

# Harvest Moon: Back to Nature Animal Save FAQ

by JGuardiano

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HARVEST MOON: BACK TO NATURE

Animal GameSave FAQ

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This FAQ is available on:

[www.GameFAQS.com](http://www.GameFAQS.com), [www.psxcodez.com](http://www.psxcodez.com) and [www.neoseeker.com](http://www.neoseeker.com)

The gamesave that goes with this FAQ is available on:

[www.GameFAQS.com](http://www.GameFAQS.com) and [www.psxcodez.com](http://www.psxcodez.com)

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## VERSION HISTORY

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1.2 January 10, 2002

I've added some important information about trading animals between gamesaves with the SAME FARM NAME in the 'DUPLICATION BUG EXPLAINED' section. I also inserted spaces between the steps in the procedures of duplication trick for easy reading. By the way, the gamesave that goes with this FAQ is now available at [www.psxcodez.com](http://www.psxcodez.com) too.

I checked [GameFAQS.com](http://GameFAQS.com)'s PSX game database and found out that the other Harvest Moon game is called Harvest Moon for Girls. It's not yet out on the U.S. though, but I hope this game is backward compatible with the Harvest Moon: Back to Nature game, so we can duplicate the golden animals there as well.

1.1 January 9, 2002

Ok, ok, I'm eating my words already. I just made a few spelling checks, moved a few paragraphs where they really belong, and I added a few stuff in the credits and the disclaimer.

Is the OTHER Harvest Moon Game for the PS out on the U.S. yet? I have a friend who has one, it's pirated so I'm not sure of the title, but it says 'Harvest Moon 2'. It's Japanese, and your character is a girl. If it is already been translated to English, and the duplication bug works here also, contact me; so I can make an animal gamesave on this game as well since I'll be getting a new PSONE unit soon. Thanks.

1.0 January 1, 2002

This will probably be the first and last version of this FAQ. This FAQ explains how to trade/duplicate golden animals with or without the use of my Harvest Moon: Back to Nature gamesave on [Gamefaqs](http://Gamefaqs). Although it's easier to use the trick below using my gamesave, there's also

a step by step procedure on how to duplicate golden animals without my gamesave.

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### I. PURPOSE OF THE GAMESAVE

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Hi. If you're reading this, then you've probably seen the Harvest Moon: Back to Nature gamesave I submitted on GameFAQS and psxcodez. If you're looking for a walkthrough or a control guide for this game, check the other FAQs. I've read some of them, and they're great.

The purpose of my Harvest Moon: Back to Nature gamesave is for you to have the animals that produce golden products (golden eggs) at the beginning of the game EVEN WITHOUT WINNING THE CONTESTS OF THE FESTIVALS. Unlike other gamesaves where you actually need to load and play the gamesave to enjoy what the creator of the save has made for you, all you have to do is trade animals with my gamesave. You don't have to play it in the game. Promise.

Normally, you would have participate your animal(cow, chicken, sheep) in it's respective festival and win. Technically, you can only own 3 gold cows, 3 gold chickens, and 3 gold sheep in the whole game. This is because the respective animal festivals occur only once a year in the game's time, and the whole game revolves only in THREE YEARS.

The gamesave contains 10 cows that produce Medium-size milk, and 10 chickens that laid golden eggs. What? No golden sheep or cows you say? Sadly, my PS broke before I could win the sheep or cow festival to obtain the sheep that made golden wool and the cow with the G-size Milk. Even though these cows don't produce golden products, they're still worth a lot if you sell them.

The Golden Eggs alone will reap you a lot of money daily, especially if you use the Mayonaise Maker and turn the Golden eggs into G-size mayonaise(or Golden Mayonaise, or whatever it is called)

If I can afford another PS, I'll update the gamesave on GameFAQS. Like I said, if you want to know how to win in the festivals, read the other FAQs.

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### II. WHAT YOU NEED (gamers with dexdrives)

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A Dexdrive for the Playstation.  
Harvest Moon: Back to Nature Game for the PS (duh).  
One Memory Card that contains YOUR gamesave.  
Another Memory Card where MY gamesave will be transferred to.

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### III. HERE'S WHAT YOU DO (gamers with Dexdrives)

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- 1.) Download my Harvest Moon gamesave on GameFAQS.com or psxcodez.com
- 2.) Use the Dexdrive to transfer my gamesave to a memory card.
- 3.) Insert both memory cards on the PS (One that has your gamesave, and the other, containing mine.)
- 4.) Start Harvest Moon: Back to Nature game, and load your save.
- 5.) Once your save has loaded, move your character to the diary, press X on the PS pad to activate the menu, and choose trade animals.
- 6.) On the trade animals screen, choose my gamesave, and get the animals in it. You get them even without giving animals in return.

It's that simple!

You can sell these animals for quick cash especially the cows ( useful if you want to buy that that farming tool you've always wanted, or upgrade a tool ). Just repeat steps 2 to 6 above to get them again.

NOTE: These animals may NOT immediately produce the golden products the next day; it may be two or three days from the day you got them from my gamesave. Also, don't forget to feed them as soon as you got them.

If you don't own a Dexdrive, below is an alternative way. This is actually a more complicated and longer process, and you would be using the memory card duplication trick like I did, and YOU NEED TO WIN IN THE RESPECTIVE ANIMAL FESTIVAL TO GET GOLDEN ANIMALS. Read the other FAQ's on how to win the animal festivals. It doesn't matter if the animal produces golden products, if you wish to duplicate regular animals, the trick below is still applicable.

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### IV. WHAT YOU NEED (gamers without dexdrives)

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Harvest Moon: Back to Nature Game for the PS.  
One Memory Card that contains YOUR gamesave.  
Another Memory card where you will make a NEW gamesave.

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### V. HERE'S WHAT YOU DO (gamers without Dexdrives) Duplication Trick

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Since you will be using two gamesaves, I will refer your current game

save as YOUR gamesave, and the other one on the other memory card as the OTHER gamesave

After winning your first gold animal(from festivals), do the ff:

- 1.) Start a new game on another memory card. It should have a DIFFERENT CHARACTER NAME, and a DIFFERENT FARM NAME. If it's the same filename or farm name, the game will say something like it can't trade animals with the same farm.
- 2.) After the intro sequence and talking to the Mayor, save this game.
- 3.) Reset, and load YOUR gamesave(the one with the golden animal)

\*\*\*\*\*  
READ THE NEXT STEPS CAREFULLY  
\*\*\*\*\*

- 4.) Now that YOUR gamesave has loaded, move your character to where the diary is, and select trade animals.
- 5.) On the trade animals screen, GIVE(that's right, give) your golden animal to the OTHER gamesave on the other memory card.
- 6.) Once finished trading, the Harvest Moon game would 'update' the OTHER gamesave file, which means that it has now a gold animal.
- 7.) Reset (yes, reset, don't save) the game. Load the OTHER gamesave.
- 8.) Now that the OTHER gamesave has loaded, move the character to where the diary is, and select trade animals. Give the golden animal on this OTHER gamesave to YOUR gamesave.
- 9.) Once finished trading, the Harvest Moon game would 'update' the YOUR gamesave file, which means that it now has TWO gold animals. Reset and DON'T SAVE the OTHER gamesave.

Repeat steps 8 and 9 if want more gold animals.

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#### VI. DUPLICATION BUG EXPLAINED:

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This is a game bug. If you observe what happens during the animal trade, the game only 'updates' the other gamesave(not the one you are currently playing). It only assumes that you will save your game once you read the diary and put your character to sleep, so it can update the gamesave you are playing. To exploit this bug, we don't save, then reset, not giving the Harvest Moon game a chance to update the gamesave you are currently playing, and therefore, we have duplicated the animals.

One funny drawback however, that your animals will have the same names (they're duplicated, so are the names). But I guess the pros outweighs the cons in this case, since the animals have many heart icons meaning they are very happy.

If you have a friend who is also playing Harvest Moon: Back to

Nature, you can apply this trick and duplicate/trade animals you have, and vice versa.

Just don't get too greedy or you'll end up duplicating and selling the animals for cash (it's easier to use a gameshark if you REALLY want to cheat that BADLY) instead of really enjoying the game.

NOTE: I'm not really sure about the CHARACTER NAME, but I am quite certain that if you trade animals with a gamesave with the SAME FARM NAME, the game will say that it cannot trade animals with the same farm.

I encountered this message when I traded my animals on another memory card, but the same gamesave.

Example:

File1	File2
Name: Kenshi	Name: Kenshi
Farm: Bukid Farm	Farm: Bukid Farm

Trading animals between these two files is not possible. That's why you need to trade with a different gamesave with a different FARMNAME. Just to be safe, it must have a different CHARACTER NAME as well.

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## VII. CREDITS/DISCLAIMER

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-----\*\*\*\*\*CREDITS\*\*\*\*\*-----

GameFAQS.com - For posting my first FAQ. YEY! Thanks CJ!

GameFAQS Message Boards - Best Game Message Board in the Web

NATSUME - For Making the Harvest Moon series and Wild Guns

Bryant Turner - I used his some of his simple FAQ format and applied it to mine, and I also made a basis of his disclaimer.

????? - The guy who emailed me asking what my gamesave on GameFAQS was for. The email message nudged me into making the FAQ. You know who you are, and if you want your name displayed here, email me again.

Interact - for making the best PS peripheral ever.

If you have Playstation AND a PC, go get a dexdrive. I bought mine at \$20, and I hear they're about \$15 now or so. It's worth it.

Gamewinners.com - Where the duplication trick is from. The trick also inspired me to make the gamesave in the first place.

Manok - My first chicken in Harvest Moon, who won the Chicken Festival, and was cloned through the duplication

trick. :)

-----\*\*\*\*\*DISCLAIMER\*\*\*\*\*-----

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