

* No matter how you choose to lay things out, be sure you have some of your plots near the shipping bin. Give those plots top priority for the fastest growing or most valuable crop of the season you're in.

Here are some popular layouts for the field. The fences are optional, except for the ones that form the animal pens, so feel free to omit them.

Also, you can substitute the inner fences of animal pens with lumber, but you can't substitute the outer fence with rocks; wild dogs can and will run straight through them.

Have a good layout that's not listed here? Send it my way via the e-mail address in my contact information, and if it's a good one, I'll add it to the guide and you'll get credited for it!

Key:

- x = plowed earth
- o = grass
- r = small rock
- c = lumber

Planter's Haven: This is an ideal field setup for the clever player who keeps all of their animals indoors. It allows you to plant a lot of crops on the field, while still giving you a steady supply of grass to feed your livestock with. 46 standard plots, 12 condensed plots.

```
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
                x x x   x x x   x x x   x x x

x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
                x x x   x x x   x x x   x x x
r r r r r r r r r   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x
r   x x x   x x x   o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o
r
r   x x x   x x x   o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o
r
r   x x x   x x x   o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o
```

```

r   x x x   x x x   o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o
r                                     o o o o o o o o o o o o o o
r                                     o o o o o o o o o o o o o o

```

Green Thumb Paradise: The crop-grower's dream (or nightmare) come true. All grass space is sacrificed in favor of more room for crops. This a decent setup for any player who decides that growing grass isn't worth the effort. 58 standard plots, 12 condensed plots.

```

x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
                                     x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
                                     x x x   x x x   x x x   x x x
r r r r r r r r r   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r
r
r

```

Ranch Master: This is the design preferred by players who keep their animals outdoors. The planting space is more limited, but it does allow for keeping the animals outside overnight. 32 standard plots, 12 condensed plots.

```

C C C C C C C C C   x x x   x x x   x x x   x x x
C r r r r r r r r C   x x x   x x x   x x x   x x x
C r                   r C   x x x   x x x   x x x   x x x
C r                   r C
C r                   r C   x x x   x x x   x x x   x x x
C r r r r r r r r C   x x x   x x x   x x x   x x x
C C C C C C C C C   x x x   x x x   x x x   x x x

```

```

x x x x x x x x x   C C C C C C C C C C C C C C C C C
x x x x x x x x x   C r r r r r r r r r r r r r r r r r C
x x x x x x x x x   C r                                     r C
x x x x x x x x x   C r                                     r C
x x x x x x x x x   C r                                     r C
x x x x x x x x x   C r r r r r r r r r r r r r r r r r C
x x x x x x x x x   C C C C C C C C C C C C C C C C C

```

```

x x x x x x x x x   C C C C C C C C C C C C C C C C C
x x x x x x x x x   x x x   x x x   C C C C C C C C C
x x x x x x x x x   x x x   x x x   C C C C C C C C C
x x x x x x x x x   x x x   x x x   C C C C C C C C C
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x

```

```

r r r r r r r r r   x x x   x x x   x x x   x x x
r

```

```

r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r

```

```

r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r   x x x   x x x   x x x   x x x   x x x   x x x
r

```

```

r   x x x   x x x
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r   x x x   x x x   o o o o o o o o o o o o o o o o o
r
r   o o o o o o o o o o o o o o o o o
r
r   o o o o o o o o o o o o o o o o o

```

Ambitious Farmer: This is the setup that gives very practical field space to work with. It gives you 32 standard plots, plus 39 plots for non-regrowing crops, and it gives you a good-sized patch of grass, to boot. If you plan to grow a large mix of crops, this is the plan for you.

```

x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x   x x x   x x x   x x x   x x x
x x x x x x x x x

```



```

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x
x x x  x x x
x x x  x x x      o o o o o o o o o o o o o o o
                        o o o o o o o o o o o o o o o
x x x  x x x      o o o o o o o o o o o o o o o o
x x x  x x x      o o o o o o o o o o o o o o o o
x x x  x x x      o o o o o o o o o o o o o o o o
    x x x  x x x  o o o o o o o o o o o o o o o o
    x x x  x x x  o o o o o o o o o o o o o o o o
    x x x  x x x  o o o o o o o o o o o o o o o o
                        o o o o o o o o o o o o o o o
x x x x x x x x x  o o o o o o o o o o o o o o o
x x x x x x x x x  o o o o o o o o o o o o o o o
x x x x x x x x x  o o o o o o o o o o o o o o o

```

Madman's Fields: A variation of Patchworks, without the grass. The same notes apply here as did to Patchworks. 72 standard plots, 8 condensed plots.

```

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x

    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
x x x  x x x  x x x  x x x  x x x  x x x
    x x x  x x x  x x x  x x x  x x x  x x x

```

```

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x

x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x
x x x   x x x   x x x   x x x   x x x   x x x

x x x x x x x x x x x x x x x x x x x x x x x x x x x x x
x x x x x x x x x x x x x x x x x x x x x x x x x x x x x
x x x x x x x x x x x x x x x x x x x x x x x x x x x x x

```

Crop Strategies

[GGSCROPS]

- * Always keep in mind how much time you have left during the season, and plant your crops accordingly.
- * Plant regrowing crops early in the season. Since they grow back, you'll get more money for your efforts that way.
- * Plant intelligently. If you can't hit the middle crop of because of your watering can's level, then don't make 9-square plots (unless you're willing to let a plot be mostly unused as you grow that last vegetable or fruit).
- * Always water your crops at some point during the day. Even if it's at 10:00PM, just be sure they get watered.
- * Don't plant more than you can handle. Consider your character's stamina limitations, as well as the limits your tools and the game clock impose on you, before you buy and place your seeds.
- * If you don't mind losing a harvest of a crop (in some cases, anyway), you can stagger the plantings of regrowable crops. This will make it so that you don't have to deal with the full harvest of fast-regrowing crops each day, but rather deal with half or a third of the harvest per day. Just plant the groups of seeds one day apart each to get this effect.
- * Hire out the Harvest Sprites whenever you can for harvesting crops. It's what they're best at, and it'll save you a lot of time.
- * Use the basket intelligently. Place it at intersections between crop groupings (as pictured below).

Key:

- o = unharvested crop
- x = harvested crop
- b = basket

```
o o o   o o o
```

```

o o o   o o o
o o o   o o o
      b
o o o   o o o
o o o   o o o
o o o   o o o

```

From here, gather all of the inner fruits/vegetables.

```

o o x   x o o
o o x   x o o
x x x   x x x
      b
x x x   x x x
o o x   x o o
o o x   x o o

```

Then, gather the outer crops for three of the plots (two if the crops are non-regrowing), so that the basket has less than 30 items in it. Deposit the harvested goods in the shipping bin.

```

x x x   x x x
x o x   x o x
x x x   x x x

x x x   x x x
x o x   x o o
x x x   x o o

```

Do this for all ripened crop groupings on the field, then gather the leftovers for one or two final basket-loads.

* Once you have the hothouse, if you have extra money available for seeds and are growing regenerating crops, try using this planting formation for maximum harvest output:

```

o o o o o o o
o o o   o o o
o   o o o   o
o o o   o o o
o   o o o   o
o o o   o o o
o o o o o o o

```

* If you have a hothouse and are growing non-regrowable crops, try this pattern instead:

```

o o o o o o o
o o o o o o o
o o o o o o o
o o o   o o o
o o o o o o o
o o o o o o o
o o o o o o o

```

* Try and get the pony during the first Spring, so you don't have to plant grass to get it. Though you'll probably end up planting quite a bit of

grass anyway (unless you don't plan to raise livestock, or plan to raise livestock solely on Barley's fodder), it's better to get the pony with little to no effort involved, and as early as possible.

* Don't do more than is necessary to take care of each animal. Just do each thing required for each animal once per day.

* Don't forget to take care of the animals each day. It's easy to forget the dog and the pony, but they're just as important to tend to as the money-producing animals are.

* Keep animals indoors. Keeping them outdoors leads to all sorts of hassles, whereas if they're kept inside, they're always safe, not taking up valuable field space, easy to feed, and easy to tend to (as well as the time-freezing factor that takes place while indoors).

* Always keep mental track of whether or not you've fed the animals. This is more important than anything else, since they stop producing for a bit and lose affection if you forget to feed them.

* Deal with the animals the same way each day. If you feed the cows first and talk to/milk them second (for example), always take care of them that way. It will make matters easier on you, as you'll have a more solid schedule to work with, and you'll be less likely to forget something.

* Always keep at least a three-day cache of chicken feed and fodder available, so festivals and shops' days off don't catch you off-guard.

Quick-Profit Strategies

[GGSPROFIT]

* The mines are an infinite source of money, albeit in small increments. This can be very helpful early on, so make mining a top priority when farming isn't getting you the profits you need. Dig for 10G bonuses on the first floor, exit the mine once it's cleared out, then go back in and dig again. Keep it up until your character starts to get sick, then take a dip in the hot springs.

* Buy the basket before almost anything else. It is, above all else, a great profit-making device and a serious time-saver.

* Once you have the basket, the mines can provide even more profit. Dig down towards the bottom, filling the basket with ores of all types, then sell the basket load. Repeat until fatigued. This process will almost always result in a bigger gain than just digging for 10G bonuses.

* Foraging items in the Mother Hill area and selling them is always a good idea if you need a quick bit of money, and should be part of your daily schedule. Once you get the first house extension, you may want to save your foraged goods in the refrigerator instead.

* Getting a chicken early on and incubating more chickens is an excellent idea. Chickens are not huge profit-makers, but the small, steady amount of money per day can and does add up.

* Use the chicken coop shipping bin when sending foraged goods out. It's closer to the Mother Hill entrance to the farm, and time doesn't flow inside buildings, so you're not rushed to get things shipped.

* Upgrade the watering can as soon as possible during the first Spring, to

Gold (or Mystrile). The loss of 2 or 3 days' worth of crop growth is worth the boost in productivity that the upgraded watering can provides.

* The first Spring is a good time to save up money to buy Pineapple Seeds for Summer. If your Spring is not getting you a whole lot of lucre, just save up enough money for 10 to 20 bags of Pineapple Seeds, plant them on the 2nd of Summer, and you'll have big-time profits by the end of that season.

* Fall is the ultimate quick-profit season. Sweet Potatoes are worth a lot of money, and regrow quick. If all else has failed in your efforts to make money, Sweet Potatoes won't fail you. Just keep in mind the huge chunk of time they will rip out of your daily schedule when you have to harvest them every 3 days. You may even want to save harvesting 'til all other stamina-related tasks are complete, and get your profits from the harvest given to you the next day instead.

General Strategies

[GGSGENERL[

* Work out a schedule ahead of time, and stick to it. Try to get stamina-related tasks (anything that requires tools, essentially) out of the way before 10:00PM, and get shipping done before 5:00PM. Making tending to the animals the first thing on the schedule is a good idea, since they're the easiest thing on the farm to forget to tend to. Unless you're selling the goods, always save foraging for late night (though you can and should do some foraging while chopping lumber).

* Keep a checklist (be it mental, typed, or hand-written) of what needs to be done each day, and take time to check things off as you do them. Once you are used to your daily schedules, this won't be as important, but it can really help early on. Go over the checklist at the end of the day, and make sure you've completed everything.

* Abuse the hot springs! Their power is remarkable, almost unbalancing. You can work your character to the point that they start feeling ill, hop in the hot springs for 50 game minutes, and have them back in tip-top shape just like that.

* Abuse the hot springs some more! Before you go to bed each night, take an hour soak in the springs. This will have as much (indeed, more) effect as going to bed at 6:00PM does on you, and it's much less time-consuming. It extends the time you can work each night to as late as 4:00AM.

* Abuse the hot springs even further! Since the springs are right next to the mine, you can combine the two strategies of mining for profit and using the hot springs to make a decent profit in a very short span of time (game-time-wise).

* Always keep in mind the schedules of the other villagers when trying to interact with them. Try and intercept them somewhere indoors, so time doesn't keep flowing onwards while you're giving them gifts.

* Get upgrades as you need them, instead of when you can afford them. If you don't need it yet, then buying it won't do you any good. Exceptions apply when you have a strategy planned out that requires the purchase of an upgrade before it's necessary.

* Until you have the Mystic Berry, don't work past 10:00PM. The game gives serious penalties for working so late. Once you have it, try not to do any

stamina-related work past midnight.

* Though they may seem useful, Bodigizer and Turbojolt medicine are highly over-priced. The only advantage they have over other means of restoring stamina and fatigue is that you can use them anywhere, any time. They are never necessary, however, if you plan ahead.

* On festival days, if you don't have enough time to get everything on your farm done before the festival, work with this plan: feed and tend to the animals first, and do all stamina-related work (watering, chopping lumber, etc.) before 2:00PM. Go to the festival, and finish all non-stamina tasks (harvesting, foraging, etc.). This obviously only applies to festivals that start at 10:00AM, though most of the festivals are that way.

* Don't panic. Remember, you have 3 game years in which to accomplish what can be done in half a game year, potentially far less. Time is in fact on your side, and as long as you don't just give up, chances are you'll do just fine. You don't have to master the game to win it, you just have to be sure you keep moving in the right direction. It doesn't matter how fast you're going, just that you are.

Secrets

[GGSECRETS]

These are all of the gameplay features that the game itself never directly tells you about, or doesn't give you much detail about.

Special Crops

There are three special crops: Strawberries, Pumpkins, and Spinach. These crops are growable in Spring, Summer, and Fall, respectively, and are accessed by shipping 101 or more of each other type of crop for the season first (so for Strawberries, you would have to ship 101 Turnips, 101 Potatoes, 101 Cucumbers, and 101 Cabbages minimum to unlock them). These crops are all pretty average in value, but all are required in at least one recipe each.

Power Berries

Power Berries increase your stamina. They're critical, to say the least, once your farm starts to take off, since 100 stamina is nowhere near enough to tend to everything on a full farm. Each berry gives you 10 more stamina, and restores your stamina entirely when you first get them. Below is the list of how to get all 10.

- * Given to you by the tree on Mother Hill if you choose to not cut it down
- * Dug up inside the mine
- * Caught in the ocean during Spring or Winter
- * Given to you by the Goddess for 5 crops
- * Prize at the horse races
- * Won from the swimming contest
- * Outside of the winter mine
- * Dug up inside the winter mine
- * Bought off of TV Shopping
- * Given to you by Anna if you have 91+ flowers planted, and you let her pick as many as she likes; she'll drop by after noon, so you'll have to enter and leave your house around that time for her to show up

And here is how to get the Mystic Berry, which reduces the rate at which

fatigue rises.

* Given to you by Kappa on any sunny day after noon; throw 3 Cucumbers at him (NOTE: If you're wondering, there's a good reason for why you have to throw cucumbers. Kappa are a type of water sprite in Japanese mythology that will leave you in peace if you throw a cucumber with your name carved into it at them.) You can also throw Large Fish at him.

See below for a rough map of where to throw the Cucumbers. Basically, anywhere on the little peninsula will do, as long as you're facing out at the lake, and not towards the mine.

Key:

S = Tree stump

T = Trees above the path

* = Where to stand

> = Direction to face

```
      /
     /
    * \ >
   S */ >
     TTT
_____
/
\_____
```

The Goddess of the Waterfall

You can summon this goddess by tossing crops into her pond (any will do). If you toss 5 crops into it, she'll give you a Power Berry. Toss in 5 more, and you'll get a special event with the girl that has the most affection for you at the hot springs, that will boost her affection for you. Donate 10 more, and the goddess will give you some special lumber, which you give to Gotz automatically and get 1000G. You can only summon the Goddess on sunny non-festival days, and only before 6:00PM.

"Winning" the Game (Playing Past Year 3)

[GGWINNING]

On Spring 1 of Year 4, your farm will be evaluated. If you've met some (very easy) requirements, then you'll get to keep it. These are the known basic requirements:

- * Ship out at least 11 farm-produced items total
- * Plant at least 101 crops total
- * Have 500 affection or more with at least one girl

If you are married by the end of Year 3 (not engaged to be married; you can still be kicked off the farm that way), then you'll win even if you somehow fail to meet the above criteria.

The farm score, though unrelated to winning, should still be broken down here. Take note that it's impossible to get 100% completion, since there are 16 too few recipes.

10% Power Berries*

10% dog's hearts

10% horse's hearts

10% house expansions
10% chickens owned
20% cows/sheep owned
10% wife's hearts
10% baby's hearts
8% recipes (1% per 8 recipes)

98% completion

* - Power Berries don't count towards farm score on some versions of the game. In these cases, 88% is the maximum farm completion.

Bugs and Exploits [GGBUGS]
-----=

This particular Harvest Moon has a number of bugs in it. Here's an overview of all of the significant ones, their effects, and what to do about them.

Naming Bug

This one is pretty rare, but some combinations of character, farm, and dog names will cause the game to make you start out with 1 stamina left (in fact, your character will fall on his rump sweating during the game's intro sequence!). It seems to happen only when you input 8 letters for all of the names, though it might be more specific than that. The obvious solution is to make sure that at least one of the names is less than 8 letters long.

Power Berry Bug

This only exists in some versions of the game. Power Berries won't cause the farm score percentage to go up (they're supposed to). They still give their boost to maximum stamina, but players of these versions of the game will be unable to get above 88% completion.

Doorway Bug

If an animal is placed too close to a door (outside only), then they can become stuck there, and you won't be able to pick them up, since the door takes priority over the animals. The dog and horse can usually be freed from this by whistling to them.

Clipping Plane Bug

This is actually a fairly common problem in 3D games, but it's quite pronounced in Harvest Moon. If you try to go up certain stairways at just the wrong angle, you can become stuck in them. In these cases, there's usually very little that you can do to get free. This bug also can result in your character falling through the ground when jumping over things, though this is a very rare occurrence.

Overload Bug

This only happens when the game is played on a PS2. If too many objects are present on the farm's field, the game will overload the PS2 and crash. This is a very rare bug to encounter, and (surprisingly enough) entirely absent when playing on a PS1.

Dog Ball Bugs

The Dog Ball is a tricky item. If it becomes stuck somewhere that you cannot reach, it will simply disappear once you leave the area and re-enter. Also, sometimes the dog ball will simply vanish for no reason when the dog picks it up, when you pick it up, etc. Also, if you have more than one dog ball, you can only ever have one on the ground; any second ball tossed about will cause the first to disappear. Of course, since Won is constantly trying to sell you this toy, this is far from a dangerous series of bugs. Speaking of Won, sometimes the game will forget that you already have a dog ball, and he'll constantly come to sell you a new one, even though you already have at least one.

Popuri Bug

Even though Popuri leaves with Kai if they get married, she still shows up at all of the festivals. She also apparently shows up at Chicken Lil's, albeit upstairs.

Wedding Bug (Original European release only!)

After getting married, your new wife will ask you what you want to be called. However, after selecting a choice, the game simply locks up. This was fixed in the later version released in Europe, and is not present in the US or Japanese releases.

Skipped Wedding Glitch (All versions!)

This is a different Glitch from the one above. If you propose on certain days, and are scheduled to marry on the day before select festivals, the day will pass as a normal day. This is because the game sees that it's an event day (even though it's not a festival), and that tomorrow is a festival, but that's as far as it's been coded to be able to store data. As such, the wedding gets passed over. However, the wedding will still take place on the day after the festival, so don't panic.

Nickname Bug

When you get married, your wife asks what you want her to call you. If you select Honey, she will continue to call you by your entered name instead.

Havest Festival Bug

If you put the Basket item into the cooking pot, you will not be able to get it back! The game deletes the Basket from the game entirely if you do that, so be sure you don't toss it (or any other items you want to keep) into the pot.

Winter Thanksgiving Bug

Sometimes, a girl will come to your farm twice on Winter Thanksgiving. It won't happen every time, and seems to have something to do with going into your barn after eating the gift they gave you (though it may be something else). This bug can be annoying if a girl comes and gives you two cakes, as it will usually prevent you from getting a piece of chocolate from another girl.

Harvest Sprite Bugs

The Harvest Sprites never come to work during hurricanes or blizzards, even though the game insinuates that you should hire them out if one of these disasters is coming. This bug might be limited to certain versions of the game; no confirmation just yet. Also, the Harvest Sprites don't take care of the chickens properly; the food they put in the chickens' food bins isn't recognized by the game as food. Note that this chicken-feeding problem does not seem to happen if you don't go outside at all on days when you've hired out the Sprites. And lastly, the Sprites can only be hired when whatever chore you want them to do still hasn't been completed on your farm yet on the day you hire them. Since they won't come to work until the next day, this "feature" is more of a bug.

Save Bug

This is the killer. It's very, very rare, but very, very annoying. For no discernable reason, the game will sometimes freeze while scanning your memory cards. This doesn't damage any of the data on the cards, but it does mean that anything you've done since you last saved is now lost.

Upgrade Bug

One of the key reasons to not let your animals roam freely is this one. While upgrading the farm, your animals can get stuck inside the expansions made to your buildings. Normally, if an animal has something appear below it overnight, the animal is "teleported" back to a set location, but since the expansions aren't on the field, this doesn't apply to them.

Animal Trading Bugs

If you trade an animal to another farm that's currently entered in an upcoming festival (for cows and sheep, of course), then the other farm will not have these animals in their barns, but the animals will still behave like they are there. The bug can be reversed by entering those animals in the appropriate festivals on the game that they got transferred to. If you transfer a chicken that you're currently holding, then the chicken will disappear when you put it down.

Analog Switch Exploit

When you press the analog switch on the controller (obviously, you can't use this exploit with the original PS1 controllers), the game acts as though you're no longer pressing any buttons, even if you have a button held down. This can make fishing much easier. Hold down the S button, and keep your other thumb over the analog switch. When you get a tug on the line, press the analog switch, and the game will immediately forget that you have S pressed. Since it's easier to time button presses than button releases, this really does help. This exploit is actually true of every PS1 game, whether or not it supports analog (though the controls will not respond at all on pre-analog games once analog mode is on).

Orange Cup Fruit Exploit

Orange Cup Fruit, despite being a hothouse crop, can be grown in the field in any of the three crop-raising seasons. Just plant a bag of seeds and keep watering them. After a few days, the seeds will vanish, and you might think that they're lost, but you'll also notice that you can't walk onto the plot of land that the seeds were on. They're still there, but the game can't render them. Keep watering them, and harvest them at the appropriate time.

Held Item Exploit

If you have a single sick chicken, and you can't get into either of the two shops that sells animal medicine, grab the ill bird and stay outside holding it until the next day dawns. Since the bird is in your hands, the game doesn't check to see if the bird should die, and it will live. This exploit only works on one chicken at a time, so if two birds are scheduled to die tomorrow, you're going to lose one of them.

Dog Ball Exploit

There is a positive side to the dog ball bugs. You can replicate a dog ball by grabbing it just as the dog grabs it. This is very precisely timed, so it may take a few tries to pull off.

Stamina Exploits

As you use tools, your stamina drains and your fatigue builds up. Normally, you'll lose the entire day if you hit 100 fatigue. But if an event must take place on a day (such as the mayor greeting you on the first real day, or Harris asking about Won on the second day), fatigue will stop at 99 while using tools indoors, meaning that you can use your tools infinitely. This might seem pointless, but it's actually a good way to level up your five basic tools to 400%.

The second stamina exploit is to not go to bed. As long as you're still awake at the day-change at 5:59AM, you'll wake up at 6:00AM the next day, no matter how much fatigue you have. The only disadvantage to this tactic is that you can't save your game when you stay up all night.

Watering Can "Exploit"

This is not really an exploit, but it's not a bug, either. A lot of people seem to get mixed up about it, though, so it goes in here. If you use the watering can anywhere but on tilled earth, the water in the can will not decrease. This is why you can level up the watering can to 400% using the first stamina exploit listed above. The watering can does not suddenly have infinite water.

TV Shopping Exploit

You can still order items that are offered on festival Saturdays, due to this exploit. Simply watch TV Shopping, play through the next 7 days without watching the TV, checking the Inn's phone, resetting, or loading from a save, and use the phone then. The game will not have cleared the previous TV Shopping offer, and since it's Saturday, the phone will work. You can also order the item for that day. Just go back home after ordering the first item, watch TV Shopping, then return and order the second one. On Tuesday (or Wednesday, if Tuesday is a festival), go outside twice, and Zack will give you both utensils! Don't use this trick in Winter or Summer; storms can kick up unexpectedly, and you won't be able to evade them (let alone know that they're coming) if you do.

Double-Save Exploit

This trick allows you to avoid storms. Keep two saves on your memory card for this game, and save alternately between them (i.e. save first in diary 1, then save the next day in diary 2, then the next day in diary 1 again, etc.). If a storm is coming tomorrow according to the news, then load the previous day, and redo it. This can prevent the storm from

hitting the farm. Alternately, I invented a GameShark code that can control the weather, if you have a GameShark and don't want to redo a day. You can find the code in the next section of this guide.

Animal Trading Exploit

For this to work, you need two different saves (not just two versions of the same farm), and at least one must have farm animals. Load the game with the better farm animals, and then choose to exchange animals to your other game. Give all of the most valuable animals to the other farm, and then read the better-farm-animal diary without saving. You still have all of the animals that you just traded to the other diary, and the other diary also has them. You can keep duplicating animals from the better file until the other file's chicken coop and/or barn are full, then sell the duplicated animals in the other file, and get a significant head start in funds. Note that this guide does not use this strategy.

Animal Trading Exploit, Take Two

This exploit is just downright cheap, though it can save you a lot of time getting animals to produce gold items. Get a farm up to the day before a festival for judging animals (Sumo Chicken, Cow, or Sheep), and save the game so that you can load up the game on that day (when you get asked to pick an animal to compete in the contest, in the case of the Cow and Sheep festivals; you can save on Summer 7 for the Sumo Chicken Festival, since you bring your own chicken to that). Load up a game with a lot of animals that have high heart levels, but few who have won a festival. Harvest from the animals for the day, then trade all the animals that can compete in the upcoming festival on the other farm to the other farm, complete the day, and save (Yes, save. You'll understand why soon). Go back to the other save, and enter one of the other farm's animals into the contest. Once it wins, transfer it back to the other farm, and read the diary again to get back to the day before the festival. Enter a different one of the animals, and let it win, then trade it back. Keep doing this until the entire barn/coop on the other save is full of gold-crown animals. As an added bonus, the farm you traded all those animals to so they could win the contest are still on that farm, as well (albeit without gold crowns).

Rumors/False "Hints"

[GGRUMORS]

These are persistent lies about the game that refuse to die. Not one of them are true, and most are listed on Gamewinners as "hints".

RUMOR: You can get infinite water by filling the watering can in the Winter Mine lake.

TRUTH: The watering can does not lose water unless you use it on tilled soil, which many players fail to notice, hence the origin of this rumor.

RUMOR: There is a secret Yellow Dog Ball that guarantees your victory in the dog races.

TRUTH: No, there is not. There is only the pink dog ball. There's only a graphic for the pink dog ball, for that matter. I have no idea how this rumor started.

RUMOR: If you leave your dog in the hothouse, it won't be destroyed by storms.

TRUTH: It doesn't matter what you do, your hothouse will always be at risk of being destroyed during storms. This rumor predates even this game; it

started back when HM64 was new, and isn't true in that game, either.

RUMOR: You can find more ore near the ladders to the next floor in the mines.

TRUTH: The odds of finding ores are the same everywhere that you can dig them up. The outer ring of the mine and a two-tile square around the stairs out of the mine are the only spots where you will never find ores. Besides those areas, the odds don't change.

RUMOR: You only have to plant over 100 of the Supermarket crops for a given season to get the hidden crops.

TRUTH: Nope, you need over 100 of all seasonal crops. That includes Cabbage for spring, Pineapples for summer, and Green Peppers for fall, as well as all of the seasonal supermarket crops.

RUMOR: Having lots of grass planted will allow you to keep your pony even if you don't have it with 8 hearts.

TRUTH: If you get the pony from Barley during the first spring, you have to get it up to at least 8 hearts to keep it. It doesn't matter if you have nothing but grass in the entire field, if that horse has less than 8 hearts after a year, Barley takes it away. He will come back with a new pony a little while later if you have over 200 grass planted, but it's a different pony entirely.

RUMOR: You can get things from people in return for insects.

TRUTH: Nobody ever gives you a return gift, certainly not for insects.

RUMOR: Whoever you talk to first during the cooking festival will win.

TRUTH: The winner is chosen randomly. It doesn't matter who you talk to. The winner is always either Doug or Ann, unless you win it.

RUMOR: You can raise Karen's affection to max by showing her your dog repeatedly.

TRUTH: This worked in HM64. It does not work in HM:BTN. None of the animals cause any affection changes when they're shown to people. Ever.

RUMOR: You can make dialogues print completely in an instant by pressing O.

TRUTH: This works in HM:FoMT. It does not work in HM:BTN. How this rumor even started, given how blatantly easy it is to prove wrong, is beyond me. The dialogue will print faster if you press X or O, but it won't print instantly.

RUMOR: Littering only counts for fishing garbage.

TRUTH: Any item you throw in the village area, ANY item, will count as littering.

RUMOR: You can win the chicken contest just by urging your chicken on constantly.

TRUTH: This works sometimes, but it really depends on luck. If your chicken is acting stupidly, then urging it on repeatedly could cause you to lose.

RUMOR: You can brush, talk to, and milk/shear barn animals by hitting X and Square at the same time.

TRUTH: No, not possible. How do these sorts of rumors start? They're so easy to prove wrong... You can talk and either milk/shear or brush an animal at once if you're fast enough, but not all three.

RUMOR: You can build fences from rocks and have them be as effective as wood fences.

TRUTH: Wild dogs run right through rocks. Therefore, rocks do NOT make effective fences compared to wood ones.

RUMOR: There's a Music Box that you can dig up inside the barn or chicken coop before they're upgraded.

TRUTH: There is no Music Box item. There's not even a graphic in the game of a music box. And to cinch it, there's no shovel tool, so how would you dig in the chicken coop or barn anyway? How do these rumors start? And more to the point, why do people believe them?

Remember, all of these rumors are FALSE! Each and every one has been proven wrong, and most are entirely the opposite of the truth! Please don't ask about how to make them work, because they don't work.

GameShark Codes

[GGGSHARK]

Sometimes, games don't play fair. Indeed, sometimes they downright cheat. For those of you with a GameShark finding yourself in this situation, you can cheat right back. Below are all of the known GameShark codes for Harvest Moon: Back to Nature. Most of these came straight from GameShark's official site (www.gameshark.com), though some are from www.cmgsgcc.com. Several others are extensions upon existing codes (such as the codes for chickens 5-10). The rest I made. If a code has '?'s listed in the end of the code, then there are special numerical values that can replace those '?'s. For '#'s, any value can be inputted.

(This code was found by me! Amazingly, nobody ever thought to look for it before...)

80070CF0 00## Year Modifier

(NOTE: 00 is the 1st year, 01 is the 2nd, etc.; also, don't set above 62)

80070CF2 000? Season Modifier

0 = Spring

1 = Summer

2 = Fall

3 = Winter

80070CF4 00## Date (NOTE: 00 is the 1st, 01 is the 2nd, etc.; don't set above 1D)

80070CF6 000? Day of Week Modifier

0 = Sunday

1 = Monday

2 = Tuesday

3 = Wednesday

4 = Thursday

5 = Friday

6 = Saturday

80070CF8 0006 Freeze Clock at 6:00AM (note that time doesn't actually

80070CFA 0000 freeze with this code; only the clock does)

I made this code, but it's a companion to the clock code above.

80070D02 0168 Freeze time at 6:00AM (this one really DOES freeze time, but it doesn't affect the clock)

80070D38 03E7 Maximum Lumber

80070D3A 03E7 Maximum Fodder
80070D3E 03E7 Maximum Fish Food
80070D40 03E7 Maximum Chicken Feed
800712BC 000A Have 10 Power Berries (NOTE: This doesn't actually boost your stamina to 200! It only changes how many Power Berries show up in the menu)
80071A1E 0002 Have 8 Rucksack Spaces (NOTE: Don't use this code! The game thinks you still have the small rucksack, and you won't be able to store items in your pack after you've put two items into it)
80071A40 FFFF Sickle is at 400%
80071A42 FFFF Hoe is at 400%
80071A44 FFFF Axe is at 400%
80071A46 FFFF Hammer is at 400%
80071A48 FFFF Watering Can is at 400%
80071A12 00C8 Stamina Never Runs Out (frozen at 200)

800711C4 0### Turnips Shipped
800711C6 0### Potatoes Shipped
800711C8 0### Cucumbers Shipped
800711CA 0### Strawberries Shipped
800711CC 0### Cabbages Shipped
800711CE 0### Tomatoes Shipped
800711D0 0### Corn Shipped
800711D2 0### Onions Shipped
800711D4 0### Pumpkins Shipped
800711D6 0### Pineapples Shipped
800711D8 0### Eggplants Shipped
800711DA 0### Carrots Shipped
800711DC 0### Sweet Potatoes Shipped
800711DE 0### Spinach Shipped
800711E0 0### Green Peppers Shipped
800711E2 0### Eggs Shipped
800711E4 0### Mayonnaise Shipped
800711E6 0### Milk Shipped
800711E8 0### Cheese Shipped
800711EA 0### Wool Shipped
800711EC 0### Yarn Balls Shipped

And some more discovered by me:

800711EE 0### Fish Shipped
800711F0 0### Blue Grass Shipped
800711F2 0### Red Grass Shipped
800711F4 0### Green Grass Shipped

80071A84 0??? Tool in Hand
80071A90 0??? Rucksack Tool 1
80071A96 0??? Rucksack Tool 2
80071A9C 0??? Rucksack Tool 3
80071AA2 0??? Rucksack Tool 4
80071AA8 0??? Rucksack Tool 5
80071AAE 0??? Rucksack Tool 6
80071AB4 0??? Rucksack Tool 7
80071ABA 0??? Rucksack Tool 8

80071A88 00## Tool in Hand Count
80071A94 00## Rucksack Tool 1 Count
80071A9A 00## Rucksack Tool 2 Count
80071AA0 00## Rucksack Tool 3 Count
80071AA6 00## Rucksack Tool 4 Count
80071AAC 00## Rucksack Tool 5 Count

80071AB2 00## Rucksack Tool 6 Count
80071AB8 00## Rucksack Tool 7 Count
80071ABE 00## Rucksack Tool 8 Count

80071A8A 0??? Item In Hand
80071AC0 0??? Rucksack Item 1
80071AC6 0??? Rucksack Item 2
80071ACC 0??? Rucksack Item 3
80071AD2 0??? Rucksack Item 4
80071AD8 0??? Rucksack Item 5
80071ADE 0??? Rucksack Item 6
80071AE4 0??? Rucksack Item 7
80071AEA 0??? Rucksack Item 8

80071A8E 00## Item in Hand Count
80071AC4 00## Rucksack Item 1 Count
80071ACA 00## Rucksack Item 2 Count
80071AD0 00## Rucksack Item 3 Count
80071AD6 00## Rucksack Item 4 Count
80071ADC 00## Rucksack Item 5 Count
80071AE2 00## Rucksack Item 6 Count
80071AE8 00## Rucksack Item 7 Count
80071AEE 00## Rucksack Item 8 Count

Values for Rucksack Tool/Item Slots (any values not listed are items that you're not supposed to be able to have in your inventory anyway; the non-included values also tend to make the game unstable):

000 - Nothing
001 - Sickle
002 - Copper Sickle
003 - Silver Sickle
004 - Gold Sickle
005 - Mystrile Sickle
006 - Hoe
007 - Copper Hoe
008 - Silver Hoe
009 - Gold Hoe
00A - Mystrile Hoe
00B - Ax
00C - Copper Ax
00D - Silver Ax
00E - Gold Ax
00F - Mystrile Ax
010 - Hammer
011 - Copper Hammer
012 - Silver Hammer
013 - Gold Hammer
014 - Mystrile Hammer
015 - Watering Can
016 - Copper Watering Can
017 - Silver Watering Can
018 - Gold Watering Can
019 - Mystrile Watering Can
01A - Milker
01B - Clippers
01C - Brush
01D - Bell
01E - Animal Medicine
01F - C.M. Potion
020 - S.M. Potion

021 - Blue Feather
022 - Turnip Seeds
023 - Potato Seeds
024 - Cucumber Seeds
025 - Strawberry Seeds
026 - Cabbage Seeds
027 - Tomato Seeds
028 - Corn Seeds
029 - Onion Seeds
02A - Pumpkin Seeds
02B - Pineapple Seeds
02C - Eggplant Seeds
02D - Carrot Seeds
02E - Sweet Potato Seeds
02F - Spinach Seeds
030 - Green Pepper Seeds
031 - Moondrop Seeds
032 - Pink Cat Seeds
033 - Magic Red Seeds
034 - Toy Flower Seeds
035 - Orange Cup Seeds
036 - Grass Seeds
037 - Ocarina (you're not supposed to be able to keep this)
038 - Fishing Rod
039 - Fishing Pole
03A - Stone
03E - Branch
03F - Lumber
040 - Weeds
041 - Turnip
042 - Potato
043 - Cucumber
044 - Strawberry
045 - Cabbage
046 - Tomato
047 - Corn
048 - Onion
049 - Pumpkin
04A - Pineapple
04B - Eggplant
04C - Carrot
04D - Sweet Potato
04E - Spinach
04F - Green Pepper
051 - Moon Drop Flower
052 - Pink Cat Flower
053 - Blue Magic Red Flower
054 - Red Magic Red Flower
055 - Toy Flower
056 - Orange Cup Fruit
057 - Apple
058 - Bamboo Shoot
059 - Wild Grape
05A - Mushroom
05B - Poisonous Mushroom
05C - Truffle
05D - Blue Grass
05E - Red Grass
05F - Green Grass
060 - Mystrile

061 - Orichalcum
062 - Adamantite
063 - Ketchup Recipe
064 - Basket
065 - Dog Ball
068 - Fodder
069 - Chicken Feed
07A - Gold Ore
07B - Silver Ore
07C - Copper Ore
07D - Carp Print (Note that these prints aren't the real deal, as far as
07E - Char Print the game is concerned. You might as well just try and
07F - Catfish Print catch the King Fish yourself.)
080 - Squid Print
081 - Angler Print
082 - Sea Bream Print
084 - Fish Food
085 - Orange Cup Fruit (yes, there are two of these; this one can be eaten)
086 - Egg
087 - Spa-boiled Egg
088 - Mayonnaise S
089 - Mayonnaise M
08A - Mayonnaise L
08B - Milk S
08C - Milk M
08D - Milk L
08E - Cheese S
08F - Cheese M
090 - Cheese L
091 - Wool S
092 - Wool M
093 - Wool L
094 - Yarn Ball S
095 - Yarn Ball M
096 - Yarn Ball L
097 - Honey
098 - SUGDW Apple
099 - Rice Ball
09A - Bread
09B - Bodigizer
09C - Bodigizer XL
09D - Turbojolt
09E - Turbojolt XL
09F - Wine
0A0 - Grape Juice
0A1 - Large Fish
0A2 - Medium Fish
0A3 - Small Fish
0A5 - Oil
0A6 - Flour
0A7 - Curry Powder
0AD - Veggie Pancake
0AE - Fried Rice
0AF - Stir Fry
0B0 - Miso Soup
0B1 - Stew
0B2 - Curry
0B3 - Salad
0B4 - Fruit Juice
0B5 - Vegetable Juice

0B6 - Mixed Juice
0B7 - Sandwich
0B8 - Pickled Turnips
0B9 - Fries
0BA - Pickles
0BB - Strawberry Jam
0BC - Strawberry Milk
0BD - Tomato Juice
0BE - Popcorn
0BF - Pumpkin Pudding
0C0 - Happy Eggplant
0C1 - Sweet Potato (the dish, not the crop)
0C2 - Roasted Potatoes
0C3 - Greens
0C4 - Scrambled Eggs
0C5 - Omelet
0C6 - Boiled Egg
0C7 - Hot Milk
0C8 - Butter
0C9 - Cheesecake
0CA - Cheese Fondue
0CB - Apple Jam
0CC - Apple Pie
0CD - Bamboo Rice
0CE - Mushroom Rice
0CF - Truffle Rice
0D0 - Grape Jam
0D1 - Sushi
0D2 - Chirashi Sushi
0D3 - Jam Bun
0D4 - Raisin Bread
0D5 - Dinner Roll
0D6 - Sashimi
0D7 - Grilled Fish
0D8 - Pizza
0DA - Noodles
0DB - Curry Noodles
0DC - Tempura Noodles
0DD - Fried Noodles
0DE - Tempura
0DF - Cookie
0E0 - Ice Cream
0E1 - Cake
0E2 - Food Fiasco
0E3 - Milk G
0E4 - Cheese G
0E5 - Mayonnaise G
0E6 - Yarn G
0E7 - Wool G
0E8 - Golden Egg
0E9 - Can
0EA - Fries Recipe
0EB - Boot
0EC - Dead Fish
0F3 - Chocolate
0F4 - Chocolate Cookies
0F5 - Chocolate Cake
0F7 - Bracelet
0F8 - Necklace
0F9 - Earrings

0FA - Bandage
0FB - Relaxation Tea Leaves
0FC - Relaxation Tea
0FD - Fruit Latte
0FE - Veggie Latte
0FF - Mixed Latte
100 - Perfume
101 - Cliff's Photo
102 - Letter
103 - Invitation
104 - Woodcutter Book
105 - Picturebook
106 - Adult Dog
107 - Young Dog
10B - Rabbit (this one is white)
10C - Rabbit (this one is brown)
10D - Squirrel
10E - Fox
10F - Monkey
110 - Snake
111 - Crab
112 - Butterfly
113 - Butterfly (not the same as the other one)
114 - Beetle
115 - Stag Beetle
116 - Cicada
117 - Dragonfly
118 - Cricket
119 - Lady Bug
11A - Grasshopper
122 - Normal Egg
123 - Good Egg
124 - Excellent Egg
125 - Popuri's Egg
127 - Empty Bottle
12E - Ketchup
12F - Rice Omelet
138 - Junk Ore
13A - Dead Weed
13B - Winter Stone
13C - Winter Branch
13D - Winter Lumber

30074302 00FF Chicken 1 has 10 Hearts
300743B6 00FF Chicken 2 has 10 Hearts
3007446A 00FF Chicken 3 has 10 Hearts
3007451E 00FF Chicken 4 has 10 Hearts
300745D2 00FF Chicken 5 has 10 Hearts
30074686 00FF Chicken 6 has 10 Hearts
3007473A 00FF Chicken 7 has 10 Hearts
300747EE 00FF Chicken 8 has 10 Hearts
300748A2 00FF Chicken 9 has 10 Hearts
30074956 00FF Chicken 10 has 10 Hearts

30074A0A 00FF Barn Animal 1 has 10 Hearts
30074AC2 00FF Barn Animal 2 has 10 Hearts
30074B7A 00FF Barn Animal 3 has 10 Hearts
30074C32 00FF Barn Animal 4 has 10 Hearts
30074CEA 00FF Barn Animal 5 has 10 Hearts
30074DA2 00FF Barn Animal 6 has 10 Hearts

30074E5A 00FF Barn Animal 7 has 10 Hearts
30074F12 00FF Barn Animal 8 has 10 Hearts
30074FCA 00FF Barn Animal 9 has 10 Hearts
30075082 00FF Barn Animal 10 has 10 Hearts
3007513A 00FF Barn Animal 11 has 10 Hearts
300751F2 00FF Barn Animal 12 has 10 Hearts
300752AA 00FF Barn Animal 13 has 10 Hearts
30075362 00FF Barn Animal 14 has 10 Hearts
3007541A 00FF Barn Animal 15 has 10 Hearts
300754D2 00FF Barn Animal 16 has 10 Hearts
3007558A 00FF Barn Animal 17 has 10 Hearts
30075642 00FF Barn Animal 18 has 10 Hearts
300756FA 00FF Barn Animal 19 has 10 Hearts
300757B2 00FF Barn Animal 20 has 10 Hearts

300759FA 00FF Dog has 10 Hearts
30075AEA 00FF Horse has 10 Hearts

80070D3C 00?? Fish in Pond (set anywhere between 0 and 63, same for both;
8012722E 00?? changes don't seem to stay, though!)

80127232 0000 No dead animals (changes won't stay)

80071A5C 967F Maximum Gold
80071A5E 0098

80071A60 967F Maximum Horse Race Medals
80071A62 0098

800711FC 967F Maximum Season's Earnings
800711FE 0098

80071200 0000 No Season's Expenses

800767A0 #### Karen's Affection
80076EF0 #### Ann's Affection
80077298 #### Elli's Affection
80077BBC #### Mary's Affection
800786B4 #### Popuri's Affection
0000 to 1337 = Black heart
1338 to 4E1F = Purple heart
4E20 to 752F = Blue heart
7530 to 9C3F = Green heart
9C40 to C34F = Yellow heart
C350 to EA5F = Orange heart
EA60 to FFFF = Red heart

Here are a few useful codes that sniperscope figured out:

300712F8 0001 Barn Feed Bin 1 Full
300712F9 0001 Barn Feed Bin 2 Full
300712FA 0001 Barn Feed Bin 3 Full
300712FB 0001 Barn Feed Bin 4 Full
300712FC 0001 Barn Feed Bin 5 Full
300712FD 0001 Barn Feed Bin 6 Full
300712FE 0001 Barn Feed Bin 7 Full
300712FF 0001 Barn Feed Bin 8 Full
30071300 0001 Barn Feed Bin 9 Full
30071301 0001 Barn Feed Bin 10 Full
30071302 0001 Barn Feed Bin 11 Full

30071303 0001 Barn Feed Bin 12 Full
30071304 0001 Barn Feed Bin 13 Full
30071305 0001 Barn Feed Bin 14 Full
30071306 0001 Barn Feed Bin 15 Full
30071307 0001 Barn Feed Bin 16 Full
30071308 0001 Barn Feed Bin 17 Full
30071309 0001 Barn Feed Bin 18 Full
3007130A 0001 Barn Feed Bin 19 Full
3007130B 0001 Barn Feed Bin 20 Full

3007130E 0001 Chicken Feed Bin 1 Full
3007130F 0001 Chicken Feed Bin 2 Full
30071310 0001 Chicken Feed Bin 3 Full
30071311 0001 Chicken Feed Bin 4 Full
30071312 0001 Chicken Feed Bin 5 Full
30071313 0001 Chicken Feed Bin 6 Full
30071314 0001 Chicken Feed Bin 7 Full
30071315 0001 Chicken Feed Bin 8 Full
30071316 0001 Chicken Feed Bin 9 Full
30071317 0001 Chicken Feed Bin 10 Full

This one was also devised by sniperscope:

8012DB4B 0000 Near-instant bite during fishing (you still need to hold down the Square button, but not for long; the longest it will take is 2 seconds)

And finally, here's a few GameShark codes that I myself invented! I've noticed that a few of these popped up on CMGSCCC "mysteriously" not too long ago, despite the fact that I never submitted them... Maybe I just never noticed them before, but it still seems suspicious.

30075A90 00## Dog's intelligence
30075B80 00## Horse's stamina

D005E874 ????? Joker Command

D005E87C ????? Joker Command

D01231F4 ????? Joker Command

Yes, there are three Joker commands, all of them normal Jokers. They all work, too! What the heck is a Joker command anyway, you ask? When enabled, Joker codes will cause the code right after them to only execute when the conditions in the Joker Command variable are met, meaning that you can make codes only work when you want them to (via button presses). The values to use for these codes are as follows:

0000 - Nothing
0001 - L2
0002 - R2
0004 - L1
0008 - R1
0010 - Triangle
0020 - O
0040 - X
0080 - Square
0100 - Select
0800 - Start
1000 - Up
2000 - Right
4000 - Down

8000 - Left

To make a multi-button command, just add the digits together. Note that these values are in hexadecimal, so (for example) L1 + R1 + R2 would be 000E. Also note that you should not use the last Joker command, as it updates less often than the other two do.

```
80071AC2 #### Rucksack Slot 1 Modifier
80071AC8 #### Rucksack Slot 2 Modifier
80071ACE #### Rucksack Slot 3 Modifier
80071AD4 #### Rucksack Slot 4 Modifier
80071ADA #### Rucksack Slot 5 Modifier
80071AE0 #### Rucksack Slot 6 Modifier
80071AE6 #### Rucksack Slot 7 Modifier
80071AEC #### Rucksack Slot 8 Modifier
```

These codes have a few different uses. For food items, they are the "tastiness" factor for the Cooking Festival on Spring 22. For gifts, they determine what's inside the gifts. For everything else, their effects are more or less unknown at this point (save that they seem to factor into how tasty a dish made from those items is).

```
30074A1A 00?? Barn Animal 1 Mood Pattern
30074AD2 00?? Barn Animal 2 Mood Pattern
30074B8A 00?? Barn Animal 3 Mood Pattern
30074C42 00?? Barn Animal 4 Mood Pattern
30074CFA 00?? Barn Animal 5 Mood Pattern
30074DB2 00?? Barn Animal 6 Mood Pattern
30074E6A 00?? Barn Animal 7 Mood Pattern
30074F22 00?? Barn Animal 8 Mood Pattern
30074FDA 00?? Barn Animal 9 Mood Pattern
30075092 00?? Barn Animal 10 Mood Pattern
3007514A 00?? Barn Animal 11 Mood Pattern
30075202 00?? Barn Animal 12 Mood Pattern
300752BA 00?? Barn Animal 13 Mood Pattern
30075372 00?? Barn Animal 14 Mood Pattern
3007542A 00?? Barn Animal 15 Mood Pattern
300754E2 00?? Barn Animal 16 Mood Pattern
3007559A 00?? Barn Animal 17 Mood Pattern
30075652 00?? Barn Animal 18 Mood Pattern
3007570A 00?? Barn Animal 19 Mood Pattern
300757C2 00?? Barn Animal 20 Mood Pattern
```

Values for this so far are mostly unknown. Set to 0E to keep the animals from moving about.

```
30074AA4 00## Barn Animal 1 Maturity
30074B5C 00## Barn Animal 2 Maturity
30074C14 00## Barn Animal 3 Maturity
30074CCC 00## Barn Animal 4 Maturity
30074D84 00## Barn Animal 5 Maturity
30074E3C 00## Barn Animal 6 Maturity
30074EF4 00## Barn Animal 7 Maturity
30074FAC 00## Barn Animal 8 Maturity
30075064 00## Barn Animal 9 Maturity
3007511C 00## Barn Animal 10 Maturity
300751D4 00## Barn Animal 11 Maturity
3007528C 00## Barn Animal 12 Maturity
30075344 00## Barn Animal 13 Maturity
300753FC 00## Barn Animal 14 Maturity
```

300754B4 00## Barn Animal 15 Maturity
3007546C 00## Barn Animal 16 Maturity
30075624 00## Barn Animal 17 Maturity
300756DC 00## Barn Animal 18 Maturity
30075794 00## Barn Animal 19 Maturity
3007584C 00## Barn Animal 20 Maturity

Set to 1F for maximum maturity.

80071A14 00C8 Maximum Stamina at 200
80071A16 0000 Never get sick (fatigue frozen at 0)

80070D14 #### Fish Shipped
800711EE #### Fish Shipped

30071A70 0000 Haven't littered at all

8007AD00 000? Today's Weather (does not actually change the weather, but it does lead to some interesting situations)

8007AD02 000? Tomorrow's Weather (due to the way the save system works, this will change the weather to whatever you set it to for two days in a row minimum, unless you set it up with a joker command)

0 = Sunny
1 = Rain
2 = Snow
3 = Hurricane
4 = Blizzard

3012CDE4 00?? Farm Percentage (will revert to proper value if you gain a percentage point with the code off; the game doesn't even look at this value during the end-game evaluation)

300763F6 00## Jeff's affection
300765CA 00## Sasha's affection
30076972 00## Saibara's affection
30076B46 00## Gray's affection
30076D1A 00## Doug's affection
300770C2 00## Doctor's affection
3007746A 00## Pastor Carter's affection
3007763E 00## Cliff's affection
30077812 00## Basil's affection
300779E6 00## Anna's affection
30077D8E 00## Barley's affection
30077F62 00## May's affection
30078136 00## Mayor Thomas' affection
3007830A 00## Lillia's affection
300784DE 00## Rick's affection
30078886 00## Duke's affection
30078A5A 00## Manna's affection
30078C2E 00## Ellen's affection
30078E02 00## Gotz's affection
30078FD6 00## Kai's affection
30079552 00## Harris' affection
30079726 00## Kano's affection
300798FA 00## Gorumand's Affection
30079ACE 00## Louis' affection
30079CA2 00## Greg's affection
3007A04A 00## Stu's affection
3007A21E 00## Won's affection
3007A3F2 00## Your Baby's affection

3007A414 00## Your Baby's birthday (season)

3007A416 00## Your Baby's birthday (day)

3007A64E 00## Chef's affection

3007A746 00## Nappy's affection

3007A83E 00## Timid's affection

3007A936 00## Hoggy's affection

3007AA2E 00## Staid's affection

3007AB26 00## Bold's affection

3007AC1E 00## Aqua's affection

3007A6F0 000? Chef's Job

3007A6EC 00## Days left for Chef's Job

3007A6E6 00## Chef Harvesting Skill

3007A6E8 00## Chef Watering Skill

3007A6EA 00## Chef Animal Skill

3007A7E8 000? Nappy's Job

3007A7E4 00## Days left for Nappy's Job

3007A7DE 00## Nappy Harvesting Skill

3007A7E0 00## Nappy Watering Skill

3007A7E2 00## Nappy Animal Skill

3007A8E0 000? Timid's Job

3007A8DC 00## Days left for Timid's Job

3007A8D6 00## Timid Harvesting Skill

3007A8D8 00## Timid Watering Skill

3007A8DA 00## Timid Animal Skill

3007A9D8 000? Hoggy's Job

3007A9D4 00## Days left for Hoggy's Job

3007A9CE 00## Hoggy Harvesting Skill

3007A9D0 00## Hoggy Watering Skill

3007A9D2 00## Hoggy Animal Skill

3007AAD0 000? Staid's Job

3007AACC 00## Days left for Staid's Job

3007AAC6 00## Staid Harvesting Skill

3007AAC8 00## Staid Watering Skill

3007AACA 00## Staid Animal Skill

3007ABC8 000? Bold's Job

3007ABC4 00## Days left for Bold's Job

3007ABBE 00## Bold Harvesting Skill

3007ABC0 00## Bold Watering Skill

3007ABC2 00## Bold Animal Skill

3007ACC0 000? Aqua's Job

3007ACBC 00## Days left for Aqua's Job

3007ACB6 00## Aqua Harvesting Skill

3007ACB8 00## Aqua Watering Skill

3007ACBA 00## Aqua Animal Skill

Values for Harvest Sprite Jobs:

0 = Free

1 = Harvest the crops (sickle icon)

2 = Water the crops

3 = Harvest the crops (watering can icon)

4 = Take care of the animals

80071CC4 00?? Wedding Date (day of month)
80071CC2 00?? Wedding Date (season)
80071CC0 00?? Wedding Date (year)

800711F8 #### Total value of produce being shipped for the day
800711FA ####

300712C0 00## Total items currently in the basket

800712F4 #### Total value of produce in the basket
800712F6 ####

Here's a somewhat advanced code. Put all of these values into a single GameShark code:

D007AD02 0003 Never have hurricanes or blizzards hit the farm. This will
8007AD02 0000 not affect the weather of the first day you play after
D007AD02 0004 activating this code, only from the next day onwards 'til you
8007AD02 0000 turn the PS1 and/or GameShark off.

Here's another somewhat advanced code. As with above, put them into a single GameShark code:

C105E874 0050 Instantly win swimming festival (press X and triangle at the
800BFE64 0FA0 same time). Do not use this code at any time other than the
800BFE66 0000 swimming festival, as the effects outside of it are unknown,
but potentially harmful.

For those who don't want to win the swimming contest instantly, Malcolm came up with this code:

300BF336 0003 Always have a yellow smiley face when swimming

And another somewhat advanced code. Again, put them all in one code.

D005E874 0050 Instantly win the current round of the Sumo Chicken Festival
800BF528 FC58 (press X and triangle at the same time). Don't activate this
code at any time other than the Sumo Chicken Festival.

Another advanced one. This is a bugfix code, so if your horse isn't stuck in the stable wall, you don't need it. As usual, all in one code.

D005E874 0060 Set the horse in the middle of his stable. Only use this
80075B0C 00F3 code inside the stable itself, while the horse is in the
D005E874 0060 stable with you. Excellent for the rare occurrence of the
80075B0E 0000 horse getting trapped in the stable walls.
D005E874 0060
80075B10 0000
D005E874 0060
80075B12 0000
D005E874 0060
80075B14 FF7C
D005E874 0060
80075B16 FFFF

And here's a really advanced code. As above, put them all in one code.

D005E874 0014 Freeze time at 6:00AM when you press L1 and triangle. The
3007937E 00FF effects will last until you press R1 and triangle, at which
-- point time will start flowing again from 6:00AM. This code

D007937E 00FF can be used to completely reset the day's time elapsed, but
80070CF8 0006 it cannot be used to undo events that have already been
D007937E 00FF done for the day. People who have gone places since you
80070CFA 0000 started the code won't redo their daily activities, so this
D007937E 00FF code is best used at the start of any given day. Be sure to
80070D02 0168 deactivate this code when you're done with it!

--

D005E874 0018 The --'s above are to indicate which sections of this code
3007937E 0032 should be made separate from the others, for older GS's.

And another super-advanced code. Same as the previous codes.

D005E874 0110 Press Select and triangle to situate yourself on the shores
80071B00 D494 of the Winter Mine island. Press Start and triangle to
D005E874 0110 place yourself on the mainland shores. Do not use these
80071B02 FFFF codes anywhere but the area of Mother Hill that contains the
D005E874 0110 Winter Mine! If you do, you will almost definitely be
80071B04 F9E7 melded into the scenery with either button combo, and there
D005E874 0110 will be no way to free yourself!
80071B06 FFFF
D005E874 0110
80071B08 22A9
D005E874 0110
80071B0A FFFF
D005E874 0810
80071B00 D188
D005E874 0810
80071B02 FFFF
D005E874 0810
80071B04 F960
D005E874 0810
80071B06 FFFF
D005E874 0810
80071B08 1A72
D005E874 0810
80071B0A FFFF

NOTE: For PAL users, using a hexadecimal calculator, you can make these codes work for your version! Just punch in the code into a hex calculator (30071A14, for example) and add 4694 to it (or 48DC if that doesn't work). The result: a code that works with the PAL version (300760A8, for the above code)! This does not work for the Joker codes, though. The European Jokers are D0063004 and D006300C (joker #3 not included because it's so unreliable as it is), and use the same digits as the US versions' do. Also, any of the "ineffective" codes (dead animal count, farm percentage, etc.) won't work right when converted. It really doesn't matter, seeing as they do nothing anyway.

=====

IV. Gameplay Mechanics

=====

These are the governing mechanics of the game. Everything from how the game calculates how long you can work to how the villagers react to gifts is covered here in as full detail as possible.

Misc. Mechanics

[GMMISC]

=====

These are mechanics that don't fit anywhere else.

When you throw items on the ground in any of the village areas (the outside of the poultry farm, Yodel Ranch, and Gotz' house, as well as the hot springs, your farm and farm buildings, the beach, and Mother Hill are exempt from this), your litter count goes up by 1 per item tossed, and everybody in the village loses 1 affection for you. This count makes it more difficult to fish, and (in theory, at least) increases the likelihood of a storm during Summer and Winter. Litter count can be returned to 0 by going to the church between 1:00PM and 3:00PM and admitting to it at the confessionals. Your chances to do this are reduced to only Monday and Wednesday after the May is Bored event. Throwing items in the trash bin has no effect, but it gets rid of them without adding to your litter count.

The five basic tools gain 150 experience per use when being used correctly, and 40 experience per use when not being used correctly. Tools gain a "level" (ie. can be upgraded one level higher) at 6000, 18000, 36000, and 65535 experience. 65535 is the maximum experience you can have with any tool. Filling the watering can does not increase experience for that tool. The level of power used for a tool does not affect how much experience you get, so if you're trying to level up a tool, using weak blows will level them up faster.

When trying to use a tool, if you continue to hold down the button for 3 seconds after you've hit the most powerful level that a tool is capable of, your character will cancel out of the attempted tool use by panting, and no stamina will be used.

The game ranks your overall season progress according to how much you earn and how much you spend. This is a breakdown of how it works. Note that you must have earned or spent at least 1G during a season to get the "Try harder!" rank. As well, these ranks serve absolutely no purpose whatsoever. Feel free to ignore them completely.

Earned	Spent	Rank
0G	0G	Nothing
0G to 1999G	0G to 1999G	Try harder!
2000G to 4999G	0G to 1999G	Keep working
5000G+	0G to 1999G	Hard worker
0G to 1999G	2000G to 4999G	Play too much!?
0G to 1999G	5000G+	Idler!
2000G to 4999G	2000G to 4999G	You should save
5000G+	2000G to 4999G	Satisfactory
2000G to 4999G	5000G+	Spend too much!
5000G+	5000G+	Go getter

Time Flow [GMTIME]

Time flow is simple in Harvest Moon. 10 "units" of time make up each 10-minute period of game time. A unit of time is approximately half a second, meaning that each day can last up to about 12 minutes if spent entirely outdoors. Time stops flowing entirely while indoors.

Your Stamina [GMSTAMINA]

Your character starts out with 100 stamina. Each tool takes 1 stamina to use for their basic function, and an additional point of stamina per upgraded tool function (so a Mystrile tool takes 5 stamina to use the full potential of). The Brush, Milker, Clippers, C.M. Potion, S.M. Potion, Animal Medicine, Blue Feather, and Bell tools take no stamina to use. Similarly, picking objects up and throwing them requires no stamina. Stamina is increased by eating Power Berries, which give 10 maximum stamina each, and completely refill current stamina when eaten. When your stamina is one point over 50% gone, your character will wipe his brow. At one point over 30% stamina, your character will hulk his shoulders and look tired. At one point over 10%, he'll sit down sweating. At 0 stamina, your character will pass out briefly, and all further tool use will begin to add up in a separate variable as you continue to use tools (tools that don't normally take stamina will tax this new variable). This value will be referred to as fatigue. For more information on fatigue, see the next section.

Stamina can be restored by eating crops, farm goods, and home-baked or restaurant food dishes, or using the hot springs. See the Items section for information on how much stamina each good restores. The hot springs restore 2 stamina per time unit, and begin working the moment your character touches the water. Note that fatigue reduces at a rate of 1 per time unit in the hot springs, at the same time as stamina is being restored. Finally, you regain 127 stamina (and 30 fatigue) when going to bed before 6PM; this goes down by 7 stamina and 3 fatigue per hour past this, though.

Your Fatigue

[GGFATIGUE]

Fatigue raises according to a few factors. Under normal conditions, fatigue won't rise until you have 0 stamina. Once you are out of stamina, it normally drains by 2 fatigue per tool use. On non-rainy days, from 10PM to midnight, fatigue will rise by 1 point per tool use if you still have stamina left, and by 3 if you have no stamina left. After midnight, fatigue drains by 2 per use with stamina left, and 4 per use without. On rainy days, all situations add 1 more fatigue (including before 10PM and with stamina left).

The Mystic Berry changes this, however. If you have it, then the rainy day fatigue boost effect does not take place. Furthermore, you only lose 1 fatigue per tool use once you're out of stamina, all the way up to 12AM. At that point, you will gain 1 fatigue per tool use with stamina left, and 2 fatigue without stamina left. The only difference between normal and rainy days concerning fatigue, once you have the Mystic Berry, is that the fatigue drain if you have stamina left will begin at 10PM instead of 12AM.

At 12AM, 2AM, and 4AM, your fatigue goes up by 3 automatically. If your character is napping (ie. lying on the ground, or in the hot springs asleep), this will not take place. At 6AM, if you still have not gone to bed, your fatigue will go up by 20, but this cannot send you to the hospital; breakfast still restores 1 fatigue, which will leave you, at worst, with 99 fatigue built up. If an event must take place for the day, and you build up fatigue before the event takes place, then fatigue will cap at 99 until you exit your house for the first time that day.

Fatigue is directly tied to sickness, and the four levels of sickness (from 0 to 3). If fatigue is below 50, your sickness level is 0. Once fatigue reaches 50, your character will shake his head (sickness level 1).

At 70, sickness level will hit 2. At 80, he'll fall over and get up awkwardly, and at 100 he'll pass out completely (sickness level 3). The sickness levels determine how late you start your next farm day. At sickness level 0, you start out the day at 6:00AM. At level 1, your character will start the day at 8:00AM. At level 2, 12:00PM, and at level 3, he'll miss the rest of the day entirely and start the day after that one at 12:00PM with 75 fatigue. By starting a fire in the fireplace, you reduce your fatigue by 5. Unfortunately, this only works once per day, and you can't light a fire in the fireplace any time other than Winter. Stamina and fatigue both are restored according to how many hours of sleep your character gets (127 stamina maximum and 30 fatigue maximum per night, decreasing by 7 stamina and 3 fatigue every hour past 6:00PM). If you don't go to bed, you get no stamina restoration or fatigue reduction at all. Your automatic morning meal reduces fatigue by 1.

If you pass out, you will automatically be carted off to the hospital, and lose the rest of the day. You'll also lose 10G (unless you have no money), and be returned home at 12:00PM the next day with 75 fatigue (which of course gets reduced to 74 by the morning meal), and your stamina completely refilled.

Fatigue rises by the same amount no matter what tool action you take, even if it's a powered-up tool. This means that using a tool's most powerful level is only as fatigue-building as using a tool's basic level.

Fatigue can be removed via Turbojolt and Turbojolt XL, or slowly removed via food items (see the Items sections for exact values). The hot springs reduce fatigue by 1 per game minute, along with restoring 2 stamina per game minute.

Here is a breakdown of how fatigue will rise:

Normal weather, no Mystic Berry, before 10PM:

- * If you have stamina left, fatigue does not rise
- * If stamina is 0, fatigue rises by 2 per tool use

10PM to 12AM:

- * If you have stamina left, fatigue rises by 1 per tool use
- * If stamina is 0, fatigue rises by 3 per tool use

12AM to 6AM:

- * If you have stamina left, fatigue rises by 2 per tool use
- * If stamina is 0, fatigue rises by 4 per tool use

Rainy weather, no Mystic Berry, before 10PM:

- * If you have stamina left, fatigue rises by 1 per tool use
- * If stamina is 0, fatigue rises by 3 per tool use

10PM to 12AM:

- * If you have stamina left, fatigue rises by 2 per tool use
- * If stamina is 0, fatigue rises by 4 per tool use

12AM to 6AM:

- * If you have stamina left, fatigue rises by 3 per tool use
- * If stamina is 0, fatigue rises by 5 per tool use

Normal weather, have Mystic Berry, before 10PM:

- * If you have stamina left, fatigue does not rise
- * If stamina is 0, fatigue rises by 1 per tool use

10PM to 12AM:

- * If you have stamina left, fatigue does not rise
- * If stamina is 0, fatigue rises by 1 per tool use

12AM to 6AM:

- * If you have stamina left, fatigue rises by 1 per tool use

* If stamina is 0, fatigue rises by 2 per tool use

Rainy weather, have Mystic Berry, before 10PM:

* If you have stamina left, fatigue does not rise

* If stamina is 0, fatigue rises by 1 per tool use

10PM to 12AM:

* If you have stamina left, fatigue rises by 1 per tool use

* If stamina is 0, fatigue rises by 2 per tool use

12AM to 6AM:

* If you have stamina left, fatigue rises by 1 per tool use

* If stamina is 0, fatigue rises by 2 per tool use

Villagers' Affection

[GMAFFECT]

All villagers follow the same calculations for affection, except for the girls. All girls have max affection for you of 65,535; everybody else has up to 255. The effects of your first gift to the girls on any given day are as follows:

Normal:

-800 for a hated item (-800 if wrapped)

-500 for a disliked item (-500 if wrapped)

100 for a neutral item (100 if wrapped)

300 for a liked item (300 if wrapped)

500 for a loved item (500 if wrapped)

1000 for perfume (can't wrap)

Birthday:

-800 for a hated item (-4000 if wrapped)

-500 for a disliked item (-2500 if wrapped)

100 for a neutral item (500 if wrapped)

300 for a liked item (1500 if wrapped)

500 for a loved item (2500 if wrapped)

1000 for perfume (can't wrap)

And for every gift after that (excepting jewelry, which still follows the first gift rule):

Normal:

-800 for a hated item (-800 if wrapped)

-500 for a disliked item (-500 if wrapped)

0 for a neutral item (0 if wrapped)

100 for a liked item (100 if wrapped)

300 for a loved item (500 if wrapped)

1000 for Perfume (can't wrap)

Birthday:

-800 for a hated item (-4000 if wrapped)

-500 for a disliked item (-2500 if wrapped)

0 for a neutral item (0 if wrapped)

100 for a liked item (500 if wrapped)

300 for a loved item (1500 if wrapped)

1000 for Perfume (can't wrap)

Girls will gain 200 affection overnight on any day that you interact with them, even if you just talk to them that day. Girls' heart levels go up at 5000, 20000, 30000, 40000, 50000, and 60000.

For the villagers, the first gift you give them for a day will have the following effect:

Normal:

- 9 for a hated item (-7 if wrapped)
- 3 for a disliked item (-1 if wrapped)
- 1 for a neutral item (3 if wrapped)
- 3 for a liked item (5 if wrapped)
- 9 for a loved item (11 if wrapped)
- 3 for jewelry (5 if wrapped)

Birthday:

- 45 for a hated item (-43 if wrapped)
- 15 for a disliked item (-13 if wrapped)
- 5 for a neutral item (7 if wrapped)
- 15 for a liked item (17 if wrapped)
- 45 for a loved item (47 if wrapped)

All gifts after the first one of the day will have this effect:

Normal:

- 9 for a hated item (-10 if wrapped)
- 3 for a disliked item (-4 if wrapped)
- 0 for a neutral item (-1 if wrapped)
- 1 for a liked item (0 if wrapped)
- 3 for a loved item (2 if wrapped)
- 1 for jewelry (0 if wrapped)

Birthday:

- 45 for a hated item (-50 if wrapped)
- 15 for a disliked item (-20 if wrapped)
- 0 for a neutral item (-5 if wrapped)
- 5 for a liked item (0 if wrapped)
- 15 for a loved item (40 if wrapped)
- 5 for jewelry (0 if wrapped)

Simply interacting with the villagers at least once per day (even if you just talk to them) will cause their affection to go up by 1 overnight.

Harvest Sprites' heart levels go up every 25 points. Their affection goes down by 2 points every day they work. Harvest Sprites gain 1 point of skill at any job that you have them do per day that they do it (all sprites start out with 0 skill at all jobs), and can gain up to a maximum of 255 skill points per job.

All girls start out with 0 affection, and all villagers start out with 50. Every time you go to bed, a few random villagers will have 1 affection subtracted from their affection counter (if a girl experiences an affection drop overnight, it will be by 200); however, this will not occur if you talk to everybody in town.

If an animal on your farm dies, everybody gets a drop of 20 to their affection for you (and the girls get a drop of 1000). This is, needless to say, a very bad thing.

If a girl has at least 60,000 affection, you have the second house extension, and you have the Blue Feather tool, you can get married. Simply go to a girl with the appropriate amount of affection, and use the Blue Feather on her. Your wedding date will be set to one week from the date you use the feather (plus one/two days, if there's a holiday that day). On your wedding day, you won't be able to perform any farm chores.

Giving your wife items and talking to her has the same effect as normal. If your wife's affection ever drops below 5000, she'll return to her home. To get her to come back to the farm, you must visit her and essentially apologize for being such a jerk (at which point her affection for you will be upped by 30000; the girls in this game are very forgiving).

32 days after marriage, your wife will get pregnant. When this happens, she will give birth 58 days (roughly two seasons) later. You'll need to go to the clinic once she starts complaining about not feeling well, at which point the pregnancy will be official. If you fail to go to the clinic within 8 days of your wife complaining (or fail to talk to her on the 7th day of her complaining), she will end up being very sick instead, and lose some affection with you. You won't be able to work on the day of birth. This will get you a baby that you can name. The baby starts with around 50 affection, and cannot be given items until 60 days after his birth. As with most things in this game, the date of confirmation or birth coincides with a holiday, the date for this event will be pushed forward one day.

The Animals

These are the mechanics concerning the animals. Surprisingly, most of the data here is contrary to what the manual, and most guides, have to say about them. However, the data has been confirmed with an active-program value editor (aka. RAM editor). All animals have a maximum affection of 255, and only the first time you do something during any given day has any effect on them. Heart levels are gained every 25 affection points. All affection changes take place upon choosing either Sleep without making diary entry or Make diary entry and then sleep from the diary menu (or by having the day roll over by staying outside until 6:00AM), save for actions which reduce affection. Performing any action on any animal more than once does not result in any changes, save attacking them.

Dog

[GMDOG]

=====

The dog starts out with 10 affection. By picking it up and putting it down, he will gain 2 affection. Whistling for him at least once a day (as long as he responds) will also result in a boost of 2. Ignoring him completely causes his affection to drop by 1 per day. Leaving him out in any bad weather (snow, rain, hurricane, or blizzard) overnight will cause his affection to drop by 5. Leaving him outside has no effects otherwise.

Once your dog is an adult, you can throw a dog ball for him. If you do this once per day, he barks, chases it, brings it back to you, and barks again, his intelligence will go up by 3. His intelligence starts at 0, and cannot not drop no matter what. The higher his intelligence is, the better your dog will do in the Dog Race on Winter 10. Raising your dog's intelligence does not raise his affection, but it will prevent your dog from losing affection because of neglect. Attacking him reduces his

affection by 10, and each further attack reduces his affection by 10.

Minimum Time for 10 Hearts: 60 Days

Minimum Time for Max Intelligence: 85 Days

Horse

[GMHORSE]

====

The horse starts out with 10 affection. Talking to him has no effect. Whistling for him (as long as he responds) causes a boost of 2 affection. Brushing him causes a boost of 2 affection. Not brushing him or whistling to him on any given day will cause an affection drop of 1. Leaving him out in bad weather overnight causes an affection drop of 5. As with the dog, leaving him outside has no effects otherwise.

Once your horse is an adult, you can ride him. If you at least jump onto your horse once per day, his stamina will go up by 3. His stamina starts at 0, and cannot drop no matter what. The higher his stamina is, the further ahead your horse can push himself in the local Horse Race on Spring 18. Riding your horse does not raise his affection, but it will prevent your horse from losing affection because of neglect. Attacking him twice reduces his affection by 1, and each further attack reduces its affection by 1 (with an upper limit of 5). These attacking effects also apply for when the wild dog barks at him.

Minimum Time for 10 Hearts: 60 Days

Minimum Time for Max Stamina: 85 Days

Chickens

[GMCHICKEN]

====

Chickens start out with 10 affection. Feeding them every day will make their affection will go up by 10. Forgetting to feed them causes an affection drop of 20. Leaving them out in bad weather overnight causes their affection to drop by 120. If left outside, chickens do not need to be fed in the chicken coop. Leaving them outside otherwise has no effect. Any chicken who is not fed will not produce eggs for the next two days, even if you feed them. Chickens require at least 1 heart (25 affection) to produce eggs. Attacking them causes their affection to drop by 10, and all further attacks reduce their affection by 10. These attacking effects also apply for when the wild dog barks at them.

You can place chicken feed chickens in any of the bins in the coop. You don't have to place them in any sort of order. As long as enough feed is available, your birds will eat it.

Incubated eggs will take 3 days from being placed to hatch, and 9 days from there to mature from chicks into chickens.

Minimum Time for 10 Hearts: 24 Days

Maximum Potential Profit per Animal per Season: 1500G (9000G w/Maker)

Cows

[GMCOW]

====

Cows start out with 10 affection. Feeding them every day will make their affection go up by 1 (affection goes up by 2 if they eat grass outside). Talking to them will make their affection go up by 3. Forgetting to feed them causes an affection drop of 10 (9 if they're left outside and there's no mature grass for them to eat). Brushing and milking them has no effect

whatsoever. Leaving them out in bad weather overnight causes their affection to drop by 120. Leaving them outside otherwise has no effect. Any cow who is not fed will not produce milk for two days, even if you feed them. Impregnating a cow will not change how the cow's affection raises or drops. Attacking them causes their affection to drop by 10, and all further attacks reduce their affection by 10. These attacking effects also apply for when the wild dog barks at them.

You can place fodder for cows and sheep in any of the bins in the barn, including the pregnant animal bins. You don't have to place them in any sort of order. As long as enough fodder is available, your animals will eat it. Also, pregnant animals do not require additional food, meaning the pregnant animal bins are mostly for decoration.

Calves take 21 days to be born. Calves take 15 days to mature into an immature cow. Immature cows take 14 days to mature into an adult cow.

Minimum Time for 10 Hearts: 60 Days*

Maximum Potential Profit per Animal per Season: 9000G (18000G w/Maker)

Sheep

[GMSHEEP]

====

Sheep start out with 10 affection. Feeding them every day will make their affection go up by 1 (affection goes up by 2 if they eat grass outside). Talking to them will make their affection go up by 3. Forgetting to feed them causes an affection drop of 10 (9 if they're left outside and there's no mature grass for them to eat). Brushing and clipping them has no effect whatsoever. Leaving them out in bad weather overnight causes their affection to drop by 120. Leaving them outside otherwise has no effect. Any sheep who is not fed will have their wool growth halted for 1 day, even if you feed them. Impregnating a sheep will not change how the sheep's affection raises or drops. Attacking them causes their affection to drop by 1, and all further attacks reduce their affection by 1. These attacking effects also apply for when the wild dog barks at them.

Once a sheep's wool is clipped, it takes 7 days to regrow.

You can place fodder for cows and sheep in any of the bins in the barn, including the pregnant animal bins. You don't have to place them in any sort of order. As long as enough fodder is available, your animals will eat it. Also, pregnant animals do not require additional food, meaning the pregnant animal bins are mostly for decoration.

Lambs take 21 days to be born. Lambs take 15 days to mature into adult sheep that can be shorn.

Minimum Time for 10 Hearts: 60 Days*

Maximum Potential Profit per Animal per Season: 2000G (4000G w/Maker)

* - Cows and sheep can potentially get 10 hearts in as little as 48 days, but this would require constant sunny weather and a very large pasture available to feed them with. The boost in affection growth is not worth the loss of time that this option entails.

Items

[GMITEMS]

====

This is a full list of every item in the game, and the various attributes

for each one. Eatable items have stamina and fatigue values listed. For fatigue, the value listed is how much fatigue is reduced; a negative value means that the item adds to fatigue (which is bad, of course).

The Tools:

NOTE: Once you have a hothouse, the Supermarket sells seeds for all seasons during every season.

Tool: Sickle

Function: Cut down grass and plants

Found: Start with it, can be upgraded

Tool: Hoe

Function: Till soil and dig in the mines, remove seeds

Found: Start with it, can be upgraded

Tool: Axe

Function: Cut down branches and (once it's copper or better) stumps

Found: Start with it, can be upgraded

Tool: Hammer

Function: Break stones, big stones (once it's copper), and rocks (once it's silver), break broken fences, un-till soil

Found: Start with it, can be upgraded

Tool: Watering Can

Function: Waters crops

Found: Start with it, can be upgraded

Tool: Brush

Function: Makes the horse like you better if you use it on him

Found: Buy at Saibara's for 800G

Tool: Milker

Function: Lets you draw Milk from mature cows

Found: Buy at Saibara's for 1800G

Tool: Clippers

Function: Lets you cut Wool from sheep

Found: Buy at Saibara's for 2000G

Tool: Bell

Function: Call all barn animals to your current location

Found: Buy at Yodel Ranch for 500G

Tool: Animal Medicine

Function: Cure a sick animal

Found: Buy at Yodel Ranch or Chicken Lil's for 1000G

Tool: C.M. Potion

Function: Impregnate a mature cow

Found: Buy at Yodel Ranch for 3000G

Tool: S.M. Potion

Function: Impregnate a mature sheep

Found: Buy at Yodel Ranch for 3000G

Tool: Blue Feather

Function: Propose marriage to a girl

Found: Buy at the Supermarket for 1000G, or from Won for 30000G

Tool: Turnip Seeds

Function: Plant Turnips during Spring or in the Hothouse

Found: Buy at the Supermarket for 120G during Spring

Tool: Potato Seeds

Function: Plant Potatoes during Spring or in the Hothouse

Found: Buy at the Supermarket for 150G during Spring

Tool: Cucumber Seeds

Function: Plant Cucumbers during Spring or in the Hothouse

Found: Buy at the Supermarket for 200G during Spring

Tool: Strawberry Seeds

Function: Plant Strawberries during Spring or in the Hothouse

Found: Buy at the Supermarket for 150G during Spring, after having shipped at least 101 Turnips, Potatoes, Cucumbers, and Cabbages

Tool: Cabbage Seeds

Function: Plant Cabbages during Spring or in the Hothouse

Found: Buy from Won's Seed Corner for 500G

Tool: Tomato Seeds

Function: Plant Tomatoes during Summer or in the Hothouse

Found: Buy from the Supermarket for 200G during Summer

Tool: Corn Seeds

Function: Plant Corn during Summer or in the Hothouse

Found: Buy from the Supermarket for 300G during Summer

Tool: Onion Seeds

Function: Plant Onions during Summer or in the Hothouse

Found: Buy from the Supermarket for 150G during Summer

Tool: Pumpkin Seeds

Function: Plant Pumpkins during Summer or in the Hothouse

Found: Buy from the Supermarket for 500G during Summer, after having shipped at least 101 Tomatoes, Corn, Onions, and Pineapples

Tool: Pineapple Seeds

Function: Plant Pineapples during Summer or in the Hothouse

Found: Buy from Won's Seed Corner for 1000G

Tool: Eggplant Seeds

Function: Plant Eggplants during Fall or in the Hothouse

Found: Buy from the Supermarket for 120G during Fall

Tool: Carrot Seeds

Function: Plant Carrots during Fall or in the Hothouse

Found: Buy from the Supermarket for 300G during Fall

Tool: Sweet Potato Seeds

Function: Plant Sweet Potatoes during Fall or in the Hothouse

Found: Buy from the Supermarket for 300G during Fall

Tool: Spinach Seeds

Function: Plant Spinach during Fall or in the Hothouse

Found: Buy from the Supermarket for 200G during Fall, after having shipped at least 101 Eggplants, Carrots, Sweet Potatoes, and Green Peppers

Tool: Green Pepper Seeds

Function: Plant Green Peppers during Fall or in the Hothouse

Found: Buy from Won's Seed Corner for 150G

Tool: Moondrop Seeds

Function: Plant Moondrop Flowers during Spring or in the Hothouse

Found: Buy from Won's Seed Corner for 300G; only available after having completed an event where Karen gives you a bag of them

Tool: Pink Cat Seeds

Function: Plant Pink Cat Flowers during Spring or in the Hothouse

Found: Buy from Won's Seed Corner for 200G

Tool: Magic Red Seeds

Function: Plant Magic Red Flowers during Fall or in the Hothouse

Found: Buy from Won's Seed Corner for 600G

Tool: Toy Flower Seeds

Function: Plant Toy Flowers during Spring or in the Hothouse

Found: Buy from Won's Seed Corner for 500G

Tool: Orangecup Seeds

Function: Plant Orange Cup Fruit during Spring, Summer, Fall, or in the Hothouse

Found: Buy from Won's Seed Corner for 1000G

Tool: Grass Seeds

Function: Plant Grass during Spring, Summer, Fall, or in the Hothouse

Found: Buy from the Supermarket for 500G during Spring, Summer, or Fall

Tool: Fishing Rod

Function: Catch fish from the ocean, river, and lake

Found: Given to you by Greg if you talk to him, and have a free tool slot in your rucksack

Tool: Fishing Pole

Function: Catch fish from the ocean, river, and lake; more forgiving than the Fishing Rod

Found: Given to you by Greg once you have 50 or more fish in your pond, if you have a free tool slot in your rucksack

The Items:

Item: Stone

Found: All over the field; break them with the hammer

Item: Large Stone

Found: All over the field and on Mother Hill; break them with a copper hammer or better

Item: Rock

Found: All over the field; break them with a silver hammer or better

Item: Weeds

Found: All over the field; pull them out or cut them with the sickle

Item: Branch

Found: All over the field; chop them with the axe for 1 lumber

Item: Stump

Found: All over the field, near Gotz' House, the Hot Springs, and on Mother Hill; chop them down completely with a copper axe or better for 6 lumber

Item: Lumber

Found: Chop up branches or tree stumps for it, or buy it from Gotz for 50G per piece

Item: Dead Weeds

Found: All over the field, during Fall; pull them out or cut them with the sickle

Item: Winter Stone

Found: All over the field, during Winter; break them with the hammer

Item: Winter Branch

Found: All over the field, during Winter; chop them with the axe for 1 lumber

Item: Winter Lumber

Found: Any piece of lumber placed on the field during Winter is converted to this

Item: Turnip Sell Value: 60

Stamina: 3 Fatigue: 1

Found: Plant Turnip Seeds during Spring or in the Hothouse

Item: Potato Sell Value: 80

Stamina: 3 Fatigue: 1

Found: Plant Potato Seeds during Spring or in the Hothouse

Item: Cucumber Sell Value: 60

Stamina: 4 Fatigue: 1

Found: Plant Cucumber Seeds during Spring or in the Hothouse

Item: Strawberry Sell Value: 30

Stamina: 5 Fatigue: 2

Found: Plant Strawberry Seeds during Spring or in the Hothouse

Item: Cabbage Sell Value: 250

Stamina: 3 Fatigue: 1

Found: Plant Cabbage Seeds during Spring or in the Hothouse

Item: Tomato Sell Value: 60

Stamina: 4 Fatigue: 1

Found: Plant Tomato Seeds during Summer or in the Hothouse

Item: Corn Sell Value: 100

Stamina: 3 Fatigue: 1

Found: Plant Corn Seeds during Summer or in the Hothouse

Item: Onion Sell Value: 80

Stamina: 3 Fatigue: 1

Found: Plant Onion Seeds during Summer or in the Hothouse

Item: Pumpkin Sell Value: 250

Stamina: 3 Fatigue: 1

Found: Plant Pumpkin Seeds during Summer or in the Hothouse

Item: Pineapple Sell Value: 500
Stamina: 5 Fatigue: 2
Found: Plant Pineapple Seeds during Summer or in the Hothouse

Item: Eggplant Sell Value: 80
Stamina: 3 Fatigue: 1
Found: Plant Eggplant Seeds during Fall or in the Hothouse

Item: Carrot Sell Value: 120
Stamina: 4 Fatigue: 1
Found: Plant Carrot Seeds during Fall or in the Hothouse

Item: Sweet Potato Sell Value: 120
Stamina: 3 Fatigue: 1
Found: Plant Sweet Potato Seeds during Fall or in the Hothouse

Item: Spinach Sell Value: 80
Stamina: 3 Fatigue: 1
Found: Plant Spinach Seeds during Fall or in the Hothouse

Item: Green Pepper Sell Value: 40
Stamina: 3 Fatigue: 1
Found: Plant Green Pepper Seeds during Fall or in the Hothouse

Item: Orangepup Fruit Sell Value: 60
Stamina: 3 Fatigue: 5
Found: Plant Orange Cup Seeds during Spring, Summer, Fall, or in the Hothouse

Item: Apple Sell Value: 50
Stamina: 2 Fatigue: 1
Found: Harvest from near the apple tree during Fall

Item: Bamboo Shoot Sell Value: 50
Stamina: 10 Fatigue: 1
Found: Near the Hot Springs, during Spring

Item: Wild Grape Sell Value: 50
Stamina: 10 Fatigue: 2
Found: On Mother Hill, during Fall

Item: Mushroom Sell Value: 70
Stamina: 10 Fatigue: 1
Found: On Mother Hill and at Gotz' house, during Fall

Item: PoisonousMushroom Sell Value: 100
Stamina: -10 Fatigue: -5
Found: At Gotz' House, during Fall

Item: Truffle Sell Value: 500
Stamina: 20 Fatigue: 1
Found: On Mother Hill, during Fall, or buy at the Local Horse Race for 12 medals

Item: Blue Grass Sell Value: 100
Stamina: 9 Fatigue: 1
Found: Near the Hot Springs and at Gotz' House, during Spring

Item: Red Grass Sell Value: 100
Stamina: -10 Fatigue: -5

Found: Near the Hot Springs and at Gotz' House, during Summer

Item: Green Grass Sell Value: 100

Stamina: 0 Fatigue: 2

Found: Near the Hot Springs and at Gotz' House, during Fall

Item: Egg Sell Value: 50

Stamina: 4 Fatigue: 0

Found: Laid by chickens without a crown next to their name with at least 1 heart

Item: Golden Egg Sell Value: 50

Stamina: 5 Fatigue: 2

Found: Laid by chickens with a crown next to their name

Item: Spa-Boiled Egg Sell Value: 80

Stamina: 4 Fatigue: 1

Found: Toss any quality Egg or a Golden Egg into the Hot Springs

Item: Mayonnaise S Sell Value: 100

Stamina: 1 Fatigue: 1

Found: Place a Normal Egg in the Mayo Maker, or make via cooking

Item: Mayonnaise M Sell Value: 150

Stamina: 2 Fatigue: 1

Found: Place a Good Egg in the Mayo Maker, or make via cooking

Item: Mayonnaise L Sell Value: 200

Stamina: 3 Fatigue: 1

Found: Place an Excellent Egg in the Mayo Maker, or make via cooking

Item: Mayonnaise G Sell Value: 300

Stamina: 4 Fatigue: 2

Found: Place a Golden Egg in the Mayo Maker, or make via cooking

Item: Milk S Sell Value: 100

Stamina: 2 Fatigue: 2

Found: Use the Milker on a mature cow with 0 to 3 hearts

Item: Milk M Sell Value: 150

Stamina: 3 Fatigue: 2

Found: Use the Milker on a mature cow with 4 to 7 hearts

Item: Milk L Sell Value: 200

Stamina: 4 Fatigue: 2

Found: Use the Milker on a mature cow with 8 to 10 hearts

Item: Milk G Sell Value: 300

Stamina: 5 Fatigue: 3

Found: Use the Milker on a mature cow with a crown next to its name

Item: Cheese S Sell Value: 300

Stamina: 5 Fatigue: 1

Found: Place a Milk S in the Cheese Maker

Item: Cheese M Sell Value: 400

Stamina: 6 Fatigue: 1

Found: Place a Milk M in the Cheese Maker

Item: Cheese L Sell Value: 500

Stamina: 7 Fatigue: 1
Found: Place a Milk L in the Cheese Maker

Item: Cheese G Sell Value: 600
Stamina: 8 Fatigue: 2
Found: Place a Milk G in the Cheese Maker

Item: Wool S Sell Value: 100
Found: Shear a woolly sheep with 0 to 3 hearts

Item: Wool M Sell Value: 400
Found: Shear a woolly sheep with 4 to 7 hearts

Item: Wool L Sell Value: 500
Found: Shear a woolly sheep with 8 to 10 hearts

Item: Wool G Sell Value: 600
Found: Shear a sheep with a crown next to its name

Item: Yarn Ball S Sell Value: 300
Found: Place a Wool S in the Yarn Maker

Item: Yarn Ball M Sell Value: 700
Found: Place a Wool M in the Yarn Maker

Item: Yarn Ball L Sell Value: 800
Found: Place a Wool L in the Yarn Maker

Item: Yarn Ball G Sell Value: 1000
Found: Place a Wool G in the Yarn Maker

Item: Junk Ore Sell Value: 1
Found: Mine in the normal mine (all floors) or the winter mine (all floors except the bottom floor)

Item: Copper Ore Sell Value: 15
Found: Mine in the normal mine (all floors)

Item: Silver Ore Sell Value: 20
Found: Mine in the normal mine (floors 2 through 10)

Item: Gold Ore Sell Value: 25
Found: Mine in the normal mine (floors 4 through 10)

Item: Mystrile Sell Value: 40
Found: Mine in the normal mine (floors 6 through 10) or the winter mine (all floors except the bottom floor), or buy at the Local Horse Race for 3 medals

Item: Orichalcum Sell Value: 50
Found: Mine in the winter mine (floors 2 through 9)

Item: Adamantite Sell Value: 50
Found: Mine in the winter mine (floors 4 through 9)

Item: Earrings Sell Value: 2000
Found: Have Saibara make them for 1000G (takes 3 days), or buy them at the Local Horse Race for 33 medals

Item: Necklace Sell Value: 2000

Found: Have Saibara make it for 1000G (takes 3 days), or buy it at the Local Horse Race for 35 medals

Item: Bracelet Sell Value: 2000

Found: Have Saibara make it for 1000G (takes 3 days), or buy it at the Local Horse Race for 42 medals

Item: Moondrop Flower

Found: Pick them from Gotz' House and Mother Hill during Spring, or plant them via Moondrop Seeds (which you cannot buy until you plant the bag of Moondrop Seeds that Karen gives you, and have them bloom)

Item: Toy Flower

Found: Pick them from Mother Hill during Spring, or plant them via Toy Flower Seeds

Item: Pink Cat Flower

Found: Pick them from Gotz' House and Mother Hill during Summer, or plant them via Pink Cat Seeds

Item: Magic Red Flower

Found: Pick them from Gotz' House and Mother Hill during Fall, or plant them via Magic Red Seeds

Item: Magic Red (Red) Sell Value: 200

Found: Plant Magic Red Seeds in your field during Fall; chances of one growing are approximately 1 in 16

Item: Honey Sell Value: 50 or 60

Stamina: 2 Fatigue: 2

Found: Harvest from the beehive on the apple tree (must plant at least one flower on the farm and have it bloom for the hive to appear)

Item: SUGDW Apple Sell Value: 50

Stamina: 2 Fatigue: 2

Found: Buy from Won for 500G

Item: Rice Ball

Stamina: 2 Fatigue: 1

Found: Buy from the Supermarket for 100G

Item: Bread

Stamina: 2 Fatigue: 1

Found: Buy from the Supermarket for 100G

Item: Bodigizer

Stamina: 50 Fatigue: 1

Found: Buy from the Clinic for 500G

Item: Bodigizer XL

Stamina: 100 Fatigue: 1

Found: Buy at the Local Horse Race for 15 Medals, or buy at the Clinic for 1000G (once they carry it)

Item: Turbojolt

Stamina: 0 Fatigue: 20

Found: Buy at the Clinic for 1000G

Item: Turbojolt XL

Stamina: 0 Fatigue: 50

Found: Buy at the local Horse Race for 21 Medals, or buy at the Clinic for 1500G (once they carry it)

Item: Wine

Stamina: 0 Fatigue: 5

Found: Buy from the Aja Winery for 300G

Item: Grape Juice

Stamina: 5 Fatigue: 2

Found: Buy from the Aja Winery for 200G

Item: Large Fish Sell Value: 200

Stamina: 4 Fatigue: 1

Found: Catch in the ocean, or grab one from your fish pond if you have one in there

Item: Medium Fish Sell Value: 120

Stamina: 3 Fatigue: 1

Found: Catch in the ocean, lake, or river, or grab one from your fish pond if you have one in there

Item: Small Fish Sell Value: 50

Stamina: 2 Fatigue: 1

Found: Catch in the ocean, lake, or river, or grab one from your fish pond if you have one in there

Item: Gift

Found: Wrap an item at the Supermarket for 100G

Item: Oil

Found: Buy from the Supermarket for 50G

Item: Flour

Found: Buy from the Supermarket for 50G

Item: Curry Powder

Found: Buy from the Supermarket for 50G

Item: Dog Ball

Found: Buy from Won for 100G

Item: Basket

Found: Buy from the Supermarket for 5000G

Item: Rucksack Level 2

Found: Buy from the Supermarket for 3000G

Item: Rucksack Level 3

Found: Buy from the Supermarket for 5000G

Item: Fish Food

Found: Buy from the Supermarket for 20G per unit

Item: Fodder

Found: Buy from Yodel Ranch for 20G per unit, or harvest mature grass to make it

Item: Chicken Feed

Found: Buy from Chicken Lil's for 10G per unit, or put Corn in the water mill for 10 units of Chicken Feed per 1 Corn

Item: Veggie Pancake
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Fried Rice
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Stir Fry
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Miso Soup
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Stew
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Curry
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Salad
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Fruit Juice
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Vegetable Juice
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Mixed Juice
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Sandwich
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Pickled Turnips
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Fries
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Pickles
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Strawberry Jam
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Strawberry Milk
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Tomato Juice
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Popcorn
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Pumpkin Pudding
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Happy Eggplant
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Sweet Potato (dish)
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Roasted Potatoes
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Greens
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Scrambled Eggs
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Omelet
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Boiled Egg
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Hot Milk
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Butter
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Cheesecake
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Cheese Fondue
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Apple Jam
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Apple Pie
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Bamboo Rice
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Mushroom Rice
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Truffle Rice
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Grape Jam
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Sushi
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Chirashi Sushi
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Jam Bun
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Raisin Bread
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Dinner Roll
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Sashimi
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Grilled Fish
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Pizza
Stamina: 0 Fatigue: 3
Found: Make it via cooking

Item: Noodles
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Curry Noodles
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Tempura Noodles
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Fried Noodles
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Tempura
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Cookie
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Ice Cream
Stamina: 0* Fatigue: 3
Found: Make it via cooking

Item: Cake
Stamina: 0* Fatigue: 4
Found: Make it via cooking

Item: Food Fiasco
Stamina: 0* Fatigue: 0
Found: Make it via cooking

Item: Chocolate
Stamina: 2 Fatigue: 2
Found: Get during Winter Thanksgiving from a girl with 10,000 to 29,999 affection for you

Item: Chocolate Cookie
Stamina: 0* Fatigue: 3
Found: Make it via cooking, or get it during Winter Thanksgiving from a girl with 30,000 to 49,999 affection for you

Item: Chocolate Cake
Stamina: 0* Fatigue: 3
Found: Make it via cooking, or get it during Winter Thanksgiving from a girl with 50,000 to 65,535 affection for you

Item: Relaxation Tea Leaves
Stamina: 2 Fatigue: 3
Found: Given to you by the Harvest Sprites for attending their tea party and giving them all gifts

Item: Relaxation Tea
Stamina: 0* Fatigue: 5
Found: Make it via cooking

Item: Fruit Latte
Stamina: 0* Fatigue: 5
Found: Make it via cooking

- * JungleJim - Discovered more of the fatigue mechanics, and inspired the Patchworks field formation in the strategies section.
- * Chitraka Jubatus - Informed me of how Bodigizer XL and Turbojolt XL are made available for sale at the clinic.
- * znights - Brought to my attention the Spring 30th wedding bug.
- * silent_witness_13@hotmail.com - Informed me that it's possible to fish in the lake during winter
- * Malcolm - Devised the GameShark code for always having a yellow smiley face during the swimming contest. Also provided a second PAL version code offset (probably for the 1.1 PAL release).
- * gkin90 - Brought the Harvest Festival Bug to my attention.
- * The CMGSCCC and Gameshark.com - For devising/posting the original HM:BTN GameShark codes. It would've taken a lot longer to find everything without their codes as a starting point!
- * The ArtMoney Team - For making ArtMoney, the RAM editing software that allowed me to find so much information about the game.
- * The ePSXe Team - For making ePSXe, which allowed me to track the data in a much more efficient manner than I could have with my PS1.
- * Victor Interactive and Natsume - They're the guys who made and published the game, respectively. Without their efforts, naturally, this guide would not exist.

And finally, a big not-thanks to Gamewinners for never confirming anything, and thus spreading more blatantly false game rumors faster than any other method humanly possible.

Afterword

[CAFTERWRD]

After many years of playing this game and never quite knowing just how everything works, it was very satisfying to sit down and figure it all out. I enjoyed the process of writing this guide, and I hope that somebody finds it helpful.

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