

the villagers like, where they hang out and much more.

There are a few spoilers in the villager's events section.

Part A - Just The Main Girls. [HMVIL2A]

Part B - Marriage. [HMVIL2B]

Part C - A Description Of Everyone Else. [HMVIL2C]

Part D - Your Baby. [HMVIL2D]

Chapter Three

Talks about the things you will make a profit from (and the things that mightn't give you money but that fit into the category.)

Part A - The Natural Resources. [HMPRO3A]

Part B - Animals. Includes a bit about fish prices. [HMPRO3B]

Part C - Crops. [HMPRO3C]

Part D - Mining. [HMPRO3D]

Chapter Four

Tells all the dates of birthdays and festivals. It explains them all too.

Part A - All The Dates. [HMDAT4A]

Part B - Festival Descriptions. [HMDAT4B]

Chapter Five

Recipes Galore. [HMREC5]

Chapter Six

The Expansions. [HMEXP6]

Chapter Seven

Hints and tips are the focus of this section.

Part A - Cheats And Tips For H.M.B.T.N. [HMTIP7A]

Part B - Cheats And Tips For Other Harvest Moon Titles. [HMTIP7B]

Chapter Eight

Has F.A.Q's (Frequently Asked Questions). Includes a small myth busters section that busts the myths once and for all about false cheats.

Part A - FAQ's. [HMFAQ8A]

Part B - Mythbusters (Gets rid of those false cheat rumours once and for all). [HMFAQ8B]

Chapter Nine

PART A - Legal Information. [HMEND9A]

PART B - Sending Me Emails. [HMEND9B]

PART C - Updates. (This could be handy to read for all those interested in making a game guide to submit.) [HMEND9C]

To be added:

More info about how much it takes for villagers to like you (exactly how many gifts you should give them for villagers to like you as well as how much more the villagers will appreciate gifts if they are wrapped).

How much it takes for animals to like you.

Info about the things you can buy from the shopping channel.

Detail about EVERYTHING you can buy and the cost of it (i.e the cost of wine and things from the supermarket).

More detail on the competitions (what you can get if you win).

More info about exactly how much profit you can get from crops in

a month.

My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1A]

CHAPTER ONE: PART A - A LITTLE ABOUT ME AND THIS FAQ

My name is Karina. This is the first FAQ that I have ever wrote and I hope you like it. I have always had a bit of an obsession with Harvest Moon Back To Nature. I first found out about it from a review and after I brought it I couldn't stop talking about it for months (I tend to get a little over obsessive about stuff.) When our class was first told about having to make I.B.M.Y.P personal projects I decided to do a dessert recipe book but Pendragon rehearsals (rehearsals for the school musical) didn't give me that much time to make desserts. I started to make a guide for Harvest Moon in Week 6 but I made it for the sake of informing people, not for my personal project. I thought that with only a few weeks to go I wouldn't be able to change my I.B. project. Eventually in Week 8 I was convinced to see my English and S&E teacher to ask him if I could change my project idea. He let me :).

Special Thanks To:

- * My family for being supportive with my new personal project (and letting me go on the computer to do my guide to Harvest Moon whenever I wanted.)
- * All of the people in charge of making Harvest Moon. *Hugs all of the people that were in charge of making it.* I love you all ^_^;
- * My English teacher for letting me change my I.B. project so late.
- * My best friend Toni for giving me a few recommendations on things to write.
- * My friend Flik (LEGEND) he changed this guide into the right format. Before it was HTML and it wouldn't be accepted.
- * Any one that e-mail's me about my FAQ (unless it is flaming.) It makes me realise that writing this FAQ wasn't all for nothing and that people read it. I really love all of your emails. *hug to you all*.
- * People who are reading this now.
- * People who have loved Harvest Moon right from the start. (If the game wasn't popular from the start gaming people probably wouldn't have wanted to make so many new versions of this brilliant game and H.M.B.T.N. might have never been made.) *Gasp.*
- * Some Harvest Moon forum members for giving me a few cheats. This was before I wrote the FAQ so unfortunately I don't remember their names so I can't give them full credit.
- * Zach (one of the readers who emailed me.) He unintentionally gave me an idea about things I should add to the animals section.
- * Santiago (she gave me additional info about the girls events and she also deserves a thanks because of how friendly she is.)
- * Michael and his little brother (coz they tested out a cheat and coz they're friendly.)
- * The girl who gave me the excellent site that makes ASCIIIS (the text that is used for titles.)
- * All the sites that post my faq on them (as long as they have permission from me.)
- * Mitch my friend Dani's boyfriend. He helped to correct some of my

spelling mistakes.

My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1B]

CHAPTER ONE: PART B - THE PLOT

BRIEF PLOT ANALYSIS

You play as a character around 17 - 20 years old who had a grandfather who lived on a farm. Years ago when you were just a little boy your parents had to send you away for a short while to your grandfather's ranch because they couldn't look after you due to work being too demanding. While you were at the ranch you met a little girl. You both fell in love with eachother. There were many other exciting memories you had but you can't exactly remember if they are all real memories. At the end of your trip you promised the girl that one day you would come back and visit her. Your grandpa dies and ten years later you return to the ranch to find out if the memories are real and the Mayor gives you the option of staying and trying to make the ranch successful. He tells you that you can stay for 3 years. If your ranch is successful and villagers like you, you'll be able to stay longer. If you fail to make your ranch successful or you do not get along with the villagers you will have to go back to where you came from and not be allowed at the village. "What happens next?" you ask. It all depends on how well you play.

My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1C]

CHAPTER ONE : PART C - THE CONTROLS

Here is a list of all of the buttons used in Harvest Moon and how they are useful.

The L1 Button: Use this button to whistle to your dog.

The L2 Button: Use this button to whistle to your horse.

The R1 Button: Switch the equipped tools.

The R2 Button: Puts in or takes out the items from your rucksack.

The Directional Buttons: Moves your character or moves your menu cursor.

NOTE: There are 3 different modes that you can use to make your character move with. If you haven't changed the mode it is set to the default mode. If you want to change the mode go into your characters house and look at the bookshelf. There should be 'configuration options' going here will let you change the mode.

Triangle Button: Allows you to see your inventory. You can select an item in your rucksack and press triangle to view a description of it.

Square Button: Use the tool that you're carrying.

X Button: Picks up or drops items. You can select menu choices using this button.

Circle Button: If you hold down this button you can run. It also can cancel options.

Select: Press this to see a map of the village.

Start: Allows you to pause the game and bring up a menu screen that tells you information about many things such as: your percentage, your animals and much more.

Note: If you have a vibrating dual shock controller you'll have an extra button called Analog mode switch. There will be a light underneath telling you whether the mode is on. If the light is on, your controller will be able to vibrate and will also allow you to use the left control stick which does exactly the same as the directional buttons. Some people prefer using the left control stick to the normal directional buttons.

My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1D]

CHAPTER ONE: PART D - ALL THE TOOLS

Unlike in a few of the other Harvest Moon Back To Nature games all of the tools take up the same amount of stamina when using them (except for when using upgraded tools.)

* Here is a description of all of the tools that you will need. For information on the upgrades go to Chapter Three - Part D mining.

Axe: At the axes first stage you will only be able to cut sticks. Once you upgrade it you will be able to cut stumps which are a great way of adding to your lumber stock. You will need lumber for extensions. You can find this tool in your tool box at the start of the game.

Ball: Won forces you to buy this ball in the first Fall for 100g. Use this ball to train your dog. Training is good because it will help increase the chance of your dog winning the dog race. There is a glitch that makes Won sell you the ball even if you already have it but to prevent this glitch walk outside of your house holding the ball.

Basket: This is extremely handy for mining. It allows you to hold 30 things for shipping. This may be rather expensive but it is definitely worth it and it saves you a lot of time. You can buy it at the supermarket for 5000g.

Bell: Use this to make your cows and sheep move towards you (this is

handy when trying to quickly move all of your animals outside.) You can buy it from the green ranch for 500g.

Blue Feather: You propose to girls using this. I like showing it around to all of the villagers first to see their reactions. See the end of the girls section about marriage to find out more about marrying. You can buy it from the supermarket once a girl has at least an orange heart for you for 1500g.

Brush: Use this to brush your cows, sheep, and horse with. If you brush the animals they will like you more. If they like you more they will give you better produce which you can sell for a higher price, and have better chances of winning competitions. Don't forget to not only brush your animals but to also talk to them and feed them. You can buy the brush at Saibara's shop for 800g.

Cheese Maker: Once you have enlarged your barn you will be able to buy the cheese maker. You put your milk into the cheese maker and it will be transformed into cheese. Cheese sells for more than milk. The cheese maker is very expensive but it is worth buying. You can buy it at Saibara's shop for 20,000g.

Clippers: Use these to shear your sheep. Shearing your sheep will not only give you wool but make your sheep happy. You can shear your sheep every fortnight. You can buy this at Saibara's shop for 1800g.

Fishing Pole: You have a higher chance of catching fish when using this rod. For details on how to get it see Greg's section in the villagers section. This is a better version of the fishing rod.

Fishing Rod: Fishing is a great way to make money. All you need to do is cast your line in the water by pressing the square button. Wait for a while. When you feel the controller vibrating quickly release the square button. Greg gives you it for free!

Hammer: Use this to smash the little rocks. Little rocks are great for making fences that don't break though and there is a recipe where you need a rock so I wouldn't smash too many. You have to upgrade the hammer twice in order to be able to break the large rocks. You can find this tool in your tool box at the start of the game.

Hoe: Use this to plow your field before planting seeds. If you don't plow your field before planting, the seeds will just sink right into the ground and you won't be able to grow anything. You can find this tool in your tool box at the start of the game.

Milker: Once your cow becomes an adult it will start to make milk. You need the milker to milk your cow (obviously.) You can buy the milker from Saibara for 2000g.

Mayonnaise Maker: Once you have enlarged your chicken coop you will be able to buy the mayonnaise maker. You put your eggs into the mayonnaise maker and they will be transformed into mayonnaise. Mayonnaise sells for more than eggs. The mayonnaise maker is very expensive but it is worth buying. You can buy it at Saibara's shop for 20,000g.

Rucksack: You can carry any Harvest Moon item in your rucksack. At first it only lets you carry 3 of each tool and item. You can buy a bigger rucksack so you can carry 5 items. If you buy an even bigger rucksack you will be able to carry 9 things! You should definitely buy the bigger

rucksacks. You can buy the bigger rucksacks from the supermarkets. They are rather expensive but definitely worth it. The first upgrade for the rucksack costs 3000g. The second rucksack upgrade costs 5000g.

Sickle: You can use the sickle to cut grass and weeds. You need to cut grass in order to make fodder unless you want to waste a lot of money buying fodder. Upgrading this tool will allow you cut more than one square of fodder every time. You can find this tool in your tool box at the start of the game.

Watering Can: Use the watering can to water your crops. Upgrading your watering can not only allows you to hold more water but also lets you water more sections in one go. You can refill your watering can at the pond in your farm. You can find this tool in your tool box at the start of the game.

Yarn Ball Maker: Once you have enlarged your barn you will be able to buy the yarn ball maker. You put your wool into the yarn ball maker and it will be transformed into yarn balls. Yarn balls sell for more than wool. The yarn ball maker is very expensive but it is worth buying. You can buy it at Saibara's shop for 20,000g.

* Upgrading Your Tools:

Once you have used your tool enough times the start menu will have an ore pictured by the tool. This means that you can upgrade it with the pictured ore. For the first upgrade you need copper ore. For the second you need silver ore. For the third you need gold ore. For the last and best upgrade you need mysterile. You can upgrade your tool a maximum of four times. You can upgrade one of your tools with the gold ore (third upgrade) without needing to upgrade it with the first and second upgrades and it will work just as good as if you were to upgrade it with the first, second, and third upgrades. This is definately better off as it saves you a lot of money.

Cost Of Tool Upgrades:

1st kind of upgrade: 1000g.

2nd kind of upgrade: 2000g.

3rd kind of upgrade: 3000g.

4th kind of upgrade: 5000g.

Here Is What The Upgrades Do:

1st upgrade:

Axe: Lets you cut through the stumps in 6 hits (without it you wouldn't be able to cut it at all.)

Hammer: It takes 3 hits to destroy big rocks (without this extension you couldn't break the rocks at all.)

Hoe: 2 squares are ploughed in a line.

Sickle: It lets you cut 3 fodder squares at once.

Watering Can: Water 3 squares at once.

2nd upgrade:

Axe: It takes 3 turns to destroy a stump.

Hammer: You can destroy the chunky rocks.

Hoe: 3 squares are ploughed in a line.

Sickle: It lets you cut 6 fodder squares at once.

Watering Can: Water 6 squares at once.

3rd upgrade:

Axe: It takes 2 turns to destroy a stump.

Hammer: NO POINT WHATSOEVER! Cut big rock in 1 turn.

Hoe: 4 squares are ploughed in a line.

Sickle: It lets you cut 9 fodder squares at once.

Water Can: Water 9 squares at once.

4th upgrade:

Axe: Takes a stump out in 1 hit.

Hammer: NO POINT WHATSOEVER! Cut chunky rock in 1 turn.

Hoe: 6 squares are ploughed in a line.

Sickle: It lets you cut 25 fodder squares at once.

Watering Can: Water 12 squares at once.

How To Use Your Upgraded Tools:

To make your upgrades take effect you have to hold down the square button whilst using them. You will see your character pulling back the tool for extra momentum. Every different animation of your character getting momentum represents the upgrades (if you've upgraded it with the last ore mysterile there will be four animation's representing the four upgrade stages you have done.) Here are what the animation's are:
1st upgrade effect: character pulls back with extra momentum.
2nd upgrade effect: Character's eyes close in strain.
3rd upgrade effect: character turns red with strain.
4th upgrade effect: anime style strain lines appear on the characters head.

Basically this means that if your character uses a tool to the 2nd upgrade effect and then stops the tool will be used to the effect of a tool upgraded twice (see the table above about what the upgrades do to understand what I am talking about better.) Example: Imagine that your character used a sickle that was fully upgraded. He needs to only cut 6 fodder squares so therefore you would hold down the square button until you saw the 2nd animation and then let go and 6 fodder squares would be cut (just like the table about what the upgrades do says.)

You should realise: Using upgraded tools takes up more stamina than using your tool normally. The first upgrade takes up double the amount of stamina the tool normally would. The second upgrade takes up three times the amount of stamina that the tool would normally use up. The third upgrade takes up four times the amount of stamina you'd normally use. The fourth upgrade takes up five times the amount of stamina you'd normally use. Don't worry though because the upgraded tools do more work anyway so in a way it's like you're taking up less stamina. This shouldn't need to worry much anyway because if you're running low on stamina you can just get power berries (see the Chapter One - Part F Things To Achieve.)

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My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1E]

CHAPTER ONE: PART E - THE VILLAGE

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Here is a list of all of the places you can go to in this game and a few things that you can do in those places.

Your Ranch:

Your Ranch Consists Of :

Your House, A Chicken Coop, A Chicken Feed Silo, A Fish Pond, A Horse Stable, A Barn, A Wood Stack, and a lot of space for planting.

In your house:

Without any extensions you have: A Bed, A Bookshelf (for configuration,) A Diary, A Television, and A Toolbox.

The Bed: Somehow I don't think I need to describe what the bed does. When you get the fourth extension you get two separate beds (one for you and one for your wife to share with the baby.)

The Bookshelf:

If you are unhappy with the controls and the way your character moves forward you can change it so he moves differently by clicking on the shelves and choosing the kind of walking that you want.

The Diary: Can be used to save your game and make your character go to sleep. It is also great for exchanging animals with. I mention a cheat regarding trading animals which will get you a lot of money and animals in Chapter Seven: Part A - Cheats And Tips For H.M.B.T.N.

The Kitchen: Once your house has been upgraded three times you will get a kitchen. You can cook meals here (unlike in some of the Harvest Moon games.) Cooking is a great way to get character's to like you more.

The Television: Has four channels. There's a news channel that tells you about the special events, a weather channel, a static channel, and an entertainment channel (which is also the channel that the shopping channel changes to on Saturday but only if you have enlarged your house so that you have a kitchen.) On the entertainment channel you can learn things to do with your farming.

The Toolbox: Whenever you order a tool and your tool inventory section is full it will be put in the toolbox. Also at the start of the game all your tools will be put in the toolbox.

In The Chicken Coop:

You can hold up to 5 chicken's or 10 if you extend your chicken coop.

The Chicken Feed Silo:

Is a good way of getting chicken feed if the poultry farm is closed. The chicken feed silo looks like a windmill. Put corn into the windmill (don't stand too far away when putting it in or the game will think you're trying to throw the corn at the actual windmill and not to put anything in.) One piece of corn gives you 10 lots of chicken feed.

The Fish Pond:

You can put fish in here. As long as you feed them they will breed and grow. This is also a good spot for filling up your watering can. To see the special events that can happen with the fish pond go to Greg's section in Chapter Two: Part B - The Other Villagers.

Horse Stable:

In the first Spring you can get a horse. It's stable is good for when it is raining but otherwise you should just let it roam around. In the hints and cheats section I wrote a cheat that will let you get another horse if your first horse is taken away.

In The Barn:

You can hold up to 10 animals but when you get the extension you can have 20 animals (cows and sheep.) It is best to leave your cows and sheep outside (if you have planted quite a bit of full grown fodder) so that they don't use up your fodder supply too quickly. If it is raining put them inside immediately. It is hard to take your animals inside or outside and the bell will help you with this. I personally don't bother taking my animals outside and just fill about a quarter of my farming soil with grass.

The Wood Stack:

It's a little box which the wood that you cut automatically goes into. Just press the X button when you're near it and you'll be able to take wood out. You can use the wood for expansions and fences to keep the wild dogs away from your animals.

Your Village

Blacksmiths:

This is where Saibara and Gray live. Saibara can: upgrade your tools, sell you the machines (cheese maker, mayonnaise maker, and yarn ball maker) and make you girls gifts (basically EVERYONE loves girls gifts.) It's open from 10 - 4 (closed Thursdays.)

Winery:

Manna, and Duke live here. Manna can sell you wine, or grape juice between 9 - 12 AM (closed Saturdays.)

Library:

Mary works here every day from 10 - 5 except on Mondays. You can read information about the village from Basil's books or read Mary's fiction books about things like space adventures, and a boy with a stubborn grandpa *COUGH yes very fiction COUGH.* She is the easiest girl to find. Joined to the library is the home of Basil, Anna, and Mary.

Ellen's House:

Elli, Ellen, and Stu live here. Ellen never leaves unless there is a wedding. You can enter this house between 9 - 5.

Mayor's House:

The mayor, Harris, and Kano all live here. You can read Harris's patrol diary which never changes even if you get the special crime case cut scenes with him. You can enter this house between 9 - 5.

The Supermarket:

Karen, Sasha, and Jeff live in the building joined to the supermarket. In the supermarket you can buy: oil, flour, rice balls, curry powder, bread, all of the seeds (except the ones Won sells,) fish feed, rucksack extensions, wrapping paper, and the blue feather (once a girl has an orange heart for you.) The supermarket is open from 9 - 5 unless it is a Tuesday, or Sunday.

The Clinic:

The Doctor lives upstairs. Downstairs you can buy medicine. You can usually find Elli here unless it is a Wednesday in which case the clinic is closed. It's open from 9 - 4.

The Church:

Confess here if you wish. Carter always hangs around here unless it is a festival. Cliff mainly hangs out here when he first arrives at the

village.

The Elves House:

This is behind the church. The elves always hang out here except possibly on evaluation. If you're lucky they could give you tea leaves (see Elves in the character section.)

The Beach:

This is the only place that you can find Greg. It is the place for some of the festivals. There is a jetty that you can fish off.

The Square:

This is where most of the festivals are held. At 1 Anna, Sasha, and Manna visit here. You can also sometimes bump into the mayor in this area.

The Green Ranch:

This is where Barley, and May live. Here you can buy: fodder, a cow, a sheep, animal medicine, a miracle potion, and a cow bell. You can buy things here from about 11 - 4 except Mondays.

The Poultry Farm:

This is the home of Lillia, Popuri, and Rick. You can buy: chickens, and chicken feed here. Lillia never leaves the poultry farm except for when she sometimes goes to the clinic because she is so sick. You can buy things here from 12 - 4 unless it's Sunday.

The Woodcutter's:

This is the place you go to get extensions. The woodcutter, and Louis live here.

The Hot Spring:

Here you can take a dip in the hot spring to bring back your stamina. You can also make spa boiled eggs from throwing an egg into one (as long as you stand at one of the places where the gate doesn't surround the hot spring.) There is a waterfall beside here which is the goddess pond. Behind the waterfall there is the mine which is accessible in all of the seasons (but which you shouldn't bother going to in Winter because there is the Winter Mine.)

Winter Mine:

The Winter Mine is the mine by the pond up the mountain you can only access it in Winter because that is when the pond freezes over so you can reach it. "What's so special about the Winter Mine?" you ask. It is easier to find ore in this mine.

Also the crystal like mineral used for making girls gifts can only be found in this winter mine. There is also a green/aqua mineral used for making your yarn ball, mayonnaise, and cheese maker that can only be found in this mine.

After climbing down ten ladders you will find a cave at the side of this mine. In the cave you can fish for one of the, 'legendary fish.' There is also a rumour (which I think is very false because I have tried unsuccessfully MANY, MANY times) about being able to fish for a power berry here.

Here is a pointless trick when in the secret cave of the Winter mine: You can dunk your watering can into the water of this mine and it will be able to hold endless amounts of water, "what's so pointless about that trick?" you ask. Well unfortunately the endless water is only in the cave. Once you exit the cave the watering can will once again run out of water when you use it.

The Flower Patch:

This is what I call the patch of flowers up the mountain.

The Top Of The Mountain:

There are certain festivals that you can do at the top of the mountain.

My Guide To Harvest Moon Back To Nature (PS1)

[HMINT1F]

CHAPTER ONE: PART F - THINGS TO ACCOMPLISH

This section of my guide has some very helpful tips. I wouldn't expect you do all the things I suggest you to achieve in this section because you may want to do things your own way. Never the less I suggest you read this section because it contains quite a few handy tips such as the best times to get each girls heart up. I mention a guide of what to achieve by the end of every season in the first year. I also describe what to try to achieve by the third year.

A guide to what to achieve by the end of the first Spring:

* When you first start Harvest Moon a great way to make money is by selling the natural resources.

* You should have enough money to buy seeds. Use your hoe to plow the field and make it ready for planting seeds. Remember to water them every day. The best formation for planting at the start is:

s s s
s s s
s s

To make the most of the seeds stand in the middle of the formation. If you stand somewhere else for example: the top right hand corner you would only get 4 planted seeds instead of 8. Some people reading this are probably rolling their eyes thinking I am stating the obvious but when I first started playing Harvest Moon I didn't stand in the right spot when planting seeds so I would end up wasting money instead of gaining it. Once you have upgraded the watering can twice you can use a planting formation like this:

s s s
s s s
s s s

* After a few weeks of selling crops and natural resources you should definitely buy a chicken. Feed it every day and it will give you eggs. If you miss feeding it a day it won't give you eggs for three days! Instead of buying chickens from the poultry farm it is best to put an egg in the incubator. In a few days the egg will hatch and turn into a chick.

* I guess that Elli is the girl that would be easiest to get her heart

up with this season because she likes all of the flowers this season. In the Summer the pink flowers which Popuri loves are around so it would be best to get her heart up then.

You can get Ann's heart up any time by giving her spa boiled eggs.

The season that would be best for getting Mary's heart up is definitely Fall. There are so many natural resources in Fall.

I would recommend getting Karen's heart up in Winter because you aren't focusing on the other girls because by now they will have liked you enough but any time is all right.

* In the night it is a great idea to cut stumps to collect lumber for extensions.

* There is a mine behind the goddess fountain. Remember that no time is taken up when you are inside so this is a great way to get money. If you are into mining I recommend buying a shipping basket ASAP to make your mining trips more worthwhile. The shipping basket will allow you to hold 30 things at a time but beware because whatever you put in the basket can only be used for shipping so if you accidentally put an egg in there that you wanted to give to someone you will not be able to and you will have to sell it.

* See Greg and receive a fishing rod from him.

A guide to what to achieve by the end of the first Summer:

* Plant seeds once again. The Summer crops are renewable which is great because you are getting so much value for your money.

* You barely get any money from the natural resources this month so instead of focusing on the resources I would focus on getting the villagers to like you. As I have mentioned earlier this a great season for getting Popuri to like you because she really loves the Summer flowers.

* By now you should have enough money for the upgraded rucksack. Now you can carry 5 items instead of three.

* You should also have enough money and lumber to do your first ranch expansion.

* If you have been planting quite a bit you might even be able to afford a cow or sheep. I would recommend buying cows instead of sheep because cows can give you a lot more money. Whilst sheep wool can give up to double the amount of money cows milk can, they will only give you wool every 2 weeks. Cows on the other hand give milk every day making them a lot more worthwhile. Another thing that you should know is that I wouldn't recommend making the cows pregnant using miracle potions. See Chapter Three - Animals for more details.

A guide to what to achieve by the end of the first Fall:

* The most worthwhile crop to grow in this game is the sweet potato. It is renewable, grows quickly, and gives you a good amount of money. Unless you really want to ship more than 100 of every Fall seed to unlock the extra Fall seed I would suggest only planting sweet potatoes. In no time the sweet potatoes will make you rich (trust me this is probably the best money making tip anyone could give except for the exchanging animals trick.) One of the best hints anyone could

give on Harvest Moon is to 'GO CRAZY PLANTING SWEET POTATOES.' Even if it means you practically fill up your whole field and have to employ a lot of harvest sprites.

- * Do more expansions.

- * There are so many natural resources. You could go on a 'Mary spree.' By the end of this season as long as you give her at least five natural resources a day she should have a red heart for you. Don't give her all of the natural resources. At least sell the truffle (worth 500.)

- * You'll have enough money this season to buy many animals.

- * You should definitely think about buying a shopping basket now.

A guide to what to achieve by the end of the first Winter:

- * Do more expansions.

- * Because you can't plant seeds or get natural resources now is your chance to get the villagers to like you.

- * Getting the villagers to like you would be a good thing to do in Winter because you aren't real busy with your farm work although unfortunately you won't be able to use any natural resources or flowers. This is why having a kitchen by this stage would be a great idea.

- * If you have a shopping basket take it with you whilst mining. You will make a lot of money mining this way and remember that because it is Winter the Winter mine (across the lake) is accessible so it will be easier to find better things whilst mining.

- * Fishing and chopping wood would be great for doing in the night.

Here is a little guide of the things you should accomplish by the end of your three years.

- * Have all the house expansions.

- * Be Married.

- * Try making as many villagers as possible like you.

- * See how many recipes you can make (I have wrote down all the recipes in CHAPTER FIVE.)

- * Make a lot of money

- * Have a few power berries. Power berries are things which your character eats to help increase his maximum stamina. Here is how you can find them all:

- * When you mine behind the waterfall you will eventually find a power berry.

- * Fish in the ocean and you will eventually catch one.

- * Throw 5 things from your farm that you can ship into the goddess pond. The goddess will give you a power berry. I have heard rumors that you can only do this once a day but that isn't true. The goddess doesn't appear on festival days.

- * Plant at least 90 flowers in your farm and Anna will come and say they smell lovely. Tell her that she can have as many as she wants and she will be happy and give you a power berry.
- * Win the swimming festival.
- * Try cutting the tree by the flower patch and it will ask you to stop. If you tell the tree that you will stop you'll get a power berry. If you cut it you'll faint and never be able to get the power berry again (unless you load your game.)
- * Buy it at the horse race.
- * Once you have bought all of the things from the shopping channel the power berry will be available to buy.
- * In Winter go behind the Winter mine and keep pressing X against the wall that you can't see. Keep trying in different spots behind the wall and you will eventually find the power berry.
- * Mine in the Winter mine and you will find a power berry eventually.
- * There is a rumor about being able to find one whilst fishing in the pond ten levels down from the Winter mine. I have tried to fish for the power berry but never succeeded. I think it is just a false rumor because there isn't enough room on the start menu for 11 power berries and because I have tried to find the power berry many times and never succeeded.

* Try to have your ranch at least 40 percent improved.
 Here are the amounts of percentages that you can get (in order of what you will probably achieve first.)
 I think that you get a little bit of percentage once you have planted a few seeds and got rid of the junk from when you first arrive at the farm (cut all the weeds and thrown away all the unneeded things that you possibly can.)
 1% for a certain amount of crops planted.
 1% for each heart your dog has.
 1% for each heart your horse has.
 1% for each animal that you have.
 2% for each house expansion.
 1% for 15 recipes.
 1% for each heart your wife has.
 1% for each heart your son has.
 NOTE: This does not all add up to 100% and I am not sure exactly how you get 100%. In fact I have never heard of someone getting 100% before! If someone could tell me how to get the extra percentages I'd be really grateful.

~~~~~

My Guide To Harvest Moon Back To Nature (PS1)

[HMVIL2A]

CHAPTER TWO: PART A - JUST THE MAIN GIRLS

(Getting the villagers to like you.)

NOTE: When I say that you'll be liked more by choosing a certain option choosing an option other than the one I mention will either not effect the way that person thinks about you or make that person like you less.

NOTE: If you wish to send me some more hints, or suggestions to add I would be grateful. Also if you have some corrections to send I would be grateful too. The events I mention in the description of the villagers happen between the first and third years (Unless you don't

get the person to like you between that time or never visit that place until the 4th year.)

ANOTHER NOTE: When I mention 'girls gifts' or 'girls presents' I'm referring to the jewellery that Saibara makes.

Hearts:

Black - She doesn't like you.

Purple - She likes you a small friendly amount.

Blue - She likes you and thinks of you as a friend.

Green - She thinks of you as a really good friend.

Yellow - She would ponder about what it would be like to date you and has a crush on you.

Orange - She loves you. There is a possible chance of marriage.

Red - She really loves you.

~~~~~

Ann - 17th of Summer (or the 22nd if you choose to have a birthday on the 17th.)

Information: Ann is a bubbly tomboy. She's my favourite character and I really like what she says with orange and red heart's (so adorable.)

You can find her:

At the hot springs from 8 - 10 AM.

At the inn from 11 onwards.

Likes receiving: Flowers, eggs, milk, omelets, grilled fish, scrambled eggs, mushroom rice (she likes a lot of things you cook.)

NOTE: It isn't worth giving her eggs and recipes made with eggs because you might as well just give her a spa boiled egg which she likes a lot more.)

Really likes receiving: Spa boiled eggs, girls presents. If you keep giving her spa boiled eggs she'll love you in no time.

Hates receiving: Wine, ore, weeds, and natural resources.

Her match: If you don't marry Ann, Cliff will (unless you didn't give Cliff the job in Winter in which case Cliff will leave the village and never come back except possibly on the day you are evaluated.)

Things she says:

With a Black Heart:

Welcome, welcome.

If you want to place an order, talk to my father.

With a Purple Heart:

Hello, welcome.

Please, take your time.

With a Blue Heart:

Dad sometimes yells at me for being a tomboy...

But I appreciate dad for bringing me up this way. Love, who needs it?

With a Green Heart:

Hi there, how's the farm doing?

Everything is delicious when you live near farm country. I love to eat.

With a Yellow Heart:

Oh, hi * your name * ! Come in and take it easy.

I suppose girls should be cute, don't you agree?

With an Orange Heart:

Oh.....w.....welcome. *Blushes.*

I've been daydreaming and breaking dishes lately * love heart * .
Embarrassed face.

With Red Heart:

... *Blushing tomato red.*

Oh...sorry...ummm...what did you say? *Still blushing and looking confused.*

A Few Events:

* When you first go to the Inn Doug will ask you what you think of Ann. If you say, 'she's cute' Doug and Ann will like you more.

* Once Ann has a purple heart she will ask you if you think she'll marry soon. If you say yes she'll be shocked but happy (and will like you more.)

* Once you have 3 egg laying chickens she asks you to give her the eggs every day. She pays you for it and likes you more if you make sure to give her the eggs every day (and not skip a day.)

* If Ann has at least a purple heart for you by Summer the 2nd an invitation will be sent to you inviting you to go to her birthday party. Then you are meant to see your character carrying a piece of paper rolled up in yellow ribbon.

Unless you have a cupboard you can not put this paper away and it stays in your inventory taking up a block of inventory! This can get really annoying carrying it around for 15 more days especially if you don't have an upgraded rucksack.

On the day of the party you have to carry the invite to get in otherwise the door will just be locked. The first time I tried going to the party there was a glitch and I didn't get the paper. Anyway going to the party makes Ann like you more and she likes whatever you give her about double as much as usual so it is a good way to get Ann to like you. (If you give her her favourite things wrapped up she will probably even gain a heart for you).

* You see her going into the church and talking to Cliff. She asks

him to come back but he doesn't so she walks off. This happens if you walk into the church between 11-3.

* When you go to the inn and walk upstairs you see Ann giving Cliff a meal. This happens only after seeing the first event with Ann and Cliff.

* When you visit the square in Winter when it is snowing you will see Cliff collapsing. When Cliff collapses in the Winter check Cliff's body and you'll find a photo. Go straight to Ann and tell her about what happened to Cliff. Doug, Pastor Carter, the Doctor, Cliff and Ann *Pheeph* will all like you more for doing this (although Ann and Cliff will like you especially more.) And if you give back the photo Cliff will like you even more.

~~~~~  
Elli - 16th of Spring (or 20th if you choose to have a birthday on the 16th.)

Information: Elli is a nice girl who lives with her grandmother and little brother Stu. She is a nurse.

You can find her:

At the Clinic from 10 am onwards.

Except on Wednesdays when the clinic is closed. On Wednesday's she is at her grandmothers house until 1 where she goes to the supermarket. Then she goes to her grandmothers house.

Likes receiving: Things to cook with (like flour, eggs, and milk,) natural resources, and ore!!

Really likes receiving: All kinds of flowers, girls gifts.

Hates receiving: Wine, weeds, litter, and bugs.

Her match: If you don't end up marrying her the doctor will.

Things she says:

With a Black Heart:

Is there something wrong with you today?

Please talk the doctor if you want medicine or an exam.

With a Purple Heart:

Oh, \* your name \* , is something wrong?

Farming is hard work, isn't it? You need to be strong.

With a Blue Heart:

Oh, \* your name \* , is something wrong?

My family has been involved in birthing for generations. My grandmother was a midwife too.

With a Green Heart:

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.

With a Yellow Heart:

Oh, hi \* your name \* . You seem to be getting used to farm life.

Why did you move to this village, \* your name \* ? I haven't heard the reason.

With an Orange Heart:

Oh... \* your 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 \* .

With a Red Heart:

I may quit the clinic after I get married...

...I don't think I can work at both a marriage and a job...

A Few Events:

\* When you first go into the clinic (if you don't have your arms full) Elli will come up to you and tell you that you have a cut. When she asks you how much it hurts you are supposed to say that you're ok. If you say, 'excruciating' she will say something snooty like, "Oh I asked because boys aren't supposed to feel hurt." She'll give you a Band-Aid (big enough to fit over your whole characters head!) When you walk outside you'll see Stu crying. Talk to him and give him the Band-Aid. Stu will like you more and stop crying. Then Elli will come out and notice that you gave away the Band-Aid. When she asks why tell her you didn't feel that bad and she'll like you more. Doing this option of saying it hurts excruciatingly will let her like you more than if you were to just say that it doesn't hurt.

\* When you just get a purple heart Elli asks you how your job is. Say, "it's fun" and she will like you more. This happens when you go to the clinic with Elli inside.

\* If Elli is close to having a blue heart for you and you walk through your farm at around 12:00 Elli will come and ask you to try one of her sandwiches. She decides it wasn't that good and thinks she'll keep giving you some so you can test them and she can perfect her sandwich making skills. If you keep coming back at 12 (for three days) she'll eventually think her sandwiches are just right and be thankful that you helped her. She'll like you more.

\* When you walk into the clinic you'll see the doctor and her talking. He'll tell her she can have a break. She won't accept but will be thankful.

\* Another time you walk into the clinic the doctor will confess that he thinks Elli is a great nurse and that the clinic wouldn't be such a success without her. He thinks she is especially good at midwifery.

\* After you have seen the other events and gone into the clinic Elli will have a cold and the Doctor will basically tell her she should rest for a while.

\* After you have seen the other events and go into the clinic the Doctor will talk to Elli about leaving. It is obvious that Elli doesn't want him to leave.

~~~~~

Karen - 15th of Fall (or 23rd if you choose to have a birthday on the 15th.)

Information: Karen is the supermarket owners daughter. She is known for her expensive taste. She is one of the hardest girls to like you and one of the most popular Harvest Moon girls amongst Harvest Moon fans.

You can find her:

From 8 - 10 am she is at the letter box near the supermarket. (Unless it is raining in which case she is inside.)

From after 10 Karen goes inside and is behind the second door which you can't open unless you befriend Karen's parents.

From 1 - 4 She stays in the supermarket near Jeff (she doesn't go behind the second door.)

From 7:30 to 10 PM she is at the beach (unless raining.)

1:30 - 4 PM on Tuesdays and Sundays she is at the hot springs unless it is raining in which case she is at Gotz's house.

On Tuesdays and Sundays from 7:00 PM - 10 PM she is at the inn.

Likes receiving: Flowers but I wouldn't use my flowers on her at first. I'd save them for someone who really likes flowers like Elli. She also likes receiving failed recipes (she is incompetent at cooking and I think seeing that you are just as bad makes her feel better!)

Really likes receiving: Expensive things. Girls gifts, truffles, wine, fries.

Hates receiving: Most things that you cook, ore, grape juice, weeds, natural resources, litter, and spa boiled eggs.

Her match: If you don't marry her Rick will.

Things she says:

With a Black Heart:

Hi.

What can I do for you?

With a Purple Heart:

Hi, how are you?

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

With a Blue Heart:

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

But at least we have everything you need.

With a Green Heart:

My parent's fight at the drop of a hat. But my mother does most of the yelling...

Then they suddenly make up. It's silly.

With a Yellow Heart:

Hello * your name * How are you doing?

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

With an Orange Heart:

Oh...h...hello. *Looks a little scared.*

You startled me * heart * .

With Red Heart:

Lately I find myself thinking about you, * your name * * heart * .
Looking out lovingly.

Just kidding. But what if it were true? *Blushing madly.*

A Few Events:

* When you first walk into the supermarket the Doctor will walk in and buy something but not pay for it. Jeff being as passive as he is, doesn't complain. Then Duke comes in and tries doing the same thing. He is just about to walk out when he sees your character's annoyed face. He asks if anything is wrong and you are meant to say, "you should pay." Then Karen walks out from the second door and tells Duke to pay. When Duke has gone Karen thanks you for sticking up for Jeff and she will like you more.

* This happens once Karen gets a purple heart at least. When you walk into the hot spring she is there she will ask you if anything's wrong. If you say your love life or farm life she will like you more. I think it only happens around the afternoon.

* Karen will come up to your farm in Spring if she has at least a blue heart and will give you flower seeds. If you grow the flowers Karen will be very happy and like you more. (This is a good time to buy an extra lot of seeds and to plant them at the same time because if you have enough flowers bees will come. You could also make the most of the free seed packet by planting 11 more packets to attract Anna into your farm so that she will give you a power berry.

* When you walk near the church you see Karen and Rick walk down the path near the elves house. I tried following them but I couldn't find them anywhere.

* When you walk to the poultry farm you see Rick and Karen fighting. Rick rambles on about how annoyed he is about Kai and Karen tells

him not to worry. Rick gets annoyed at Karen for not saying anything bad about Kai and says that if she likes him so much she should marry him. Karen calls Rick a cad and walks off.

* When you visit the poultry farm after seeing the other love events between Rick and Karen you will hear a conversation between Lillia and Karen about how nice Karen is and how she'd like Karen to be a part of the family. This happens any season except for Winter.

* This event happens any season except Winter from at least the second year. Once Popuri has married (either you or Kai) Rick will be a little upset about Popuri leaving and him being left at the farm. Karen and Rick will have a little chat and a few days later they'll marry.

~~~~~  
Mary - 20th of Winter (or 25th if you choose to have a birthday on the 20th.)

Information: Mary is the quiet librarian. She looks after her dad's library and even writes a few books of her own.

You can find her:

In the library from 10 AM - 4 PM then she goes into her house.

If it is a Monday and the library is closed you'll find her and her family taking a morning stroll near the flower patch up in the mountains till 10.

Then at about 10:30 you can find Mary and her mum at the supermarket. Once they have left there they will stay at home.

Likes receiving: Flowers, grape juice, sweet food, and relaxation tea leaves (read about how to get relaxation leaves in the guide to other villagers about elves.)

Really likes receiving: All natural resources, and girls gifts (but I think unless it's a special occasion like a birthday of hers it's not worth giving her a girls gift because she's happy enough with very cheap things.)

Hates receiving: Weeds, wine, and litter.

Her match: If you don't marry her Gray will.

Things she says:

With a Black Heart:

Hi. You know, this library was built so the villagers could read my father's books.

Where always adding books and replacing books, so you should make a habit of visiting the library.

With a Purple Heart:

Hello.

This village looks like the land in a fairy tale.

With a Blue Heart:

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.

With a Green Heart:

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.

With a Yellow Heart:

Oh...hello.

It seems it's always the same people who visit the library. I wish everybody from the village came to read books.

With an Orange Heart:

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.

With a Red Heart:

Hello...oh...

Something's the matter. I felt strange just now.

A Few Events:

\* When you first walk into the library you hear Mary talking. She is saying some things for one of her books she is writing. Ask her what she is writing and she will like you more.

\* When Mary has at least a purple heart for you one day you will walk in and she will ask you if you were here to read books. If you say you are she'll feel really happy and like you more.

\* When Mary has at least a blue heart for you she lends you a book called 'The Carpenter And The King' press triangle when in your inventory screen to read it. Then go back to the library and tell her you liked the carpenter the best. She will agree and like you more.

\* When you go to the square for the first time she will tell Gray about how she once felt left out but the people were really nice and eventually she felt settled in. She says that if you don't know what to do then you should start thinking because you can always expect things to happen without knowing.

\* Some time after you have seen the first Gray 4 Mary event you will walk into the library and Mary will lend Gray a book.

\* Mary reads Gray a book she wrote. It was inspired by Gray and the character is based on Gray (although at the time Mary is too shy to admit it.)

~~~~~  
Popuri - 3rd of Summer (or the 10th if you choose to have a birthday on the 3rd.)

Information: She is the girl that the villagers think is immature.

You can find her:

From 8 - 10 AM she will be near the hot spring with Ann.

At 11 she'll be back at the poultry farm and will stay there for the rest of the day.

On Sundays from 10 am to 4 she will be at church.

In the Summer from Sun - Mon 12 - 5 she'll be at the beach.

Likes receiving: She likes receiving flowers (the yellow ones in spring,) WEEDS! She likes receiving just any egg but I would recommend not giving her plain eggs but spa boiled ones because she really loves them.

Really likes receiving: She really likes receiving the white flowers in Spring or the Summer flowers (Pink Mint Flower.) Things made from egg (spa boiled, fried etc.,) and relaxation tea.

Hates receiving: The natural resources (unless it is something sweet like a berry.) Ore.

Her match: Kai will marry her if you don't.

Things she says:

With a Black Heart:

...Hello.

Can I help you?

With a Purple Heart:

Do you like farming? For me it's boring.

This is a secret, OK? *Looks at you with an angry expression as if she would consider doing something evil if you didn't keep the secret.* (not that you could tell the secret anyway because you never talk. She should know that by now.)

With a Blue Heart:

You're nice, not like my brother.

My brother can't separate from me. ...I'll tell you the story some day (she never does.)

With a Green Heart:

What was it like where you used to live?

I want to go places.

With a Yellow Heart:

My brother talks a lot about you. He likes you.

I respect you too.

With an Orange Heart:

What do you think about me, * your name * ? *blushes.*

Everybody says I'm immature. What do you think? *Has a face that shows her eagerly waiting for your response.*

With a Red Heart:

Oh * your 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 * .

A Few Events:

* When you first walk near the poultry farm you'll see Popuri and Rick fighting about their chicken Pon dying. Rick will ask you to find her from the mountain and bring her back because he can't. Go to the mountain and find her. When she explains what happened say, "my sympathies" and she'll like you more.

* When Popuri is close to a blue heart you will walk through the poultry farm and walk right up to Popuri who is outside. She will tell you about how she wants to leave. Tell her that would be cool and she will like you more strangely enough (I would have thought saying that would make her annoyed at you wanting her to go away.)

* When you have an extended chicken coop Popuri will come and tell you to look after an egg. I heard you are meant to call the chicken Popuri and she will like you more. She is meant to visit back once the egg has hatched and take the egg and see what you named it yet when I tried it in another game she never took it back!!! For this event to occur it must be either Summer or Winter and Popuri must like you with at least a blue heart.

* About one or two days before Summer you'll see Popuri and little May greeting Kai.

* When you first go to the poultry farm in the Summer Popuri and Kai will talk for a while.

* A few times you go to the beach and find Kai and Popuri talking. Popuri will be blushing like mad.

* If Popuri and Kai get really close they will decide to go away together but not tell anyone except for you. Kai tells you thinking that you will keep the secret. When Rick asks you where they are you can either tell and Rick will like you more and Kai will never know you told. Or you can not tell and then Popuri and Kai will get married. This event will happen from at least the second year.

CHAPTER TWO: PART B - MARRIAGE

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To allow your character to marry one of the girls you not only need the girl to have an orange or red heart, and to show her the blue feather but you also need to have at least all of the house extensions other than the hot house.

You can't just be lazy and decide to maybe do all of the things required for marriage in the end of the 3rd year because if you decide to wait that long your rivals will probably beat you to it. Each of the girls has a guy that will marry a girl if you don't. Here is a quick guide on who will go with who if you're too slow:

Ann - Cliff (unless a certain evil thing happens see Cliff's section for more details.)

Elli - Doctor.

Mary - Gray.

Karen - Rick.

Popuri - Kai (the last event about leaving has to happen before these two marry.)

Once you have proposed to one of the girls the other girls will go ahead and marry their matches. You will be guaranteed to be able to marry the girl if you propose to her in the first year. How quickly a girl and the 'other boy' marry depends on how many cut scenes you've seen with the girl and the guy. The girl you want to marry could marry your rival guy sooner than half way between the second year so you should get your act together and propose ASAP or you'll be beaten to it by the rival!

When you propose and the girl has a red heart for you and you have all of the needed extensions the girl usually says something that doesn't quite sound like a yes. For example some of the girls act really freaked out when you ask and they don't seem to accept the proposal because they say things like, " I'll think about it" or, "I'll have to ask." A way that you can tell if they accepted is by going into your inventory menu and checking if the blue feather is still there. If it isn't in your inventory anymore then the girl accepted and she will marry you in about a week.

Once you have chosen your wife you can't go back and propose to someone else (unless you just reload the game without saving and choose another wife or make multiple copies of a game where all the girls have a red heart and propose to each of the girls on separate memory files.) However you can break up with your wife by neglecting her. She leaves you once she gets a blue heart or less. This is why you should try talking to her at least once every day (it's simple enough and at least you don't have to give her gifts every day) so that therefore she won't think you're neglecting her.

NOTE: You can only buy one blue feather in the game therefore you can not break up with your wife and then choose someone else to marry.

Reasons For Marriage:

\* Marriage is good because if you are married it means you can't possibly be sent out of the village even if none of the villagers

apart from the girl likes you.

\* You get extra percentages.

\* You will make one lucky girl really happy.

\* You can have a son and watch him grow (although the oldest it can be is a toddler.)

Reasons Against Marriage:

\* If you marry, one of the guys will feel heartbroken. He won't like you less, and he doesn't act heartbroken but he would be. Okay it's a dodgy reason I know.

\* If you don't marry there will be more of a challenge to stay in the village. (This might be considered as a good thing.) If you stay in the village you will feel proud that you stayed in without having to get married.

\* If you are married to someone you can't go to the festivals with anyone else even if you just want to go with another girl as a friend.

\* You can't see any more events with the other girls liking you more.

~~~~~

My Guide To Harvest Moon Back To Nature (PS1)

[HMVIL2C]

CHAPTER TWO: PART C - A DESCRIPTION OF EVERYONE ELSE.

(Getting the villagers to like you.)

Note: Everyone except for Saibara, Won, and Doug loves it when you give them girls gifts!!! Zack especially loves the girls gifts.

ANOTHER NOTE: When I mention 'girls gifts' or 'girls presents' I'm referring to the jewellery that Saibara makes.

Note: The events that are below are some of the main events that happen between the first and third year (unless you don't visit the place until later.)

~~~~~

Anna - 23rd of Fall

Information: Anna is Mary's mother and is married to Basil.

You can find her:

Every day except for Monday she will stay in her house until about 1. Then she will go and meet up with her friends (Manna, and Sasha.) She will arrive back at her house at 4:00.

On Monday mornings she will be out with her family in the flower patch up in the mountain until 10 am. She arrives at the supermarket at about 11.

Likes receiving: Things to cook with that you ship like eggs and milk, red grass. She really likes to get flowers, girls gifts,

cookies, cheesecake (sweet food you cook,) and relaxation tea leaves.

Hates receiving: Ore, wine, weeds, and spa boiled eggs.

Her match: Basil of course.

Events:

\* If you plant at least 90 flowers at the same time Anna will come when the flowers are blooming and tell her she can have as many as she wants. She'll give you a power berry.

~~~~~  
Barley - 17th of Spring

Information: Barley is a sweet old man. He lives with his granddaughter May.

You can find him:

He usually always stays at his ranch from 9 onwards.

On Mondays from 9 he goes to the Mayor's house then he goes to the hot spring with May at about 1 - 3.

Likes receiving: Things you cook, and flowers. He really likes spa boiled eggs.

Hates receiving: Litter, ore, and natural resources.

His match: None anymore * sob * .

Events:

* He is the one that gives you the horse. Before the first Summer go to his ranch and you will see him and May with a horse. They explain how they want someone to look after it and then you can volunteer to take it. Both May and Barley will like you more from doing this. They will like you especially more if you win a horse race with it. If you neglect your horse Barley will take it away but you can get it back by planting about 40 fodder squares.

* One day he walks up to you and tells you May is missing. At 7:00 go to the beach and you will find May (I'm sorry but I've forgotten if it was AM or PM so you'll have to check for yourself.) May will tell you about her mum and you should listen. Then you return her home. Both Barley and May feel grateful towards you. This event only happens once Barley and May like you.

* This is more an event that has to do with May but I'll put it here anyway. One day May comes to your farm and asks if she can help you. Barley follows her and tells her basically that she shouldn't bother others and that they are busy working. May gets annoyed because she feels that everyone is busy. Barley asks you if you can find someone who can look after her. Go to the church and Carter will say he's happy to look after her. Then you'll see Stu coming over. He will say that he is annoyed that everyone is busy too and Carter will talk about how he can look after them both.

* Once Barley and May like you you can take your dog over to the Barleys place and show the dog to Barley, May, and the dog. I've forgotten

quite how this works but I think they ask if they can keep your dog at their house for a while. Days later Barley and May tell you that their dog has had puppies and that your dog is the father. You can't keep the puppy but you can give it away to someone. The girls really like it.

* The day before the cow or sheep festivals he comes and asks you if you want to enter a cow/sheep and tells you that the cow/sheep festival is tomorrow.

Basil - 11th of Summer

Information: Basil is Mary's father and is married to Anna. He is a nature lover.

Where to find him:

Usually he just stays in his house. Sometimes he is actually in his room but it is locked and the only way to get him is to befriend him and his family.

On Monday mornings he is with his family at the flower patch in the mountain.

He goes to the pub at around 7:30 PM .

Likes receiving: He likes receiving natural resources. He really likes flowers, and spa boiled eggs.

Hates receiving: Fish, ore, and weeds.

His match: Anna.

Events:

* None that I can think of.

Carter - 20th of Fall.

Information: Carter is the very nice priest with a sense of humour.

Where to find him:

Err gees that's a tough question *sarcasticness.* He is at church of course. Sometimes when you go to the church he is at the confession box so you can't talk to him unless you confess.

Likes receiving: Spa boiled eggs, flowers, and popcorn.

Hates receiving: Ore.

His match: He is a priest he doesn't have a match. That would be disloyal to the priest code if he did.

Events:

* He asks you to go to the music festival and play something. He is eternally grateful if you say yes.

* When your animal dies he is always there for you.

~~~~~  
Cliff - 6th of Summer.

Information: He's a shy, nice guy. He's a LEGEND and one of my favourite male characters in the game! ^\_^ u gotta love him.

Where to find him:

In the day time he is at church but from 5:00 onwards he stays at the inn.

Likes receiving: He loves it when you give him spa boiled eggs, flowers, and sweet food.

Hates receiving: Ore, weeds, and natural resources.

His match: ME!!! No not really \*sob.\* Cliff will marry Ann if you don't It's a bit disturbing that Cliff and Ann get together because Ann reminds Cliff of his sister.

Events:

\* See Ann's events.

\* SPOILER BUT ONE THAT YOU COULD REGRET NOT READING: During the first Fall Duke will try giving you a job of harvesting grapes. He will tell you that you can bring one other person. Ask Cliff to have the job (don't try asking anyone else beforehand or the option of asking Cliff will disappear and you won't be able to save him.) Cliff will be very grateful if you give him the job and it will mean that he will stay in the village. If you do not give him the job he will talk about not having anything to do in the village and not having much money and will leave \*sob\* .

~~~~~  
Doctor - Fall the 17th.

Information: He is the guy that is known only as 'Doctor.' He isn't known for showing emotions or expressions.

Where to find him:

You can find him in the clinic most of the time except on Wednesdays where he turns up at the mountain from the start of the day till about 10 AM when he goes to the clinic. Then at 2 he goes to the library.

Likes receiving: He loves wine and likes grass (not fodder but the natural resource kind.)

Hates receiving: Ore.

His match: Elli if you don't marry her.

Events:

* Sometimes when you walk into the clinic he talks to Elli about how she is a great nurse. For more details see Elli's section.

~~~~~  
Doug - 11th of Winter.

Information: He is Ann's dad. He works at the inn.

Where to find him:

He is always at the inn.

Likes receiving: He loves it when you give him wine, truffles and grapes, fish, and apples. He also likes mushrooms, and eggs.

Hates receiving: Flowers, girls gifts, ore and most natural resources.

His match: No one anymore.

Events:

\* None.

~~~~~  
Duke - 15th of Winter.

Information: He is the man who has an addiction to alcohol. Ever since his daughter Aja left he drinks himself to sleep.

Where to find him:

From 9 - 10 AM he is in the winery.

From 10 - about 1 he is in the cellar.

From 1 - 5 PM he is outside the winery picking grapes and pacing up and down near the grapes.

From 7:30 - about 10:30 PM he is in the inn. Afterwards he walks back to his winery.

Likes receiving: He really loves it when you give him wine, girls gifts, apples, or grapes.

Hates receiving: Ore, and weeds.

His match: He's married to Manna.

Events:

* Well he gives you the job that keeps Cliff in the village. * See Cliffs section for more details about that. *

* One day when you walk into the inn Duke will be lying on the floor and drunk. You pick up the glass of water and press the X button to throw it at him to splash him (be careful not to just throw the glass and smash it which I have done accidentally a few times.) This will make him come to his senses and he will like you more. For this event to occur Duke has to like you.

~~~~~  
Ellen - 13th of Winter.

Information: Ellen is the old lady who is Elli and Stu's Grandmother. She is into nature (she talks a lot about the smell of the grass and

the mushrooms which people are kind enough to give her.)

Where to find her:

She is always in her house unless it's a very important celebration like a wedding. You can go into her house from 9 till 5 or so.

Likes receiving: Flowers, wool, hot milk, natural resources (except the poisonous mushroom of course,) things you cook that wouldn't be considered just for the young people (preferably nutritious,) and apple pie.

Hates receiving: Food that would be considered for the children (really sweet foods like popcorn, and ice cream or things to eat that are too hard like an apple.) She also hates receiving ore.

Her match: No one anymore.

Events:

\* None that I know of except for the mayor apple pie one (which I describe fully in the mayor's section.)

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Elves

Aqua - 26th of Spring

Bold - 4th of Spring

Chef - 14th of Fall

Hoggy - 10th of Fall

Nappy - 22nd of Winter (The birthday isn't mentioned in the booklet)

Staid - 15th of Spring

Timid - 16th of Summer

Information: They all look the same except for their clothes. They all can work for you unless it is the Spring when they have their tea parties.

Where to find them:

They are ALWAYS in their little hut behind the church.

Like receiving: They are all happy getting basically anything. Don't show them an animal the size of your dog or bigger because it scares them.

Hate receiving: They all don't like the minerals, and animals larger than them.

Their match: None unless they all like each other.

Events:

\* It's the event that some of you have been waiting to be described.

HOW TO GET RELAXATION TEA LEAVES.

Once you have the biggest backpack you are able to do this trick:

In the Spring the elves can't work for you because they are busy having their party. Go to the sprites house at 3 PM - 4 PM and bring a present for each of them (I always bring 9 just in case the party isn't on and I have to walk out and straight back in again.) Once you've given them each a present they will let you join in with their



party. When the party is finished and you are about to leave they will give you relaxation tea leaves. You can make tea from them, give them to someone (the ladies love them) or sell it for 1000g!!!

~~~~~

Gotz - 2nd of Fall

Information: Gotz is the friendly woodcutter.

Where to find him:

He is usually around his house. Except on the days he isn't working when he goes to Mayor Thomas's.

In the mornings you can find him in the flower patch area or sometimes near the lake.

At around 9 AM he goes back to his house.

Likes receiving: Wood, and ore.

Hates receiving: Sticks (strangely enough,) rubbish, and flowers.

His match: No one.

Events:

* The third time you keep giving the goddess things from your farm the goddess will give you wood. Gotz will come up and take it (for a price) and then like you more.

~~~~~

#### Gray - 6th of Winter

Information: Gray is the guy that seems a bit depressed. He doesn't really like the village.

Where to find him:

8:00 AM - 1:00 Gray is at Saibara's.

From 1:00 till 4 he is at the library.

Gray leaves at 4 and goes to the inn.

Likes receiving: He really likes it when you give him minerals from the mine. He also likes flowers but not as much.

Hates receiving: Natural resources, rubbish.

His match: If you don't go with Mary he will.

Events:

\* See the section on Mary to find out most of his events.

\* There is also an event where you walk into Saibara's workshop and see Gray. He hurts himself on the burner. Saibara gives him some treatment. It shows that Saibara likes him now. Saibara and Gray have to like you a little for you to be able to see this event.

\* Gray has to like you before this event takes place. This event can't happen in Winter. One day Gray will turn up in your farm and try helping you. He'll pull out all of your weeds!! The next day he'll make

a hammer that doesn't work and the day after that he'll apologise for being annoying. When this event occurs Gray will like you more.

-----  
Greg - 29th of Spring

Information: Greg is the fisher.

Where to find him:

The only place he ever hangs out is the beach.

From Friday - Sunday about 7:30 PM - 10 he is at the very end of the jetty fishing.

On the weekends you can see him in the morning fishing too sometimes until about 11 AM.

Likes receiving: Fish (of course) although he doesn't like the little fish because you can't cook anything with them.

Hates receiving: Rubbish, and ore.

His match: No one.

Events:

\* When you first talk to Greg he will ask you if you like fishing. If you say, "yes" he will give you a fishing rod.

\* Once you have at least 50 fish in your pond Greg comes over and says, "whoa that's a lot of fish" and give you the fishing pole which is a better version of the fishing pole. Your chances of catching fish increases.

NOTE: getting 50 fish isn't that hard if you know this: When you catch fish put them in the pond and make sure you feed them every day.

When you feed them it makes sure the fish don't die and your fish multiply. Also the beach is not the best place to fish. Fishing by the mini river on the bridge gives you such a better chance of catching fish. Just before winter take out the fish in the pond and put them in the fridge. In winter the pond is frozen over so put the fish in the fridge instead of the pond. Then when winter is over put the fish from the fridge into the pond and they will still be alive (strangely enough.)

-----  
Harris - 4th of Summer

Information: Harris is the policeman who wants a little more action in his life because the village doesn't have much crime going on at all.

Where to find him: 7:30 - 10:00 AM Harris visits Yodel Ranch.

From 10:00 - 12 he should be at Gotz's house.

At 12 - about 3 PM you can find him at the Inn.

Then he goes to Mayor Thomas's.

Likes receiving: Flowers.

Hates receiving: Ore, and natural resources.

His match: WARNING: MAJOR SURPRISE TOLD. ONLY READ IF YOU WANT A BIT OF THE PLOT RUINED. He likes Aja.

Events:

\* One night when going down near Gotz's house Harris and a few other villagers will be huddled around. They will be discussing a strange eerie shadow being found. I won't explain what the shadow is of because I want you to be surprised.

\* The first time you walk into the inn in the second year you will hear about a thief who has sneaked into the inn and keeps eating cakes. You will be asked to help find out who the thief is. Go into the normally locked room then walk out again to trigger a scene about the thief.

\* ONLY READ IF YOU DON'T MIND A HARVEST MOON SECRET SPOILED. When you get Harris to like you a lot he will come over one day and tell you about his love for Aja. He considers writing a letter. Tell Manna and letters will be sent to Aja about Harris loving her. A long distance relationship will occur. Harris will like you more for telling Manna.

~~~~~

Jeff - 29th of Winter

Information: Jeff is the man at the supermarket that 'always has a stomach.' He is rather passive. He loves painting and in the Gamecube version of Harvest Moon there is a picture which he painted. He's one of my favourite characters.

Where to find him:

Unless it is a Tuesday or a Sunday he is always at his supermarket. On Tuesdays and Sundays he is either inside with the door locked or at the clinic.

Likes receiving: He really likes it when you give him medicine. He also likes spa boiled eggs and flowers.

Hates receiving: Weeds, and ore.

His match: He is married to Sasha. He has loved her since he was a teenager but often gets into fights with her.

Events:

* One day Jeff goes on a sale (he doesn't offer you anything cheaper though) out of happiness. The villagers think it is because he is having problems with his bills due to their not paying and think he is going to close down. Many villagers pay back everything that they owe him. Jeff is really happy. Jeff has to like you for this event to happen.

~~~~~

Kai - 22nd of Summer

Information: Kai is the villager every male villager loves to hate. The females all like him though.

Where to find him:

From 1 - 5 PM you can find him at the beach outside. Before then he is inside the white hut which you can't enter.

From 7:30 PM onwards he will be at the inn.

Likes receiving: He really likes it when you give him wine, flowers, and girls gifts. He likes eggs, and popcorn.

Hates receiving: Spa boiled eggs, ore, and natural resources.

His match: If you don't marry Popuri he will.

Events:

\* See Popuri's section.

\* When you first go to the inn in Summer you will see Kai. Duke and Rick fighting with Kai and will say they don't want him at the inn. They will ask what you think. You can either say Kai's wrong and make Rick and Duke like you more but Kai to not like you as much and to be annoyed. If you say, "you're both wrong" meaning that Duke and Rick are wrong. Kai will be grateful and like you more. Rick will kind of understand the way you feel.

\* If you plant corn Kai will ask you if you can give him some. You can either give it to him for free, discounted, or for the normal price. If you give him it for free he'll like you more. Annoyingly enough the game does this any time when you get corn and sometimes the only way you can give Kai corn is to cut down a side corn and give him one from the middle.

\* You can possibly go out on a date with Kai!!! This only works if Kai likes you. The day before the fireworks festival in the second year (it may work in the first year if you are friends with him) talk to Kai. He will say that there is nothing good to do in the village. You can invite him to go to the fireworks festival. Then on the night Popuri will come over and ask who Kai is watching the fireworks with. He will tell her he's watching them with your character. Popuri will be relieved. You'll try going to the beach but Rick will fight with Kai and yell at him about seeing the fireworks. You and Kai will have to watch the fireworks somewhere else. Kai will like you more for staying with him.

\* The day after a hurricane when you walk to the beach you will pick up a bottle. Kai will be interested in it. He will ask if you are going to stay in the village. If you tell him, "yes forever" he will give you a 'love potion.' It is perfume that you can give to a girl and she really likes it but I liked just showing it around to the villagers first. If you say you'll leave you can keep the bottle and he'll like you slightly more but I prefer just getting the perfume.

~~~~~

Kano - 2nd of Winter

Information: Kano lives with Mayor Thomas. He is a photographer who at first only brags to you about himself and his great photographing skills.

Where to find him:

He stays at the mayors house all day.

At night at 7:30 he goes to the inn. He walks back to the mayors house at 10:00.

Likes receiving: He really likes it when you give him flowers, and spa boiled eggs. He likes ore.

Hates receiving: Natural resources.

His match: No one.

Events:

* When you win events he takes a photo of you.

Lillia - 19th of Spring

Information: She is the sick mother of Rick and Popuri. She works at the Poultry farm.

Where to find her:

She is at the poultry farm from 12:00 - 4:00.

On Sundays if she isn't inside the poultry farm she is at the clinic.

Likes receiving: She really likes it when you give her a bracelet. She also likes flowers and medicine.

Hates receiving: Spa boiled eggs, natural resources, and wine.

Her match: She has a husband but he is constantly away looking for a cure to her sickness. She feels very lonely.

Events:

* None.

Louis - 2nd of Spring

Information: He studies bees. He hangs out with Gotz.

Where to find him:

He's around where Gotz is. If Gotz is outside his house Louis is inside.

Likes receiving: He really likes it when you give him honey. He also likes flowers.

Hates receiving: Ore, and weeds.

His match: None.

Events:

* About three days after you give him honey he will go to your farm and look at your bees. He will realize that the bees you have are very

rare and the ones he has been desperately wanting to find. He will tell Zack how rare the honey is and you will get more money for your honey (normally 40g now 60g.)

B.T.W. in case you're wondering how you get honey you plant a few flowers in your farm and it will attract bees. You only need about 2 bags of fully grown flowers in your farm at the same time (meaning don't grow one bag in Summer and one in Fall) and bees will stay at your farm forever. You don't even have to keep growing flowers for them to stay!

Manna - 11th of Fall

Information: She works at the winery. She talks a lot and has, ever since her daughter left.

Where to find her: From 9 AM - 1 you will find her at the winery unless it is a Saturday when she doesn't work.

1 - 4 she hangs out at the square with her friends (Sasha and Anna.) Except on Mondays when she goes to the supermarket.

Likes receiving: She likes the recipe for ketchup that you found whilst mining. She also likes it when you give her grape juice, apples, and grapes. She loves flowers.

Hates receiving: Ore, wine, weeds, and litter.

Her match: She's married to Duke.

Events:

* None really except for a few previously mentioned ones.

May - 26th of Winter

Information: She is Barley's granddaughter.

Where to find her:

It depends on how far the story has progressed. At first she is always with Barley but after a while she goes to the church too.

Likes receiving: Spa boiled eggs, old boots and cans from fishing, and flowers, the recipe found in a bottle whilst fishing in the sea.

Hates receiving: Bones of fish, and ore.

Her match: Stu.

Events:

* See Barley's section.

* SEMI PLOT SPOILER: Once she really likes you and she goes to church you'll go near the church and see her. She'll talk about loving you. Stu gets jealous (it's cute.) There are two things you can say to her. Tell her that when she's older you'd be with her. She gets happy. Stu says he's angry with you and storms into the church. Then when you go

into the church Stu and May start fighting. Pastor Carter breaks up the fight. Stu doesn't like you any less from this event. The next day May sends you a thank you letter.

~~~~~

Rick - 27th of Fall

Information: Rick is Lillia's daughter. He helps delivering things at the poultry farm.

Where to find him:

From 9 AM - 10 AM he is with Karen at the letter box near the supermarket.

From 12 - 4 he works at the poultry farm.

On Tuesdays Rick visits Saibara 1:30 - 4 PM.

From 7:30 - 10 he is in the inn.

Likes receiving: Spa boiled eggs, wine, flowers, and chicken food!!!

Hates receiving: Natural resources (apart from berries and grapes,) and ore.

His match: If you don't marry Karen he will.

Events:

\* See Popuri and Karen's sections.

\* Once you have upgraded your chicken coop and have at least 5 vacant spots for chickens Rick will come over and ask you to look after five of his chickens. He will even let you keep the eggs. :D

~~~~~

Saibara - 11th of Spring

Information: He is a blacksmith who works at Saibara's workshop. He is rather hard on his grandson Gray because he thinks it will make Gray work better.

Where to find him:

He'll stay in his workshop and house all day. He will work there from 10 - 4.

At 7:30 PM he goes to the inn and comes back at 10:00.

Likes receiving: He really likes ore.

Hates receiving: He is one of the only people who hates receiving girls gifts. He also hates when you give him natural resources, and flowers.

His match: No one.

Events:

* One event that I describe in Grays section.

~~~~~

Sasha - 30th of Spring

Information: She is Karen's mother.

Where to find her:

She spends most of her time beyond the second door at the supermarket.

From 1 - 4 she is at the square with her friends.

On Tuesdays and Sundays in the morning she visits the animal ranches and then Ellen.

Likes receiving: Flowers, berries and flour.

Hates receiving: Egg related things, natural resources, ore, and weeds.

Her match: She is married to Jeff.

Events:

\* In Jeff's section.

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Stu - 5th of Fall

Information: He is the grandson of Ellen and his sister is Elli. He likes showing her bugs and scaring her with them.

Where to find him:

At first he is always at Ellen's house but if you progress a bit further he will start going to the church after a cut scene.

Likes receiving: He really likes it when you give him sandwiches. He also likes flowers, bugs, and ice cream.

Hates receiving: Ore, and natural resources.

His match: May (so cute.) ^.^

Events:

\* See May's events.

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Thomas The Mayor - 25th of Summer

Information: Thomas is the bright and usually always cheerful mayor.

Where to find him:

He is usually at his house. He goes to the square on Sundays and the day before important events.

Likes receiving: Flowers.

Hates receiving: Ore, and rubbish.

His match: No one.

Events:

\* On the first Spring on the 16th the mayor asks you to grow three



turnips for him. You have to give them to him at the same time and the day before the festival or earlier. He likes you more if you do. If you say you're too busy not only does the mayor like you less but all the girls do too!

\* One day he comes over and asks you to take apple pie from the inn to Ellen. If you do, not only will the mayor be happy and like you more Ellen will too!

~~~~~

Won - 19th of Winter

Information: Won is the sneaky con man who you can not always trust with his prices.

Where to find him:

He will be at the inn from about 12 - 4 PM (he magically appears inside without you seeing him walking to the inn.)

Likes receiving: Anything from the supermarket! He also likes eggs, flowers and grape juice.

Hates receiving: Weeds, and ore.

His match: No one.

Events:

* There is an event where Harris goes up to you and tells you that there is an untrustworthy salesman roaming around the village (Won.) Then Won comes up after Harris leaves and stays at your farm under the tree for a while. Later some stage Harris can be found at the square and you can tell him where Won was (which will make Harris like you more.) Unfortunately after Harris has left Won walks right into the square so won doesn't get caught. Then go find Harris at Gotz's house.

* Every now and then he tries selling you things. One day he tries selling you a normal apple for 500G!!! He forces you to buy a ball from him. Sometimes there is a glitch and he thinks he hasn't sold you a ball when he has so you'll be forced to pay for an extra ball! To avoid this carry the ball outside whenever you walk out from your farm after sleeping. Never buy things he sells in cut scenes (except for the ball a nice rug, and a vase which you'd never be able to buy any other way,) because he rips you off in cut scenes. He even tries selling you a blue feather for 30,000 (incredible rip off).

~~~~~

Zack - 29th of Summer

Information: Zack is known as 'the buyer.' He buys the things you ship in a day and sells them to others.

Where to find him: At around 8 AM he goes to the supermarket.

At exactly 5:00 PM Zack will come and buy the things you have shipped at the front of your farm with the main shipment box.

I sometimes see him walking from Saibara's at around 6:00 PM.

Likes receiving: He really, really likes when you give him girls gifts

and Orichalcum (the thing that you use to make girls gifts.) He also likes tomatoes, and flowers.

Hates receiving: Ore, and weeds.

His match: ANOTHER SECRET SPOILER TOLD. He likes.... Lillia.

Events:

None.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMVIL2D]

CHAPTER TWO: PART D - THE BABY.

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About a season after marriage if your wife still loves you with at least an orange heart your wife will start to feel like something is wrong. On that day you should go to the doctor. You will see your wife there. She will be talking to the doctor and the doctor will tell her she is pregnant. When you go up to your wife she will be shocked at first and tell you the news. Your character and the wife will be very happy.

When you go home your wife will start saying things that are different from what she used to say. There are 3 different stages of saying different things. When it is her third stage of saying something different you know that she is close to having her baby. Soon you will wake up and your wife will be giving birth.

Your baby loves: Hot milk, and flowers.

Unfortunately you can't give your baby gifts when it is first born. Your wife will hold onto it for a season and you'll only be able to talk to your wife and not the baby. Talking to your wife twice every day when she holds the baby is an easy way of getting the baby to like you more. After a season when it starts crawling you can give it gifts (not only that but you can pick it up and show it to the villagers.) Try giving it some flowers and hot milk every day to ensure that the babies heart level will go up quickly (you get a percentage for each heart you get.) It will then start walking and running (but it is kind of hard to tell that it is standing up at first until you look closely.) The running is the oldest stage that your baby gets.

Event:

15 days after the baby is born your wife tells you the baby is sick. If you take it to the clinic your wife will like you more.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMPRO3A]

CHAPTER THREE: PART A - THE NATURAL RESOURCES

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Spring Natural Resources:

Resource: Location: Price:

3 Bamboo Shoots: 3 By The Hot Spring. 50g each.

2 Blue Grass: 1 By Gotz's House, One By Hot Spring. 100g each.

Amount: Price:

ALTOGETHER IN A DAY: 350 g.

ALTOGETHER IN A WEEK: 2450 g.

ALTOGETHER IN A MONTH: 10500 g.

Summer Natural Resources:

2 Red Grass: 1 By Hot Spring, 1 By Gotz's House. 100 g each.

ALTOGETHER IN A DAY: 200 g.

ALTOGETHER IN A WEEK: 1400 g.

ALTOGETHER IN A MONTH: 6000 g.

Fall Natural Resources:

4 Mushrooms: 4 Around The Forest. 70 g each.

1 Poisonous Mushroom: 1 By Gotz's House. 100 g each.

2 Berries: 2 By Lake. 50 g each.

1 Truffle: 1 By The Bridge In Small Pathway. 500 g each.

2 Green Grass: 1 By Gotz's House, One By Hot Spring. 100 g each.

ALTOGETHER IN A DAY: 1180 g.

ALTOGETHER IN A WEEK: 8260 g.

ALTOGETHER IN A MONTH: 35400 g.

Winter Natural Resources:

None.

All Of The Natural Resources Added Up In A Year: 51900 g.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMPRO3B]

CHAPTER THREE: PART B - ANIMALS

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How Long It Takes For Animals To Become Old Enough To Give You
Things That You Can Ship:

* Brought Chicken: It takes 3 proper days of feeding until the chicken can lay eggs for you to ship (unless it already likes you because you got one with hearts using the exchange animals trick in which case it will only take 1 day of feeding until it lays eggs for you.)

* Hatched Chicken: The egg stays in the incubator for three days until it hatches. It takes about 7 days of proper feeding until it becomes a chicken and it will lay an egg after about 10 days when it has a heart for you.

* Brought Cow: When you buy a cow it takes 15 days of feeding it until it can make milk.

* M.P. Cow: The cow is pregnant for 20 days. It takes 30 days for the baby cow to give milk.

* Brought Sheep: When you buy one it is ready to be sheered straight away.

* M.P. Sheep: The sheep is pregnant for 20 days. It takes 15 days for the baby sheep to be able to give wool.

Looking After Your Animals:

* Chicken: Just feed them with chicken feed (from Lillia's or made from corn with your silo.) When you have grass you can take it outside instead of using up chicken feed. When it is raining take them inside again or they'll get sick. Have a fence so mad dogs don't attack the chickens (can be made of wood or rocks.) Make sure you don't forget to feed them. If you don't feed them one day they won't give eggs for three days. Can enter Sumo Chicken Festival.

* Cow: Just like looking after your chickens except you should also brush your cows. Can enter cow festival and make golden milk if it wins.

* Dog: Pick it up once every day. From the first Fall you can train it with the ball Won forces you to buy. He can win the dog festival for you if he is trained well enough. He can try chasing away wild dogs but not very well (you hear him barking but he only chases the wild dog away when it is near it and by the time he gets near it the wild dog could scare your animal and make your animals like you less.

* Horse: Brush it and talk to it every day. Eventually when it's old enough you won't be able to talk to it and you can ride it. It has a pouch that will send things to the shipping basket which is handy when making crops outside.

* Sheep: Just like looking after your cows. Can enter sheep festival and it makes golden wool if it wins.

The Quality Of Your Shipments:

The more the animals like you the better quality the animals shipping goods will be.

Normal Quality/Small: When your animal has 0-3 hearts.

Good Quality/Medium: 4-7 hearts.

Excellent Quality/Large: 8-10 hearts.

Gold: Win the *insert animal type here* Festival.

Animal Related Shipment Money Amount

Chicken related:

Normal/Small Egg: 50g

Good/Medium Egg: 50g

Excellent/Large Egg: 50g

Grand/Golden Egg: 150g

Normal/Small Mayonnaise: 100g

Good/Medium Mayonnaise: 150g

Excellent/Large Mayonnaise: 200g

Grand/Golden Mayonnaise: 300g

Cow related:

Normal/Small Milk: 100g

Good/Medium Milk: 150g

Excellent/Large Milk: 200g

Grand/Golden Milk: 300g

Normal/Small Cheese: 300g
Good/Medium Cheese: 400g
Excellent/Large Cheese: 500g
Grand/Golden Cheese: 600g

Sheep related:

Normal/Small Wool: 100g
Good/Medium Wool: 400g
Excellent/Large Wool: 500g
Grand/Golden Wool: 600g

Normal/Small Yarn: 300
Good/Medium Yarn: 700
Excellent/Large Yarn: 800
Grand/Golden Yarn: 1,000

Fish:

Small: 50
Medium: 120
Large: 200

Selling Animals: You can only sell the animals that you can ship things from. You should only sell your animals if they are about to die (3.5 years of age) or if you decided you don't like the selection of animals you have (for example you have 20 sheep but then decide you want 10 cows and 10 sheep.)

The Animal Debate: A lot of people wonder what is better. 20 cows, 20 sheep, or 10 cows and 10 sheep. Well when you think logically about the money altogether cows are giving you a lot more (sheep wool can give up to double the amount of money cows milk can but they only give wool once a fortnight whilst cows give milk every day so therefore you'll on the longrun be getting a lot more money with cows than with sheep. In two weeks with a small milk giving cow you'd get 4200g and with a golden sheep in two weeks you'd get 600g.) However a few people would prefer having all sheep because it would take less time shearing them (think about it you probably won't have your sheep giving wool at the same time so every day you'll have less actual real life time being taken up.) Having all sheep would also be better for space. Having all cows can be a little annoying when your trying to get to certain spots because they are bigger so they block more. Taking all of these points into consideration you may decide to have 10 cows and 10 sheep which is fair enough. In fact I think if the points I made towards having sheep got you interested you should definately have 10 cows and 10 sheep (not 20 sheep) because cows give you an incredibly bigger amount of money than sheep and you shouldn't just ignore that fact.

About The Miracle Potion: I've heard people talking about how 'great' the miracle potion is and how, "it saves you a lot of money." Well they're wrong. I've done the calculations and Miracle Potions make a cow pregnant and unable to give milk for 20 days. The cow miracle potions cost 2000g and people think that because cows are normally 6000 this is a major bargain (saving 4000.) The thing is that when you buy cows they give milk only 15 days after feeding. When a cow is born you have to wait a season before it is an adult cow and can give milk. That's 15 days of small milk that you miss out on plus the additional 20 days of milk that you are missing out on by making a cow pregnant. I have calculated it all and you save a bit of money in the end if you buy a Miracle Potion and use that to make the cow pregnant when it has JUST

BECOME an adult. I would ONLY recommend using miracle potions on cows that give small milk though because otherwise you are actually missing out on money. However if you have 4000g and you don't have 6000 and your cow won't be giving large milk for quite a while then it could be alright to use a miracle potion (you are only wasting 500g if you use a miracle potion on a, 'medium milk' cow which isn't much.)

About The Cow and Sheep festivals: If your animal gives Excellent/Large quality produce they'll definately win the festival for it. For this they'll have to have at least 8 hearts. Once they've won the festivals that cow/sheep will give golden milk/wool.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMPRO3C]

CHAPTER THREE: PART C - CROPS

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Crop Related Shipment

If you plant seeds in the wrong seasons for example Summer seeds in Fall then nothing will grow unless you are using a hot house.

TO GET THE SEEDS THAT YOU CAN'T NORMALLY BUY FROM THE SUPERMARKET: Won sells you the Cabbage, Pineapple, and Green Pepper seeds. To get the Strawberry, Pumpkin, and Spinach seeds available you need to have shipped over 100 of every vegetable/fruit for that month. For example: To get Strawberry seeds sell 101 (at least) Cabbages, Cucumbers, Potatoes, and Turnips.

NOTE: Corn is not only good for money it is also a great way to make chicken feed. You need to get corn and throw it into the windmill silo for making chicken feed. One piece of corn gives you 10 amount of chicken feed.

Another Note: One of the best vegetables to grow is the sweet potato. It not only is cheap to buy a packet of seeds of but it is also renewable and grows very quickly. You get a pretty good price for it too.

NR - Not Renewable. It means that once you have shipped the vegetables/fruit you will not be able to get more of that vegetables/fruit until you buy more seeds for it.

R - Renewable. This means that even after shipping you can water the plant and more vegetables/fruit will appear. This saves you the trouble of buying seeds often and makes the seeds you brought be more worth the value but usually renewable crops take more time to grow than non-renewable. After you've first shipped a renewable crop the next times it is quicker to grow them.

Spring Crops:

Cabbages: (NR.)

Selling Price: 250 g each.

Amount of time it takes to grow: 14 Days To Grow.

Amount of harvests in month: 2 times.

Profit in season: 250x8x2 (4000)

Cucumbers: (R.)

Selling Price: 60 g each.

Amount of time it takes to grow: 9 Days To Grow.

Amount of harvests in month:

Profit in season:

Potatoes: (NR.)

Selling Price: 80 g each.

Amount of time it takes to grow: 7 Days To Grow.

Amount of harvests in month: 4 times.

Profit in season: 80x8x4 (2560g)

Strawberries: (R.)

Selling Price: 30 g each.

Amount of time it takes to grow: 8 Days To Grow.

Amount of harvests in month:

Profit in season:

Turnips: (NR.)

Selling Price: 60 g each.

Amount of time it takes to grow: 4 Days To Grow.

Amount of harvests in month: 7

Profit in season: 60x8x7 (3360)

Best Crop:

Summer Crops:

Corn: (R.)

Selling Price: 100 g each.

Amount of time it takes to grow: 14 Days To Grow.

Amount of harvests in month:

Profit in season:

Onions: (NR.)

Selling Price: 80 g each.

Amount of time it takes to grow: 7 Days To Grow.

Amount of harvests in month: 4

Profit in season: 80x8x4 (2560)

Pineapples: (R.)

Selling Price: 500 g each.

Amount of time it takes to grow: 20 Days To Grow.

Amount of harvests in month:

Profit in season:

Pumpkins: (NR.)

Selling Price: 250 g each.

Amount of time it takes to grow: 14 Days To Grow.

Amount of harvests in month: 2

Profit in season: 250x8x2 (4000)

Tomatoes: (R.)

Selling Price: 60 g each.

Amount of time it takes to grow: 9 Days To Grow.

Amount of harvests in month:

Profit in season:

Fall Crops:

Carrots: (NR.)

Selling Price: 120 g each.

Amount of time it takes to grow: 7 Days To Grow.

Amount of harvests in month: 4

Profit in season: 120x8x4 (3840)

Eggplants: (R.)

Selling Price: 80 g each.

Amount of time it takes to grow: 9 Days To Grow.

Amount of harvests in month:

Profit in season:

Green Peppers: (R.)

Selling Price: 40 g each.

Amount of time it takes to grow: 7 Days To Grow.

Amount of harvests in month:

Profit in season:

Spinach: (NR.)

Selling Price: 80 g each.

Amount of time it takes to grow: 5 Days To Grow.

Amount of harvests in month: 6 (provided you start planting at the very first day of the season).

Profit in season: 80x8x5 (3200)

Sweet Potatoes: (R.)

Selling Price: 120 g each.

Amount of time it takes to grow: 5 Days To Grow.

Amount of harvests in month:

Profit in season:

Best Crop: The best crop by far is the sweet potato. If you ever want to get money easily without cheating this is definately the way. This crop is the best crop you will get in the game. Do not let this oppurtunity slip. I reccomend buying at least 3 bags of seeds for this. By the end of the month your character will be drowning in money.

Winter Crops:

None.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMPRO3D]

CHAPTER THREE: PART D - MINING  
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Mining is the only place you will get the ore from. It is good for upgrading tools (explained in Chapter One - Part D All The Tools,) making machines, and girls gifts (accessories 1000g.) In the mines no time is taken up so this is a good way to make money. If you are into mining it is best to get the shipping basket ASAP (this will make your mining trips a lot more worthwhile.) When mining tires you, you can have a quick dip in the hotspring and then go back

in the mine.

Normal Mine:

Money bags. (The money automatically is put into your money collection.)

Junk Ore. (It looks like a dodgy rock.)

Copper Ore. (It looks like a bronze nugget.)

Silver Ore. (It looks like a silver nugget.)

Gold Ore. (It looks like a gold nugget.)

Mysterile. (It's blue. I might have accidently referred to it somewhere in this guide as periwinkle because that's the colour it is.)

Winter Mine: (To find out more about it look in Chapter One - Part E The Village.)

Money Bags.

Junk Ore. (It looks like a dodgy rock.)

Mysterile. (It's blue. I might have accidently referred to it somewhere in this guide as periwinkle because that's the colour it is.)

Orichalcum. (It looks like a silver crystal. It's loved by Zack and you can make girls gifts out of it which are loved by almost everyone!)

Adamantite. (Aqua coloured rock used for making the Mayonaisse Maker, Cheese Maker, and Yarn Ball Maker.)

Amount Of Money They Give You:

Junk Ore: 1g.

Money Bags: 10g (instantly.)

Copper Ore:15g.

Silver Ore:20g.

Gold Ore:25g.

Mysterile:40g.

Orichalcum:50g.

Adamantite:50g.

My Guide To Harvest Moon Back To Nature (PS1)

[dates]

CHAPTER FOUR: PART A - ALL THE DATES YOU SHOULD REMEMBER

This includes a few dates that weren't mentioned in the booklet.

Spring Dates:

1st: New Years Eve.

2nd: Louis's Birthday.

4th: Bold's Birthday.

8th: Goddess Festival.

11th: Saibara's Birthday.

14th: Thanksgiving Festival.

15th: Staid's Birthday.

16th: Elli's Birthday.

17th: Barley's Birthday.

18th: Local Horse Race.

19th: Lillia's Birthday.

20th: Elli's Birthday (if your birthday is on the 16th.)

22nd: Cooking Festival.

26th: Aqua's Birthday.

29th: Greg's Birthday.

30th: Sasha's Birthday.

Summer Dates:

1st: Opening Day.

3rd: Popuri's Birthday.

4th: Harris's Birthday.

6th: Cliff's Birthday.

7th: Chicken Festival.

10th: Popuri's Birthday (if your birthday is on the 3rd.)

11th: Basil's Birthday.

12th: Tomato Festival.

16th: Timid's Birthday.

17th: Ann's Birthday.

20th: Cow Festival.

22nd: Kai's Birthday, and Ann's Birthday (if your birthday is on the 17th.)

24th: Fireworks Display.

25th: Thomas's Birthday.

29th: Zack's Birthday.

Fall Events:

2nd: Gotz's Birthday.

3rd: Music Festival.

5th: Stu's Birthday.

9th: Harvest Festival.

10th: Hogg's Birthday.

11th: Manna's Birthday.

13th: Moon Viewing Day.

14th: Chef's Birthday.

15th: Karen's Birthday.

17th: Doctor's Birthday.

20th: Carter's Birthday.

21st: Sheep Festival.

23rd: Anna's Birthday, and Karen's Birthday (if your birthday is on the 15th.)

27th: Rick's Birthday.

Winter Events:

2nd: Kano's Birthday.

6th: Gray's Birthday.

10th: Dog Race.

11th: Doug's Birthday.

13th: Ellen's Birthday.

14th: Winter Thanksgiving.

15th: Duke's Birthday.

19th: Won's Birthday.

20th: Mary's Birthday.

22nd: Nappy's Birthday.

24th: Star Night Festival.

25th: Mary's Birthday (if yours is on the 20th.)

26th: May's Birthday.

29th: Jeff's Birthday.

30th: New Years Party.

CHAPTER FOUR: PART B - FESTIVAL DESCRIPTIONS

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Spring Festivals:

1st: New Years Day - When you first arrive back at the farm you do not celebrate New Years Day. You are too busy unpacking. On New Years Day you have the option of hanging out with the adults or the older children (girls that you can get to love you and their friends that are boys.) The adults are at the bar from 7 PM and the younger people are at the square. I would recommend going to the party of the people who don't like you as much so therefore you can get them to like you more.

8th: The Goddess Festival - If a girl has at least a purple heart for you, you can invite her to the Goddess Festival the day beforehand. If you invite her she will like you more and after the festival you can decide to stay with her a bit longer and go somewhere she wants. The actual festival is just dancing. This festival is held at the square.

14th: The Thanksgiving Festival - Thankfully this festival is one that allows you to play along like a normal day (meaning that I don't like it when it's a festival and you can't go inside someone's house to talk to them or buy anything.) This festival is very over rated. You give the girls sweets on this festival and they will like the sweets more than they usually do.

NOTE: I think that some people have a glitch for this. In my version of the game nothing special happens on The Thanksgiving festival however one of the readers of my FAQ told me that the Thanksgiving festival worked fine for them so therefore I probably just had a glitch.

18th: The Local Horse Race - You can't make your horse participate in this event in the first year because it isn't old enough. However even though your horse can't participate there is still plenty that you can actually do in this festival. Betting on horses is great. You can win so many medals. The best thing you can get from the medals is the power berry which sells for 1000 medals. There are also many other great items that you can trade in for medals like the girls gifts which are all about 40 medals each (remember that basically all the villagers including guys love girls gifts.) This festival is held at the square.

22nd: The Cooking Festival - In the cooking festival villagers bring food to be rated in hope that it will be judged and thought of as the tastiest dish. I have only ever seen Anne and Doug win this festival. You can tell who will win the festival seconds before the winner is announced because the winner always stands in the middle of the crowd when the winner is about to be announced. In the first year you probably will not have a kitchen (unless you use my fantastic cheat mentioned in Chapter 7: Part A - Cheats And Tips Just For H.M.B.T.N) so therefore the only thing you could possibly bring to be evaluated is a spa boiled egg. I highly doubt that a spa boiled egg will ever be good enough to win the festival. This festival is held at the square.

Summer Festivals:

1st: Opening Day - You compete in a swimming contest. If you win this

race you will be able to get a power berry. It is best to have at least two power berries for this festival. You have to keep mashing the X button and when your speech bubble face changes and looks more tired you need to hold the triangle button. Without any power berries it is possible to come in 3rd but with them you can be a lot better. There are 5 other competitors in the swimming race. This festival is held at the beach.

7th: The Chicken Festival - If your chicken loves you a lot then you definitely should enter your chicken in the chicken festival. In the chicken festival you can watch sumo chickens trying to scare the other one out of the ring. Having your chicken love you is handy because if it doesn't love you much it won't obey your order and it might end up walking right out of the ring. The trick in the first chicken festival is to press X just after the other chicken has jumped and clucked. Remember not to press X when your chicken is at the edge of the ring and facing it because it will walk forward and out of the ring. This festival is held at the square.

12th: The Tomato Festival - All of the teams will beg you to join them. Choose a team and the festival will start. The people in the team will like you more because you chose them out of all of the other villagers. In the tomato festival you have to throw tomatoes at the other teams but try to make your team not all get hit by tomatoes because that will make your team out. You do not get anything from winning except for bragging rights but it is still a fun little festival. This festival is held at the square.

20th: The Cow Festival - You can enter an adult cow that isn't pregnant into this festival. It will be judged. If your cow really loves you then you have a chance of winning so enter. If your cow has the maximum amount of hearts you will definitely win. Make sure you brush your cow, milk it, and feed it every day and by the next year you will definitely have an award winning cow. If your cow wins the contest it will be able to make golden milk which sells for a lot more than the other milk. This festival is at yodel ranch.

24th: The Fireworks Display - In the night on the fireworks festival you can watch the fireworks with one of the girls. If a girl has at least a purple heart for you she will watch the fireworks with you. She will like you more for inviting her. After the fireworks she might take you out on a date. If you don't invite any of the girls the fireworks display will suddenly start and you will not be alone on the jetty watching them. In the second year you can get a date with Kai to go to the fireworks display (see Kai's section for details.) This festival is at the beach.

#### Fall Festivals:

3rd: The Music Festival - I really do not like this festival. The day beforehand Carter asks you to play in the festival. If you agree to he will be very grateful and like you more. You have to arrive at exactly the right time or you will be locked out and Carter will be disappointed that you didn't come. You get to sit down and hear a song. They make Karen sing like an opera singer. In the end of the song you hear a window crash and birds flying through the window. It is meant to signify Karen's voice cracking the window. This festival is held in the church.

9th: The Harvest Festival - In this festival every villager brings

something to put in a big dish for soup. You can bring one item to throw in the dish. I like fishing in the pot because you can actually catch things (only bones but still it's entertaining for a while nevertheless and you get good things for May without it taking up Harvest Moon time. What you bring will effect what people think of the soup. If you put something like a chocolate cake or a poisonous mushroom (MWA HA HAAAAAAAAA) in the stew people will find the taste strange. If you put in something that would be good for a soup then people will like the stew. This festival is at the square.

13th: Moon Viewing Day - On this night you can spend time with the girl that likes you most and view the moon when it is at it's biggest and brightest. She will like you more for watching the moon with her. The events for Moon Viewing Day are at the top of mothers hill.

21st: The Sheep Festival - This festival is basically exactly the same as the cow festival but with sheep. You can not enter a pregnant or shaved sheep into the festival. If your sheep loves you as much as possible you will definitely win the festival. If your sheep wins, your sheep will be able to give golden wool which sells for more than normal wool.

#### Winter Festivals:

10th: The Dog Race - As long as your dog loves you and you have trained a bit every day with the ball you will win this race. You can bet on this race and win medals. The prizes from the dog festival are the same as the ones from the horse festival. In this race you need to run and your dog will (hopefully) follow you. The trick is to run about as fast as the dog can a few centimeters/an inch or so in front of him. If your dog doesn't love you or you haven't trained at all it will just ignore you and not move or even move in the wrong direction. This festival is held at the square.

14th: Winter Thanksgiving - I love this festival. The girls all give you gifts if they like you. If you want chocolate from them then you need them to have a blue heart. If they have a different coloured heart they will give you something else. To receive all the treats stay outside of your farm the whole day ( when you visit them they don't give you anything strangely enough but when they visit you they give you things.) When you are married to Karen she will give you chocolate on Winter thanksgiving with a red heart.

24th: The Star Night Festival - If a girl likes you enough the day before the star night festival she will invite you to dinner with her parents.

30th: New Years Party - At the top of mothers hill from 10 PM you will be able to celebrate New Years Eve with a few of your neighbours.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMREC5]

Chapter FIVE: Recipes Galore

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? = Shows that the ingredient/ utensil in this recipe is optional.

For example:

Hot Milk: Milk, Pot, Sugar? (You don't have to add sugar but it makes people like the recipe more and gives you a better chance of winning the cooking festival.)

The Utensils (Knife, Oven, Pot, Mixer, and Rolling Pin) and Seasonings (Salt, Sugar, Miso Paste, and Soy Sauce) can all be ordered on the shopping channel. You can also get a power berry from it :)

NOTE: Some recipes can be made in two ways. If I say 'Version Two' of a recipe it means that you can make it another way which could be handy because you might find the second way easier. If you make the recipe both ways you will only get one recipe count.

66 RECIPES ( 2 of them in aren't quite the kind you can cook for recipes \*.)

Apple Jam: Sugar, Apple, Pot, Honey? Wine?

Apple Pie: Knife, Oven, Pot, Rolling Pin, Sugar, Butter, Egg, Flour, Apple.

Bamboo Rice: Bamboo, Rice Ball, Salt? Soy Sauce.

Boiled Egg: Egg, Pot, Salt?

Butter: Milk, Mixer.

Cake: Oven, Whisk, Knife? Sugar, Flour, Butter, Egg.

Cheese Cake: Over, Pot, Whisk, Sugar, Cheese, Milk, Egg, Honey?

Strawberry?

Cheese Fondue: Knife, Cheese, Bread, Pot, Wine? Salt?

Chocolate Cake: Oven, Whisk, Knife? Sugar, Flour, Butter, Egg, Chocolate.

Chocolate Cookies: Cookies, Chocolate Flavouring, Sugar, Flour, Egg, Rolling Pin, Oven, Honey?

Cookie: Flour, Egg, Butter, Honey? Rolling Pin, Oven, Sugar.

Curry: Curry Powder, Rice Ball, Pot, Seasonings, Fish? Mushrooms?

Curry Noodles: Pot, Knife? Rolling Pin, Curry Powder, Flour.

Dinner Roll: Bread, Knife, Butter.

Easy Cookies: Cookies, Chocolate.

Fried Noodles: Noodles, Oil, Frying Pan, Eggs? Vegetables?

Fried Rice: Oil, Eggs, Rice Ball, Pan, Knife, Salt? Sugar? Soy Sauce?

Fries: Potato, Oil, Fry Pan, Knife.

Fruit Juice: Mixer, Knife? Sugar? Apple, Pineapple, Strawberry, or Wild Grape.

Fruit Latte: Pineapple, Apples, Strawberries, or Grapes, Milk, Mixer, Honey? Sugar? Knife?

Fruit Latte Version Two: Mixer, Fruit Juice, Milk.

Gold Mayo: Whisk, Vinegar, Golden Egg, Oil.

Grape Jam: Wild Grapes, Pot, Sugar, Wine? Honey?

Grilled Fish: Medium Fish, Frying Pan.

Happy Eggplant: Eggplant, Frying Pan, Miso Paste, Sugar, Soy Sauce.

Hot Milk: Milk, Pot, Sugar?

Ice Cream: Eggs, Milk, Sugar, Whisk, Pot, Strawberries? Grapes? Honey?

Ketchup: Tomato, Onion, Mixer, Sugar, Salt, Vinegar.

Large Mayo: Whisk, Vinegar, Excellent Egg, Oil.

Medium Mayo: Whisk, Vinegar, Good Egg, Oil.

Miso Soup: Various Vegetables, Fish? Pot, Miso Paste, Salt? Soy Sauce? Knife.

Mixed Juice: Strawberries, Pineapple, Grapes, Carrots, Cucumber, Cabbage, Apple, Knife, Mixer, Sugar? Salt?

Mixed Juice Version Two: Mixer, Fruit Juice, Vegetable Juice.

Mixed Latte: Mixer, Knife? Salt? Sugar? Apple, Pineapple, Strawberry,

Wild Grape, Cucumber, Carrot, Cabbage, Milk.  
Mixed Latte Version Two: Mixer, Mixed Juice, Milk.  
Mushroom Rice: Mushroom, Rice Ball, Salt? Soy Sauce.  
\*Natto: Natto, Mustard, Soy Sauce, Egg, Green Onions, Knife, Mixer  
(I don't think this one is possible to make I think H.M. just put  
it in as a trick or something.)  
Noodles: Flour, Pot, Rolling Pin, Knife.  
Ohitasha Greens: Spinach, Pot, Soy Sauce.  
Omelet: Eggs, Milk, Oil, Frying Pan, Whisk?  
Pickled Turnips: Turnips, Vinegar, Knife, Salt, Sugar, Soy Sauce.  
Pickles: Salt, Cucumber, Knife.  
Pizza: Oven, Rolling Pin, Knife? Salt, Cheese, Flour, Ketchup.  
Popcorn: Corn, Frying Pan, Salt? Butter?  
Pumpkin Pie: Oven, Pot, Sugar, Pumpkin, Egg, Milk.  
Raisin Bread: Bread, Wild Grapes.  
Relaxation Tea: Pot, Knife? Sugar? Relaxation Tea Leaves, Milk?  
Rice Omelet: Eggs, Milk, Oil, Rice Ball, Frying Pan, Whisk?  
Roasted Potato: Rock (not the snow kind,) Sweet Potato, Oven.  
Salad: Cucumber, Tomato, Carrot, Cabbage, Knife.  
Sandwiches: Knife, Butter, Bread, Boiled Egg? Tomatoes? Cucumbers?  
Sashimi: Knife, Medium Fish.  
Scrambled Eggs: Frying Pan, Whisk, Salt, Sugar, Soy Sauce, Oil, Mayo?  
Egg.  
Small Mayo: Whisk, Vinegar, Normal Egg, Oil.  
\*Spa Boiled Eggs: Put egg in hot spring (Doesn't add to your recipes  
count but I decided to put it in here anyway because it is food and you  
can make it, you can sell it too! A LOT of people like these.)  
Stew: Pot, Knife? Salt, Flour, Milk.  
Stir Fry: Knife, Frying Pan, Soy Sauce, Cabbage, Oil.  
Strawberry Bun: Strawberry Jam, Knife, Bread.  
Strawberry Jam: Strawberries, Pot, Sugar.  
Sweet Potatoes: Sweet Potatoes, Eggs, Butter, Sugar, Pot, Oven.  
Super Milk: Strawberries, Milk, Mixer, Honey? Sugar? Salt?  
Sushi: Vinegar, Rice Ball, Sashimi.  
Tempura: Frying Pan, Flour, Egg, Oil.  
Tempura Noodles: Pot, Knife? Tempura, Noodles.  
Tomato Juice: Tomato, Utensils, Mixer, Salt.  
Truffle Rice: Truffle, Rice Ball, Salt? Soy Sauce.  
Vegetable Juice: Cucumber, Carrot, Cabbage, Mixer.  
Vegetable Latte: Mixer, Knife? Salt? Cucumber, Carrot, Cabbage, Milk.  
Vegetable Latte Version Two: Mixer, Vegetable Juice, Milk.  
Vegetable Pancakes: Flour, Egg, Cabbage, Mixer, Frying Pan, Knife.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMEXP6]

CHAPTER SIX: THE EXPANSIONS

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To allow your character to marry one of the girls you not only need  
the girl to have an orange or red heart but you also need to have at  
least all of the house extensions other than the hot house. My reasons  
for marrying are in the end of the girls section (Chapter Two: Part A  
- Just the Main Girls.)

List of Extensions -

Extension One: The Chicken Coop. The upgraded chicken coop allows you to now keep ten chickens instead of five. Putting the chicken feed in the coop is hard at first but the trick is to stand just a hand movement away from the feeding sections of the chicken coop.

You Need: 5000g and 420 lumber.

Extension Two: House Extension Number One. This includes a cupboard that you can put things in such as litter, ore, and flowers. You also are given a kitchen that comes with a fridge which is great for putting unused fish and food into. Cooking is a great way to get villagers to like you so I suggest that as soon as you get this expansion you start to watch the shopping channel on Saturdays so you can order utensils and certain ingredients which you can't find anywhere else. Also once you have brought all of the cooking things from the shopping channel you get given a power berry that increases your characters stamina.

You Need: 4700g and 370 lumber.

Extension Three: The Barn. Once you have upgraded the barn you will be able to keep 20 cows or sheep altogether instead of just 10.

You Need: 6800g and 500 lumber.

Extension Four: House Extension Number Two. This extension just gives you two beds allowing you to marry.

You Need: 10,000g and 750 lumber.

Extension Five: The Hot House. This is the last extension. Inside the hot house you can grow any crop any time! When you are inside it no time is taken so therefore you can take as long as you like watering the plants in the hot house because when you walk out no time will have passed. Unfortunately they blow away in hurricanes and storms which can happen in Summer and Winter. Despite this buying a hothouse is worth it. Every time you build a new hot house the hot house becomes stronger. For example the second time a hot house is built is will be able to remain after one hurricane/tornado and if it is built for the third time it will be able to withstand two hurricanes/ tornadoes. There is a false rumour that you can put you dog into your hot house and it will not blow away. The person that started this rumour probably got H.M.B.T.N. (PS1) mixed up with the N64 version where there is a trick (not to do with your dog) that prevents your hot house from being blown away. I mention the trick better in Chapter Seven Part 2 (Cheats and Tips.)

You Need: 30,000g and 580 lumber. Or they had had their hot house built a second time and it wasn't blown down the first time they had a tornado so they thought it must have had something to do with their dog when it was just because Gotz was nice enough to build your hothouse stronger than before.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMTIP7A]

CHAPTER SEVEN: PART A - CHEATS AND TIPS FOR H.M.B.T.N.

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There are a few tips for Harvest Moon in Chapter One: Part F - Things to Achieve and in Chapter Three: Part B and C- Animals, and Crops



section. I shall put some UN-mentioned tips in this section.

#### Increase Your Stamina With The Kappa Berry:

This cheat can be done any time except Winter. Stand in front of the two trees near the pond in Mothers Hill. Throw 3 cucumbers into the pond. If you throw a cucumber in the right spot you will see a green monster called Kappa appear. Keep throwing the other two cucumbers in the same spot. Kappa will emerge from the water and give you a berry which allows your maximum stamina to double making you able to do twice as much work without getting puffed out.

#### The Goddess Pond:

You can do this whenever you like unless it is raining or a festival. Go behind the waterfall near the mine and throw a crop into the water. The Water Goddess will appear and thank you for your offering. Throw in 4 more things and she will give you a power berry. Throw in 5 more things and the goddess asks if you have a sweetheart. If you answer yes the girl that likes you most will have an event with you which is supposed to make her like you more (although after seeing the event I don't exactly understand how she'd like you more from it.) Last of all throw in 10 crops and the goddess gives you a piece of lumber. A cut scene will occur and Gotz will buy the lumber off of you which makes Gotz like you more.  
NOTE: I have heard false rumours claiming that you can only throw one thing into the pond each day but I have been able to throw a lot more.

#### The 5 Legendary Fish:

I don't think that doing this event gives you anything special except for bragging rights and making your start menu look more full. You can find the 5 legendary fish by:  
In Summer throw a small fish into the ocean and start fishing. In that day you should be able to catch the Squid.  
Throw a grilled fish, sashimi, and sushi into the waterfall and then fish. You should catch the Char.  
In the Winter mine after going down to the tenth level you should find a cave. Go through the cave and fish in the water. Eventually you will catch the Cat Fish.  
You have to have shipped more than 200 fish. Then in Fall, Winter, or Spring fish in the ocean to catch a Sea Bream.  
You have to have caught all of the other fish then fish in the pond in Mothers Hill and you shall catch the Ocean Carp.

#### Multiply the balls for training with your dog:

In Summer or Fall Won will come up to you and ask you to buy a ball off of him for training with your dog. Even if you tell him you don't want it you will be forced to buy it. To make more balls put your dog outside and throw the ball at the wall. Quickly around the same time as the dog tries grabbing the ball you should grab it. If this is done correctly your character will hold the ball and the dog should be holding one too. You can use this cheat many times. It is good because once you have more than one ball you can start training your dog inside. It will take up no Harvest Moon time and if you accidentally throw the ball near the trunk and your dog won't pick it up and you can't possibly pick it up then it will not matter because you will have another ball anyway. You can store the extra balls in the cupboard.

#### Stop The Ball Glitch:

Check Chapter Two: Part B - The Other Villagers and look under Won's section to find out how to stop the glitch.

Find The Winter Flower That Blooms Once A Year:

In Winter Ellen and Basil tend to talk a lot about a Winter flower that bloom once a year. They both claim to have never seen it. I accidentally found the flower on New Years Eve so I didn't see the festival. To find it go up to the very top of Mothers Hill on a Winter night the day after it has been snowing. I found the flower at 10 PM but it might be possible to find it earlier. The next morning after finding it talk to Ellen and Basil about finding the flower. They will both be very happy that you told them about it and like you more. Once you have seen the flower you can never find it again.

Exchange Animals And Get A Lot Of Money Trick:

Using this trick I found out that it is very easy to get the villagers to like you as long as you have a good amount of money. I used this trick and got all of the girls to love me with a red heart before the end of the first Summer! Open up the saved game which you want to get the animals to come from and go to your diary.

Choose to 'exchange animals.' Choose all of the animals you want to give to your other game. DON'T CHOOSE TO RECEIVE ANY ANIMALS. Press the start button after selecting them. Then it will save the animals onto your other game (the one which you aren't playing.) Don't play the day through because then the game will save and you will have lost the animals. Instead restart and go to your other game. You should have all the animals that you moved to this save section. The good thing is that if you exchanged animals using this technique then your old save file will not have lost any animals but you will have gained them in your new save file. Now you can sell those animals for a lot of money. You can keep repeating this trick over and over again and you'll become rich.

ANOTHER THING YOU SHOULD REALISE: I am not very good at explaining this trick and you might not understand properly what I am saying so I suggest that after doing this trick you load up both saved games to check if the trick worked properly. If not then you can just choose to exchange animals and give back the animals that you received from the other game.

Get your horse back:

Well you're not exactly getting it back because it's a different horse but if you lost your first one due to neglect and you want a horse back you'll have to: Plant about 40 seeds of grass and then Barley will come over and be so pleased that you look after your animals so well and brought them grass that he'll give you a horse.

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My Guide To Harvest Moon Back To Nature (PS1)

[HMTIP7B]

CHAPTER SEVEN: PART B - CHEATS AND TIPS FOR OTHER HARVEST MOON TITLES.

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Harvest Moon Hints That Work for basically all of the Harvest Moon Games:

Make Fences Without Wood: You can use rocks to make fences instead of wood. This is good because the fences can't break from the rain or wild dogs, and you can save wood for other things such as expansions.

Time: To waste less time you can ship plants in the day and water and feed everything at night. Therefore you'll have more time to get the villagers to like you.

#### Cheats And Hints For Harvest Moon Nes:

Get All Of The Wood You'll Ever Need In One Night: As I have mentioned previously, night time in this version of Harvest Moon is never ending and you also have never ending natural resources in the mountain. Cut as many tree stumps that you can until your character feels sick and can go on no more. Then make him eat all of the natural resources around. One 'berry of power tree' will give you 5 points of stamina. Unless you have a really good axe you will take up 6 stamina points cutting one tree. Cut some more until your guy can go on no longer once again. Then walk out of the mountain area (you can go into the mine, up the top of the mountain, or out of the area just as long as you make a change of landscape.) Then when you go back to the mountain once again the natural resources will have reappeared so you can keep eating and chopping down all of the wood you need in one night.

Get Everyone At The Bar To Like You In A Night: This takes a lot of patience but is definitely worth it. The night is never ending in this version of Harvest Moon (except when you are in your farm) and everything in the mountains has never ending supplies (you can take a flower from a place then walk out and when you walk back in the flower will be there again.)

For example: you could go to the mountains and get a flower then go into the mine or anywhere out of the place with the flower and when you go back you will see that the flower has reappeared. Therefore you can go to the bar and give people natural resources or flowers and keep going back and getting flowers for them and NO TIME WILL HAVE BEEN USED BECAUSE OF THE NEVER ENDING NIGHT TIME!!! This is a great tip to getting girls to like you without any time passing.

Remember though that at night time the only building open is the bar hence the reason you can only get people hang around there at the time to like you. In the Spring Eve (the daughter of the barkeep) hangs out at the bar. In the summer Popuri hangs out at the bar. There are also many people that hang out at the bar depending on the season.

#### Cheats And Hints For Harvest Moon N64:

Free Horse Medals: Talk to the mayors wife to get the option of betting. Click on what you want to bet on. If you have a lot of money bet on every horse for a better chance of getting medals. Then instead of saying, "OK" and losing all of your money cancel.

Don't talk to the lady again. Due to a glitch the game will think you have betted properly and yet you will not have lost any money but be able to win awards.

Free Wine: I really love this trick and who wouldn't. Go to the vineyard and go through the little door of the place they make wine. Go downstairs and you'll see two machines that wine comes from. Use your empty jar against the wine maker to the left. Then use it on the right.

When your character scoops up the wine you do not actually see it but when you look in your inventory you will see your jar full of wine. Some

days you can get never ending wine and some days you can only use the trick once. I liked using this trick to put up my characters stamina and to ensure that he would win the New Years Drinking Festival. There are certain characters that like you more if you out-drink them. Remember that you might win the festival one year but if you don't drink a sip the next year you will lose because every year the tally of wine you have is reset.

**Get Karen To Like You In A Night:** I also love this trick. You don't have to do it at night but I prefer it seeing as if you do it at night inside the pub no time will have been taken. On a night when Karen is at the pub go there and bring your dog. Keep showing her your dog. After showing her your dog about 50 times her heart goes up a level. You can keep doing this until you get the best coloured heart but I like putting her heart up a level every day so I can see everything she says with different coloured hearts.

**Getting Up The Mountain Without The Bridge:** Popuri often hangs out at the mountain top but without knowing this trick you will not be able to go up the mountain (unless you have the bridge.) Just click the A Button when your character is near the front of the tree behind the wood cutters lodge and you will see your character climbing the tree. You will have climbed up to the mountain. There is an old man and old lady who live here that sell dumplings.

**Make Your Hothouse Not Blow Down:** To make sure your hothouse won't blow down you need to win the swimming festival in the first year. You will get a pig shaped pot. In the second year you need to win the chicken festival. You will now have two strange looking decorations that look pointless but if you have both of them it will make sure that your hothouse won't blow down. A few people have thought that you can make it not blow down by putting a dog in the hothouse but this isn't true. They just thought it was because they probably won the two festivals and made it invincible and then put the dog in the hothouse and thought it not blowing over was because of the dog.

**Music Boxes:** Go into your farm and keep running down to the bottom right hand corner until you find a tree. Click on the tree and you will find a treasure map telling you to dig in alignment with both the dog house and the tree. Use your hoe on that spot ten times and you will dig up a broken music box. When you befriend Rick he will fix the music box for you for free! Girls love music boxes more than anything. You can carry one fixed music box and one rusty one. Girls will only accept the music boxes if you haven't talked to them beforehand in the day.

**Weather Vane:** In the third level of the mine keep digging and you will eventually find a weather vane. Go to Rick's and he'll tell you the weather vane was his grandma's and take it. He'll like you more.

**Cheats And Hints For Harvest Moon Gameboy Version One ( The tool tricks also work with the Nes Version.):**

**Easy \$1000:** You can get \$1000 just from clicking on the cupboard after started a new game.

**Golden Axe:** After the earthquake, go all the way up in the caverns and throw your axe in the water. The Harvest Goddess will have a

Golden Axe and ask if it is yours. Answer, "no" and she will give it to you.

Ploughing Money: You can get money from ploughing the ground. When you find money remember the location you found it ( it's a good idea to put a rock on the area or something to trigger your memory) and plough it again the next day. This trick only works once a day.

Super Hoe: To get your hoe upgraded you need a sprite to come up to you and ask you if your tool is strong enough. If you answer, "yes" your tool will be upgraded. (This trick and all of the tricks mentioned below also work with the Nes version.)

Super Sickle: Do the same that you did with the hoe.

The Sprites: You should befriend the sprites by giving them food. They will be nice to you and give you a power berry during the earthquake.

#### Cheats And Hints For Harvest Moon Gameboy Version Two:

Cemetery Cleaning Mini Game: The day after you clean the gravestones you can buy the mini game the next day at the tool shop.

Get \$1000: Go to the dresser by your bed and press the A button.

Horse Race Mini Game: Enter a horse race. The mini game will be available the next day at the tool shop.

Mole Bashing Mini Game: Dig up a mole after 5 PM. You will be able to buy the mini game the next day at the tool shop.

Power Berries: You can find many power berries by ploughing your field.

Puzzle Mini Game: You can buy the puzzle game for your television after finishing the puzzle in Mary's treasure hunt event.

Warp Location: Go behind the Hot Springs. There is a location in a tree that you can walk through. It warps you next to your house. This is handy for being able to ship berries faster.

#### Cheats And Hints For Harvest Moon Gameboy Version Three:

To Get The Fastest And Worst Ending: Start a game and select a boy character. When the mayor asks you to help out with the farm answer, "no" to every question. The game will say the farm on the island closed down and the game ends.

To make all of the seeds available: Make your character a girl.

#### Cheats And Hints For Harvest Moon Gamecube Version:

Change The Weather: If you aren't happy with the weather go into the mine and select to dig. You don't even have to dig anything you can decide to walk straight out of the mine. A cut scene will be triggered where Carter asks to see what you have dug up. The weather will have changed and it will be nice and sunny.

The Events: This isn't a cheat but it is good to know anyway. In H.M.A.W.L. there are 4 festivals that you can unlock. Here is how you can unlock them:

New Years: On Spring the 1st there are events that automatically occur. In the first and second year you'll be too busy to be able to unlock any new years events.

Music Festival One: In the morning any day in Summer go into Gustafa's house and it will be the music festival.

Harvest Festival: In the Fall on the 5th go into the Blue Bar at 12 PM.

Music Festival Two: In the afternoon anytime in the winter go into Gustafa's house and it will be the second Music Festival.

How To Tell If The Villagers Like You: If you are anything like me you will be obsessed with getting the villagers to like you and trying to find out what they think of you. If the villagers like you they will turn their head your way when they walk past you. Another way to tell is if you have had a cut scene with that person. Certain villagers will give you gifts if you befriend them.

Which villagers give gifts: As I have previously mentioned in H.M.A.W.L villagers will give you gifts if they like you. Here is what the villagers give you:

- \* Gustafa gives you a sickle.

- \* Romana gives you a watering can. In the second chapter in Fall she gives you a cat.

- \* Ruby gives you spice which you can bootleg and use for cooking curry.

- \* Tim gives you a hoe.

- \* Flora gives you a necklace which can inspire your child to become a pupil.

- \* Daryl gives you a seed maker worth 6000G for free (It is definitely worth befriendng Daryl especially if you love watching the cut scenes because he has about as many events as two of the girls events put together!)

- \* Vesta gives you a sickle that looks like a psythe that death would carry.

- \* If you have dug up all of the important fossils of the mine for the archaeologist and you have befriended him he will give you a chiwowa.

- \* The white monster thing that appears in Winter which the scientist loves catching gives you his pet lizard if you befriend him. (I've only heard rumours about this. I'm not sure if it's true).

- \* Wally gives you clippers if you befriend him.

- \* Kody gives you a painting.

Bootlegging 'The Spice.'

Once Ruby gives you one Ruby Spice she will never give you another one. You can sell one ruby spice for 100g, and also make curry with it (which Nami loves.) Bootlegging is also good because when you bootleg the spice it is counted as cooking so your recipe count goes up making

you unlock new kinds of recipes (you originally start off with only being able to cook two kinds of recipes but as you cook more you can unlock different meal types to cook like desserts.) So instead of just using up the spice once I recommend you bootleg it.

Here is how:

Simply go to your recipe book. Choose any of the kinds of meals (entree, dessert or whatever although I would recommend the closest one to the top so that time is wasted less.) Now choose as an ingredient ruby spice. DON'T ADD ANYTHING ELSE TO THE RECIPE. Now press start to start cooking.

Your character will come out holding a Ruby Spice. When you look in your inventory you will see that you now have one extra Ruby Spice. NOTE: If you use more than one Ruby Spice in a recipe hoping to bootleg you will only come out with a disaster food. This can be good for both feeding your character, and dog without having to use natural resources.

ANOTHER THING TO NOTE: Remember Ruby only gives you one Ruby Spice so if you have used it up it is gone for good and you can never get it again. I recommend storing a few Ruby Spice's in both food storage and in the tool shed on the shelves. This is so that you don't accidentally sell all of the Ruby Spice you are carrying in your inventory and have no Ruby Spice left. It is also in case you use up all your spice on curry. I recommended putting the spice in BOTH the food storage and the tool shed because if you just put it in food storage someone could steal it (the homeless guy often does steal things put in food storage until you have a few cut scenes where you catch him.)

ANOTHER THING: Making two ruby spices will make a cooking fiasco. Your pet/s will happily eat cooking fiascos. Your character can also eat cooking fiascos and he will have slightly more energy.

#### Cheats For Harvest Moon Friends Of Mineral Town: (GBA)

This game has an incredible amount of hidden cheats, and tips and there are so many that I could make my own guide about the size of this FAQ just on cheats!!! Therefore I won't write that many cheats in this section but just a few main ones. I definately encourage you to look at cheat sites on HMFOMT because they will give you A LOT more cheats.

Change the weather: This cheat is great in Spring and Fall because you can easily make it rain every day and therefore you can plant crazy amounts of crops and not have to worry about watering them.

Save before going to bed then go to bed and see what the weather will be like for the next day on the weather channel. Keep reloading and save the game once you have the weather report saying that the next day you will get rain. Keep doing this every night and you will be able to get rain every day.

Note: You can not make it rain the day before festivals, or on festivals. It is best telling the sprites to water your garden 2 days before a festival and then getting them to water for three days (this means that the sprites will water your crops the day before the festival, the day of the festival and the day after which is good because you won't have to frantically spend the whole day watering during these days).

Another note: In Spring you can easily make it rain and you only have to reload about a maximum of 7 times. Summer can take you a lot longer and so in Summer you are better off getting the harvest sprites to water your plants. Fall is relatively easy to change the weather

to rain but still no where near as easy as it is in Spring. In Winter there is no need to use this trick however if you see a forecast saying that the next day will be a hurricane you should definitely reload. Another note: You should definitely try befriending the sprites ASAP so that they can water on the days which you can't do this trick (before festivals on festivals). They can also help you ship your crops which can be a lot of help if you planted a crazy amount of crops. Remember that if you make the sprites work a lot without giving them a few gifts their heart can decrease and they mightn't want to help you so every now and then it is a good idea to give them gifts.

P and X produce: P and X produce is produce which your animals can make which sells for even higher than the golden produce. In order for your animals to be able to make this produce you need your animal to have won it's animal festival (cow festival, sheep festival, or sumo festival) and you need to have left the animal outside for at least 600 game hours. Once you have completed the necessary requirements that animal will always give P produce but sometimes on rare occasions your animal will give you X produce instead which sells for about double the amount of P produce.

Golden Lumber: Once you have 999 pieces of lumber you can buy golden lumber from Gotz for 100,000 g each. You could also get it by running errands for the mayor once he likes you enough. The advantage of golden lumber is that it can't ever rot (when you use it as a fence) however it's not worth using as a fence because rocks work as much better fences anyway. If you put golden lumber on your ground the next day all the villagers will get angry at you and bitch at you. They will dislike you and find you ostentatious (in other words they'll dislike the way you show off your incredible wealth). The villagers will like you a lot less each day you keep the gold lumber out and will call you money bugs.

Lots of money from the horse race: Bring your shipping basket along to the horse race. It is best if you have about 10,000g to bet on the horses with. When you do the horse race there will be about 2 horses which keep winning when you reload the event so write down which horses usually win the race and bet on them after reloading the game. However if you betted on something which gave you a lot of medals anyway (about 700) you mightn't even need to bother about reloading. If you do decide to reload you may have to try reloading a few times to get a good amount that your happy with (i.e. I wouldn't recommend betting on a horse that only gives you about 4 times the amount of medals you use on it) even if it does always win unless you win another horse bet which gives you a lot of medals (i.e about 17 times the amount of medals you betted on it). Anyway after the three races talk to the mayor and buy broaches with the medals. Put the broaches in your shipping basket. Keep doing this till the basket is full. Also carry as many broaches as you can unless you still have medals left over and decide to buy one of the jewel of truths. Now walk out of the square area and throw your broaches into the shipping bin. The broaches sell for 2,000 each so you can make 60,000g from the basket and another 18,000 from the ones you carried (this number is based on the assumption that you have the highest upgraded rucksack but if not you can still get a lot).  
NOTE: Do not buy the jewel of truth or power berry until you have brought as many broaches as you can hold. Otherwise you might have used up most of your medals and only be able to buy about 15 broaches.  
ANOTHER NOTE: Don't worry about keeping one of the inventory slots free so that you can carry the basket back because you can go back



and collect the basket later.

Mining trick: Save as soon as you have gone down a level. Then you can search for the ladders that go down to another level. Reload and dig in the spot where you found the ladder. You can keep doing this which helps you get down a lot further in the mines because you aren't wasting as much energy. Don't forgot to bring your basket and take it with you down each of the levels.

NOTE: Sometimes you can get dead ends where you aren't able to find any stairs. You can reduce the chance of getting dead ends by getting the harvest goddess to like you more.

NOTE: Certain levels have really good items. i.e: In Level 19 in the normal mine you can plow for a powerberry. There are pink diamonds on levels 30,70, 90, 110, 130, 170, 190, and 255 in the winter mine which sell for a lot more than the other minerals. The pink diamonds can be sold for 10,000g each. There are also plain diamonds which sell for about 500g each and I usually just ship these without worrying about the pink diamonds because it is rare to find the pink diamonds on level 30 and I can't be bothered going to the other levels. There are also a few other secret things about the mines but you'd be better off looking up a walkthrough about it because there are so many things to get.

The Harvest Goddess New Years Game: You can play this game up until the 5th of Spring, 5 times a day. Go to the tv and save your game. Press the left button repetitively until you see the goddess. She'll tell you to press up or down depending on if the number will be higher or lower. If you aren't happy with you prize reload. It takes a lot of work to even get up to 10 but there is a trick an anonymous person sent me which can help you out.

Here's what you'll win if you get enough wins in a row.

1: Nothing.

2: Grass or herb.

3-9: Noodle powder, truffle, or rice cake.

10-14: Tea leaves.

15-19: Lotion.

20-24: Water.

25-29: Tissue.

30-39: Perfume.

40-49: Dress.

50-59: Golden Log (don't try for this).

60-69: Fish Fossil 5,000g.

70-79: Treasure Box 10,000g.

80-89: Ketchup recipe.

90-99: Fried Potato recipe.

100: Book.

Here is the trick. I reccomend you go for the 70-79 wins in order to get the treasure box and I also reccomend tallying the amount of wins you've done just so you end up getting the prize you want. Note the following codes don't always work but they will definately help you get further. One trick is up, up, down, up, down, down, up, down repeated again and again. The other is the opposite: down, down, up, down, up, up, down, up. Even with this trick you do need a lot of patience.

Confessing:

At the church if you confess and are forgiven good things can happen but if you aren't forgiven there are consequences. Save before confessing. Reload until you get what you want. It will be easier to

be forgiven if Carter likes you. Here are the benefits/consequences involving confession:

I treat my animals badly: The animals like you more. If it's not forgiven they like you less.

I litter: People who liked you less from littering will gain back some of their respect for you. If you aren't forgiven the villagers like you less (whether or not you littered in the first place.)

I don't sleep enough/I overwork: Some of your stamina is revived. If you aren't forgiven you have less stamina.

I overwork the harvest sprites: Harvest sprites get back some of the liking for you which they lost due to being overworked. If you aren't forgiven the harvest sprites like you even less even if you never overworked them in the first place.

The villagers don't like me: The villagers all like you more. If you aren't forgiven the villagers all like you less. This one is definately my favourite out of all the confessions. I even got quite a few villagers to like me without having to give them many gifts at all!

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## My Guide To Harvest Moon Back To Nature

[HMFAQ8A]

### CHAPTER EIGHT: Part A - FAQ's

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Here are some frequently asked questions that are about things that I haven't quite explained beforehand.

How do you get your tools?

The tools can be found in your house in the wooden tool box. Select the ones you want from the box and put them in your inventory tool section to equip them. If you want to find out more about how to use them you can check chapter one with the tools section (Part D.)

I ordered seeds but was ripped off. I don't have them equipped and can't find them anywhere? They seem to be nowhere? where are they? Is this some kind of a glitch?

No don't worry this isn't a glitch. If your inventory tool section is full then instead of the seeds being put in there they will be in the wooden tool box. The same happens with all tools.

I know that you can tell if the girls like you by their heart rating but is there a way you can tell if the other villagers like you? You can tell if residents of buildings with locked doors like you because you will be able to go through the locked door if you are friends with everyone that lives in the house. You can also tell because certain events only happen if you are friends with that person for example Kai's non Popuri related events, and Harris's super special event only happens if they are friends with you. The characters also tend to say something different to you that they didn't say before if they like you (note that every season they say something different anyway so this may not be the best way to try finding out.)

How do I get the blue feather?

Once a girl has at least an orange heart for you, you will be able to buy it from the supermarket.

The girl I proposed to didn't accept my marriage. She likes me with a red heart so why won't she accept?

You have to have at least four of the expansions (then you'll have two beds) to be able to marry. If you do have this then you should check if you still have the feather. After all sometimes the girls say things that sound like they haven't accepted your proposal when they really have. I mentioned this at the bottom of the girls section under a heading called marriage. Check there for more information.

How do I order kitchen utensils to make recipes with?

You can only order them after having the kitchen put into your house (this happens from the 3rd extension.) Then watch the shopping channel (on Saturday.) You have to watch the FULL show. You can't just read it all and exit before the text stops scrolling because the game won't think you've finished watching TV. Now go to the inn and use the telephone. You have to go to the phone the day that you watch the show you can't wait until the next day. A salesperson on the phone will ask if you want to buy the item you saw on the TV and say yes and provided you have enough money to buy it, it will be sent to you (via Zack) in a few days time.

NOTE: If on one week you miss out on buying a kitchen utensil or don't have enough money to buy the utensil then don't worry. The shopping items go on a loop of the things you haven't brought yet. Therefore if you miss out on something you'll eventually get the chance to buy it once again.

How do I find out how to make recipes?

Some of the villagers give you recipes once they like you enough. The cooking channel which is on every Tuesday gives you recipes aswell. If this is too much for you you can just look at my cooking section.

How do I make spa-boiled eggs?

Throw the eggs into the hotspring in the area that doesn't have a fence around it.

I put all of my crops in the shipping basket and it was a festival day. When I woke up the next day I didn't get any extra money what happened?

Don't worry on the day of the festivals the man doesn't take your shipment. But he will the next day at 5:00 and all of the stuff that you put in the shipment box will still be lying in there until Zach collects it. You won't have wasted anything so don't worry.

Aaaaaaaaaah I selected to get married and now the screen has gone all black and nothing is happening and I can't marry anyone. What is going on?

The old version of Harvest Moon Back To Nature has a marriage glitch where after you have chosen to get married the screen goes black. If you have the old version there isn't really another way to stop this glitch except to just not marry or to get the newer version if you decide you desperately want your character to marry someone.

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I started relooking through old emails and scounging the net to find rumours I could help lay to rest.

Throw *insert number here* vegetables into water/on the ground/eat one of each vegetable and *insert something which sounds cool* will happen to you.

I've heard so many different cheats claiming that wasting a certain amount of vegetables will make certain things happen. None of them work. Quite a lot of people found them so far fetched sounding that they couldn't believe someone could just make it up.

The only cheat slightly related to this that actually works is the Kappa cheat in which you throw three cucumbers into the lake whilst standing in between two trees and you'll be given a powerberry.

Twin Babies/Make your baby the opposite sex/Make people like you more by naming your baby after them:

There is no cheat which can allow you to have twin babies or have a moon baby. You'll always only be able to have one baby and it will always look the same. You'll never be able to make it of the opposite sex. Naming your baby after your villagers won't make any villagers like you more and so you should only do it if you really like that villagers name.

Golden Ball:

There have been quite a few far fetched rumours about getting a golden ball which can never be stuck in corners, which will help train your dog so well that after throwing the golden ball to your dog a few times your dog will become so well trained and so fast that it will definately win the dog race. The wierdest variation of this rumour would have been that if you throw about 7 balls into the river you will get the golden ball or that you should throw a ball off of a cliff and something good will happen. All of these golden ball cheats are false though. You can't get an immortal ball which will never get stuck. However you can clone your balls so that if one ever does get thrown in a place where you can't retrieve it you can get another one. This is mentioned in the cheat section. My brother liked this cheat so much he did it about 35 times and I had 35 spare balls put in my cupboard just in case I accidently threw one in the wrong spot.

Hot and spicy cheat:

Giving curry powder/curry to your fiance the day before marriage/on the day of marriage will not let you hear err... suss noises being made by you and your wife on the wedding night.

Call the chick which Popuri gives you 'Pon' and Popuri will like you more:

I don't think the person who spread this cheat is evil because I know they would have probably seen their heart go up (due to the fact that when doing the right thing the characters hearts automatically go up) and thought it was due to the way they named their chick.

You don't get your hothouse blown over if you have your dog inside: I've dismissed this rumour in good detail in the extensions section. To find it just go to 'edit' 'find' and type in [expand] and go

up to search for it. Then to go back down to here do the same but tell the computer to search downwards.

Not exactly a cheat but it's time to stop the, "oh my goodness pineapples are definately the best crop in the game" rumour. Sure they give you 500g each. But they take 20 days to grow and are renewable (they take *** days to grow a second time) and give you 4000 in the first harvest). In that time you could grow: a lot more sweet potatoes for a lot more money.

Marry two people:

Your wife can break up with you if you ignore her but you can't marry someone else at this time. There are a few other false rumours about being able to marry two people without divorcing but these ones are false too.

If you have other cheats you want me to test just email me. By the way all of the cheats I put in the cheats section have been tested out by me so none of them are false (not even the one about getting a new horse).

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My Guide To Harvest Moon Back To Nature

[HMEND9A]

CHAPTER NINE: PART A - LEGAL INFORMATION

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Final Completion Date = 30th of October 2004. Submitted the day after will possibly add more things by request.

Legal Information:

This document is Copyright 2004. I started this FAQ early in the year and finished writing it all out on the computer but got a little lazy and didn't finally finish the HTML side of things until quite a bit later. If you wish to put my guide on your sight e-mail me at: clow_cow@hotmail.com to get my consent. If I allow you to post my site you must post it in it's entirety and not change anything.

HOWEVER: Your site WILL be removed if you copy things from my site without my consent.

All of the information I found out was found out by me except for a few cheats which I found from friends and a few harvest moon fan club forums (I asked for a few cheats on some forums which I tested before writing to ensure my cheats were all correct.) I didn't go ripping off anyone's sites and I expect the same courtesy.

I would really appreciate it if you could report sites if they are taking my information without my consent.

The sites I will currently allow to post my site on:

- * gamefaqs.com
- * Neoseeker.com
- * gamespot.com
- * my website (I am hoping to make my own site with this faq on it.)

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[HMEND9B]

CHAPTER NINE: PART B - SENDING ME EMAILS

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If you want to e-mail me about my guide to Harvest Moon with feedback, questions, corrections (not in a flaming way,) or other things to add to my guide. I'd really like to hear from you even if you email me two years after I wrote the FAQ, and that's official because now it is about two years after I first started writing this faq. I'll always reply unless hotmail isn't working in which case I sometimes end up sending blank emails (grrr that's happened many times. Hotmail can be so evil to me sometimes.)

E-mail me @ : clow\_cow@hotmail.com. Call the e-mail subject Harvest Moon or else I will probably just delete your e-mail because I delete E-mail's that aren't from people I know or that aren't about things I like.

DON'T copy my guide and put it online claiming that you made it.

NOTE: I WILL check all of the things you tell me about Harvest Moon to see if they are true. Please don't waste my time by sending in fake cheats (unless you've seen information on another site and you aren't sure if the info is fake and you want me to check for you in which case I will be happy to.)

I'll definitely give you credit if you give me extra things to write in my guide or suggestions (unless for some reason you request to be anonymous of course).

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[HMEND9C]

CHAPTER NINE: PART C - UPDATES

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If someone gives me a suggestion and I decide to use it I'll write me writing about it here so therefore people looking at my site will know if I'm writing on anything extra. I recommend people who are going to write their own FAQ's to read this. It will inform them on some things about how to submit which they mightn't know. It could save them hours.

Jan 2006 - During this time and before and made quite a few corrections. I lately added the quicksearch parts which allow you to get straight to the parts you want to eg [animal] for the animals section. Whilst doing this I realised the contents and the chapter names weren't all the same (what a dodgy mistake) \*sweatdrop\*. I also realised there were a few events I missed (the puppies one). I'm going to add a few sections later once my friend gives back the copy I leant her (that was the reason why I hadn't updated my faq for so long because I didn't have the copy of the game). I also

made a mythbusters section to get rid of those false cheats once and for all, and added some HMFOMT cheats.

9th April 2005 - I didn't really change much. I added a special title and made the marriage part into an actual section hoping that people would then take more notice of it (I've had a few people asking me questions about the marriage when the answers to their questions could have been read about in the marriage part.) (I'm not angry at them asking me in fact i'm glad they asked me because it made me realise that originally that section was hard for people to find.) Tried submitting the faq but it turns out that gamefaqs.com has changed their accounts or something so therefore to be able to submit a FAQ you have to re-register and i've tried but it says i've already registered and I probably have in the past but I can't remember my password or even my user name!

Late January - I was emailed a few of the girls events that I missed writing about (or a few extra details about them such as the fact some won't happen in certain season.) Thanks Santiago for that information. I've corrected a few things. Thanks for everyone that has sent me corrections. You're all legends.

Early January - I added the trick to getting a horse back.

12th December 2004 - Decided to add a few extra things and change a few bits of information in Chapter Three. I made the expansions chapter say exactly how much wood and money you need for each expansion. I also changed a few mistakes that I made in the section in the villager section about likes and dislikes \*sweatdrop.\* I also added some tool info.

30th October 2004 - phewph I've finished my FAQ. It took me hours to change the amount of words per line. It looks better than it did before when I just had word wrap. At least now it'll be right for the site (hopefully.) I'm pretty sure that it's in 100% the correct format. I'm sure that my site is now at the stage where it will be looked at and someone will tell me if it is accepted. \*fingers crossed.\* The hours of correcting will be worth it in the end if my FAQ gets accepted and I'm pretty sure that I have made my site the best I can. If this FAQ isn't accepted I'll try another game guide site but gamefaqs is one of my top preferences (I'm not meaning to sound like I'm sucking up.) This FAQ took a lot of dedication and an incredible amount of hours to write (and to find out more things) about.

14th October 2004 - For a while I got a bit slack for trying to submit my FAQ back on the site. I finally tried submitting my site to Game FAQ's once again but unfortunately it turned out that there were too many characters in my lines of writing (you need a maximum of 80 characters on each line. If you do any more the site will tell you what lines have more writing than they would desire and you have to change things.)

September some time 2004 - It seems like I've corrected the spelling in this FAQ record breaking amounts of times. I'm also pretty sure that there isn't anything that will confuse people (for example I had a few name mistakes before like calling Elli Ellen and sometimes writing Mary instead of May.) My Internet friend Flik found a way to quickly change the HTML formed site into text (no he didn't just copy and paste.) \*Hugs Flik 9999999999 times.\* He gave me a version of my FAQ in Word Pad and one in Notepad. I fiddled around a lot with the one

in Word Pad only to find out that it wouldn't accept Word Pad documents but that it would accept Notepad documents.

Sometime Early September 2004 - I finished writing my FAQ in HTML only to find that FAQ sites will only accept text. I read the help information about submitting FAQ's and I'm sure that it told me to send 'the site' containing your FAQ. I probably just had one of those annoying dreams which you think is real and in the dream I went to the site saying how to submit FAQ's and it told me to 'send the FAQ on a site.' Even though writing it in HTML was pointless I feel glad that I did because now I know how to use HTML.

Around the end of August 2004 - It took me a week but I finished the FAQ in HTML. There were a few things that I had added that weren't in my I.B. project such as frequently asked questions, The Baby, The Village, All The Items, and The Controls. I would have finished it a lot sooner but I was being held back by not wanting to face rejection.

July 2004 - I had finished typing the FAQ on the computer. I had spell checked and gone over the document an incredible amount of times.

June 2004 - This is the time that I finished my FAQ for the I.B. project. I pondered about sending my FAQ to a game site for a while but I didn't. Looking back I guess I kind of just didn't want to face the rejection which a lot of people start to face.

Late May 2004 - I started my FAQ now.

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Bye. I have enjoyed writing this FAQ. I hope you find it helpful.

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