

# HARVEST MOON<sup>®</sup>

## Magical Melody

Includes  
**HARVEST  
MOON**  
DS



BASED ON A GAME  
RATED BY THE  
**ESRB**



COVERS NINTENDO GAMECUBE™  
AND NINTENDO DS™

**NATSUME**<sup>®</sup>

*Serious Fun*<sup>®</sup>

Written by Laura Parkinson and Jason Rosmir



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# Getting Started

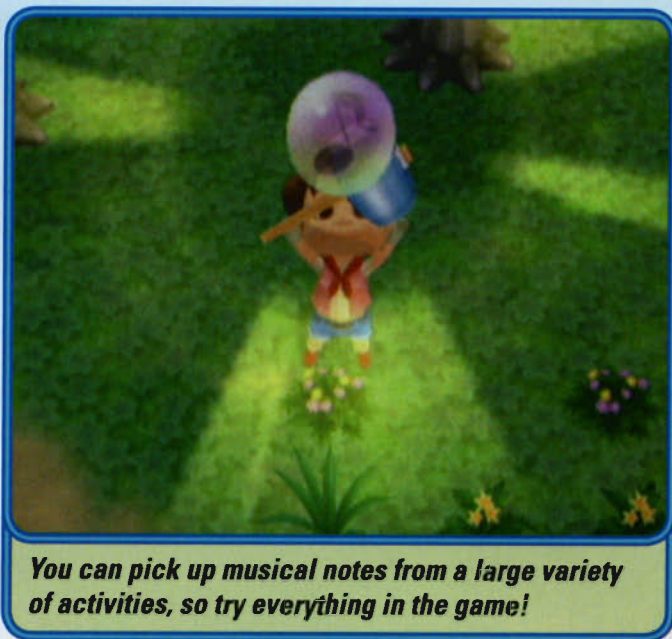
Once you get the basics down in *Harvest Moon: Magical Melody*, you have the tools to work your way through the game, learning as you go.

## Controls

- A** Interact with an object.  
Speak to a person or large animal.  
Pick up a small animal to show it affection.  
Pick up an object from the ground and put it into your hands.  
Throw/place a held object down onto the ground/into a bin. This may not work in all locations.  
Press while highlighting part of a menu to select a sub-screen to view in more detail.
  - B** Put a held object into your rucksack.  
Exit a menu or sub-screen.
  - Y** Hold the currently highlighted item from your rucksack.  
Use a held tool/item.  
Eat an edible food.  
Ride a horse.
  - X** Open the menu.
  - L** Whistle for your dog, horse, and pig.  
Cycle between menu screens.
  - R** Highlight the square you're currently facing, or about to use a tool on.  
Cycle between menu screens.
  - Z** Toggle between normal view, names displayed (white is normal, green means the character is fed or has been given a present), and land ownership view.  
Press while in the menu screen to immediately return home and go to bed.
  - C** Scroll between current rucksack items to choose one to use/equip.
- Control stick    Move your main character.  
                          Scroll around on a menu sub-screen.
- + Control Pad    Zoom the camera in and out.

## Game Basics

*Harvest Moon: Magical Melody* is a farming simulation, but this description barely even scratches the surface of the game as a whole. In your virtual farm life you grow and sell crops, raise and care for various animals, fish and mine for more materials, make friends, and hopefully fall in love and start to raise a family of your own.



There is also an overarching concern that is new to this game: you must collect different musical notes in order to restore the Harvest Goddess, who has been turned to stone. These notes are awarded to your character for a huge variety of different goals in the game, from shipping a type of item, to fishing up a certain number of fish, to making friends with various townspeople, and more. In other words, be prepared to explore a lot of different aspects of the game in order to meet your overall goals.

## Displays

There are a few displays on your screen that help make your job easier all around. They are quick and simple to get used to, which should make mastering the game and meeting your goals that much simpler.

The first display is the button display in the upper right of the screen. This shows the button layout of the controller and, in cases where you are holding something, it often prompts you on what pressing **B** will do—either showing that you can eat a held item, use it to care for an animal, cast a fishing line, or the like.




Another useful display is the radar, which is found to the bottom left of your screen. Here you see icons showing both characters and buildings in relation to your character. When you are out in the town you usually see a lot of icons representing all of the people hanging out in the fresh air, along with the various buildings of town to help keep you oriented.





If a character or building is some distance away, its icon is located at the very edge of the radar screen, in the direction the person or building is found in relation to your character. As you approach, the icon starts to move closer to your character, giving you an idea of the person or building's distance. Icons in the middle of the radar are right at your location.


The radar is used inside buildings, or in locations off of the main town screen. When you're outside you don't see people inside buildings in the radar, and when you're inside, you see only those in the same room with you. Along with the people and places, it displays your dog, pig, and any of your farm animals, but it does not show wild animals.



To the lower right of the screen is a display that shows your current stamina and alertness level. These are explained in more detail just a bit further in this chapter, under the "Resources" heading.

Finally, you can get tons of useful information by switching your display to one of the various menu screens. Press  to bring up the menu. It starts on the Belongings sub-screen at the start of a gaming session, and otherwise starts on the same screen you left off on last time.

If a sub-screen has multiple tabs, press up and down on the control stick to switch between them, and press  to select a tab so you can scroll up and down between information on that tab. For some sub-screens you can switch the order of lists by pressing . To switch between the sub-screens press  or .

Located on the next page are the screens and their info in order, starting with the Belongings screen and assuming you use the  Trigger to cycle between them:



## Belongings

View the items in your inventory, and place the cursor over them to get a brief description at the bottom of the screen. To the left of your inventory you also find some basic information—the year, date, and day of the week, along with the time and weather.



## Farm

There are three tabs on this screen. The Player tab displays your birthday, alertness level, and stamina. The Pets tab shows your current pets (dog and pig), and their affection levels. The bottom tab is the Farm tab. It displays how many properties you own, your amount of fodder, bird feed, and lumber, and how much livestock you own.



## Animals

Scroll up and down between animal tabs to view the animals of that type. The screen shows their names, affection levels, and current status. For horses, it also shows their stamina in a race. Check the “Home on the Ranch” section for more details on animal status.



## Shipped Items

Scroll up and down between the tabs to see which items you've shipped under each category, and how many of each. This is especially useful for items such as limestone, which has certain effects once you have shipped a given amount. It also tells you the largest fish of each type that you have caught.



## Village Map

This displays the map of the village. Scroll the cursor along different areas to get a description of what can be found there. Each building has an icon on the map, making it a useful tool in figuring out if someone new has moved into town. There are also icons showing where various townspeople are, as long as they're outdoors, making it easier to locate someone specific. If you go indoors and bring up the Village Map screen, you do not see the character icons.



## Notes

Here is a table for all 100 of the musical notes you are able to collect. At the top of the screen you see the number of notes you've collected out of the maximum 100. Scroll the cursor around the larger section of the screen to get more detail on a note you've collected, or to see the names of any notes you haven't picked up.



## Villagers

The top tab gives you a list of villagers you've met so far, as well as their current affection levels. The bottom tab does the same for the wild animals that you can befriend, although you do not have to meet one for it to be included on the list. The default display lists characters and animals in a set order, but you can press **B** to change the display to an order of most affection on down.



## Memo

There are four tabs on this screen. The top tab is the Records tab, and it shows the four different categories where you stack up against your rival, your respective shipping totals in that category for the previous day, and who won the "battle" for that day. Next is the Books tab, which displays each book you have read thus far whether it's at home or in the library. You can read an entry again through this tab without having to locate the actual book. The Dishes tab is next, listing all of the recipes that you know and giving instructions on ingredients and utensils needed when you select a specific recipe. Last is a tab that lists various records you've set so far, such as the lowest level reached in the mine, or the number of moles you have whacked.



From the menu screen press **B** to exit, or **Z** to automatically return home and sleep. You can check your previous day's standings against your rival Jamie at the top right of any menu screen. To the top left, icons show your current menu sub-screen as well as those directly to the left and right. Time is paused while the menu screen is displayed.

## Resources

As you play the game there are multiple resources that you need to keep in mind if you want to succeed in your various tasks. Each of these resources has its own role, and you should keep them all in mind as you work and play.

### Stamina and Alertness

Your first resource is your character's stamina. This is represented by a bar to the lower right, alongside an icon of your character, opposite the radar. The bar starts out green, which means it is full, but as the bar empties of its color this means you are running out of stamina. If you run out completely, you collapse, you are rushed to the clinic, and move automatically to the next day no matter what you still had to accomplish.



***Be careful when using your tools, or you may run out of stamina completely. Food items, especially sweets, give you a recharge.***

When you first start out you have little stamina. Because of this, and your basic tool levels, you can accomplish only a couple tasks around the farm, and perhaps get in a little bit of fishing, but any more and you will collapse and end your day's work before you may have intended. You are given warnings at different levels of lower stamina—wavering on your feet, or in worst cases, stumbling. Pay attention to these warnings, and don't push too far!

As you continue throughout the game you may be able to pick up some rare Power Berries that are obtained in special ways. Each time you get one of these Power Berries you automatically eat it, and this raises your stamina. Power Berries are received in the following ways:

- |                       |   |
|-----------------------|---|
| Horse Race            | Get a horse to 5 or 6 hearts' worth of affection, and enter it in the Spring or Fall Horse Race. Win that race, and you receive a Power Berry the first time.   |
| Beach Festival        | Win the Beach Festival swimming competition for the first time, and you are awarded with a Power Berry.   |
| Pumpkin Festival      | Make sure you ship a pumpkin in the week before the Pumpkin Festival, and on the day of the festivities you receive a Power Berry from the Mayor.   |
| 30 Notes              | Obtain 30 of your musical notes and visit the Harvest Goddess Spring to claim your reward. (Make sure you've seen the event for every 5 notes before as well, or you need to keep entering until you catch up.) |
| Moonlight Mine Bottom | Reach the 100th floor of the Moonlight Mine to receive a Power Berry from Tim.  |







*There are a few different ways to get Power Berries but they're very limited, making each one precious.*



Power Berries aren't the only way to get more energy for your daily routine. You can also eat food, which restores a certain amount of stamina. Usually, the more expensive the food is in the shops, the more stamina it restores, but this isn't always the case. Sweets tend to restore more than other foods, including the various kinds of fruit. To eat something, equip it in your hands, then press **Y**. You can also "cook" various medicines for restoration when you gain a mixing pot.

Along with stamina, there is a related state of being—your character's alertness. This refers to how sleepy the character is, as opposed to just being physically tired due to overexertion. Your character's typical state is "fine," which is shown by the normal icon beside your stamina bar. This means that you go about your business as normal, with your usual stamina loss.

If you stay up too late one night, or if you've been generally overdoing it and staying up late on cumulative nights, you may eventually see your icon's eyelids start to droop as you work. This signals a "sleepyhead" status, and it means that you use more stamina than usual every time you take an action. Your actions are also sometimes delayed by your character rubbing at his eyes and acting tired. At this point it's best to get home and get to sleep, unless you've got something urgent left to take care of that day.

If you ignore your sleepyhead status too long, it may slide into "very sleepy" status. At this point your status bar icon's eyes close completely, and actions take up a very large amount of stamina. It's very easy to collapse in this state, and it's a definite sign that you've been overdoing it.



*Watch the icon next to your stamina bar to see when you are losing alertness, and get to bed before it becomes a problem.*



If you push yourself to one of the sleepy states one day, it means that you have a higher chance of doing the same the next day as well, and earlier than usual. In other words, your character's fatigue builds up. Get an early night's sleep to help catch up on your character's alertness, for a few nights in a row if need be.

You can use another trick to help get you through, if you really need to get things done. Herbs, and items made from them, restore your character to a normal state of alertness, but only temporarily. Wild or garden herbs, medicines, and grass juice are all items that help restore you in this fashion. Use them only as a stop-gap measure when necessary.

There are also foods with the opposite effect, so you should watch out for them when you still have work to do. These are the sodas served in the Moonlight Café and Perch Inn, or made at home. Each drink of one of these brings you to a sleepier state, so don't drink them by accident when you're still hard at work!

## Gold

Gold is the currency of Harvest Moon and, as in most games, it's a resource with quite a bit of power. You still have to *maintain a balance with your other resources*, but *enough gold can usually help you with the other resources*.

Don't rely on gold over your other resources too much. It is hard to earn early in your farming career, and there are a lot of things you need to spend it on. You need to buy seeds to plant, some of your tools for ranching, or other tasks. Gold is used for purchasing land and furniture, and you need both gold and *lumber* to construct or renovate buildings. Buying animals and food takes gold as well. In short, if you need to make a purchase at a shop, even an upgrade of some sort, expect to spend at least some gold and possibly other resources in the process.

Luckily, there are also various ways to earn gold. You can collect wild-growing resources such as berries, herbs, and coral to ship. You can grow crops from seed and ship those. You can raise animals for their eggs, milk, and wool. Mining and fishing can also give you items to ship, sometimes costlier ones, but that's a matter of luck as well as time and effort.

You can collect very limited gold by tilling the ground in the fields and mines, or sometimes by winning holiday mini-games. For the most part, you need to face a long slow process of earning each bit of gold the hard way. Spend some time earning it, then wait for the next day's payment for your shipment. So, make the most of your hard-earned cash, and don't squander it.

## Lumber

Lumber is notable as a resource because it's fairly hard to obtain, and you need it for both constructing buildings and building fences.

You collect lumber by breaking up branches with your axe. Each branch only puts one piece of lumber directly into your wood bin. You can create multiple branches by chopping up trees and stumps, but this requires an upgraded axe, and takes a lot of stamina. There are also only limited trees unless you spend the money and effort to plant more. However, more branches may appear during really bad weather.





The easier, but costlier, way to get lumber is to simply buy it. The Workshop sells lumber for 50G each, but this adds up quickly, and some construction jobs may take over 100 pieces of lumber. It is important to pick up lumber on the side and try to store it up for when you need it.

## Time

Don't overlook time as a resource. There are only so many hours in a game day, and they go by quickly. Sometimes, even if you have stamina to spare, you may find yourself running up against the end of the day without doing everything you want to. Thus, you should make the most out of each day that you can.

While the game clock normally moves at a steady pace, there are some things that pause it temporarily. Opening one of the menu screens pauses the action, as does speaking with an NPC. Most importantly, time is also paused inside a building. This means that you can step inside a building for some tasks, such as if you're using a tool to try to increase its upgrade bar, or if you have a large rucksack full of crops that you can throw into the shipping bin inside the chicken coop rather than standing outside and letting the clock run. In this case, mines do not count as indoors—the clock continues to run down while mining, which makes getting to the bottom of each mine such a challenge.

**Checking a menu screen, or stepping inside a building, freezes the game clock if you need to pause to do something.**



Of course, some things cannot be done inside a building, so divide your time carefully for these tasks. Accomplish important tasks first, such as watering your crops, before you start fishing or doing other less vital jobs. Plan your activities for the day ahead of time, so you can visit places near each other all together. Like visiting Saibara to befriend him and picking up some fodder at the Blue Sky Ranch, since both locations are right next to each other.

## Surroundings and Interactions

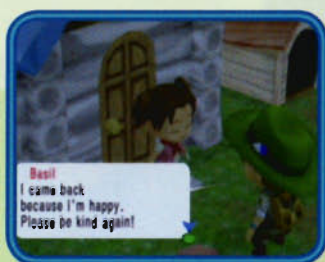
There are a few other game basics that you should know before setting out to start your first farm, such as your general surroundings and how to make the best of them.

### The Village and Its People

*Harvest Moon: Magical Melody* takes place within Flower Bud Village, a small peaceful town with a small population. You enter the village life by taking advantage of the offer for a free farm in order to get more inhabitants, and if you play your cards right you are only the first of many to come to this locale in order to find a new, more peaceful life.

The town starts out with only a few villagers and shops. To force things to grow, check the chapter "Out on the Town" to see what you can do to bring each various shop into town, while the "Friends and Neighbors" section gives hints on how to bring in specific characters. Usually it is a matter of either waiting for, or shipping certain items. As the town grows you can make use of more services and find more products to make your village life even easier.

Even if they don't offer services, the various villagers are important. Each person has a friendship rating, from one to ten, which shows how friendly that person is toward your main character. Various things happen as different people grow to like you. In some cases, you may be able to unlock new musical notes, while in others you can obtain recipes or tangible items as a reward for your kindness. Speak to people often and give them gifts that they like in order to increase their friendship.



*There is an almost endless variety of interactions you can hold with various characters, so get to know everyone, and visit them often.*

Out of all the villagers there are also ten of the opposite gender that act as potential spouses. Woo one of these characters to high levels of friendship and provide them with a suitable home, and you may find yourself able to marry and start a family of your very own...

Aside from all of these other characters there is one other person of note—Jamie, your rival. During your entire stay in the village you are at odds with Jamie, striving to do better as a farmer and rancher than this other, more established person in the village. Check the “Memo” sub-menu to keep track of how you’ve been doing against your rival. There is no real tangible reward for coming out on top, but it does help you to track how well you’re doing in your farm and ranch career.

As far as the village land goes, there are four different types that you can view by pressing **Z** to toggle the land ownership view on and off. There is your own land, marked in blue when you are displaying land ownership. At first this is just one small lot around your starting house. You can build new structures upon your land, but at first you may choose to use it for growing crops instead.

Aside from your land there is land owned by other townspeople. This starts out as just the land around the currently-owned shops and houses in town. Eventually, as more characters move in, even more land falls under this category. This type of land is yellow in the ownership display, and you cannot drop items or grow crops on it. In other words, play nice and respect the land of your neighbors as they respect yours!

Plots that haven’t had characters move in on them yet, or which are waiting for your purchase, show up in green on the display and are public property. You can drop items such as weeds and branches down on this land, but if you start to throw away other items or trash, you see a sad face icon over your character’s head, and very slightly lower the friendship of all other characters in town. You can grow crops or trees on public property, but you cannot build there. Roads are also public property, but you cannot grow things there, and no one can ever own them.



**Z** displays the different owners of land, which is most important for building on, or changing your house’s location.



Finally, there is your rival’s land, which is red in the ownership display. This is always the Jamie Ranch toward the upper right of town, before the mountain path. You can enter this land to talk to Jamie if he (or she) is on the ranch, but you can never enter the building. It otherwise acts as land owned by any other townspeople.

## Seasons and Their Bounty

Along with the actual land and townspeople there are other aspects of your environment to keep in mind, such as the changing seasons, and the natural bounty that they bring.

During each season there are different things to do and things to collect. Crops change by season. Most fish have different seasons that they are available. Some items grow or appear in the wild, ready for you to gather and use (or sell) without a lot of difficult groundwork. Festivals take place on certain days, as do birthdays.



*Items that you collect from the wild can be sold, given as gifts, or used to make more complex items.*

Each season consists of one month, and every one has 30 days in it. As in normal life a day consists of 24 hours, with time continuing to tick down unless you're inside a building, checking the menu screens, or speaking with someone.

As well as time you should also keep in mind the weather, as this affects where you may find characters and what you can do on some days. See the chapter "The Changing Seasons" for more information on time, seasons, and weather.

## Handling Items

Once you have an idea of your environment and the village climate, you just need to know how to handle various items.

One of the most important aspects of the game is the shipment system. In front of your house you find a shipping bin. To use this, grab an item in your hands, stand facing the bin, and press **A** to toss it inside. When an item is in the bin, you cannot take it back out. When you get up the next morning, each item you shipped the previous day is totaled up and you have the total gold for them added to your funds.

Some items cannot be shipped, such as weeds or garbage fished up from the water. If you don't want to use these for anything, throw them in a garbage can. One can be found beside your house, with a few others scattered around the village, in Flower Bud Square, near Blue Sky Ranch, and to the right of Spring Farm.



*If you value your items, make good use of the shipping bins and pick up items quickly from the ground before they vanish.*

You can also drop many items onto the ground. If it is a useful item that can be shipped or given away, it doesn't automatically disappear. Instead, it starts out at normal size and slowly begins to shrink. After a few seconds it disappears and is gone for good, but before that point you can pick it up again.

Be careful of where you drop items—if you drop an item onto a public area such as a road, you see a sad-faced icon over your head and hear a booing noise, and at the same time the affection of the people in town goes down very slightly. Don't undo your hard work in befriending people by dropping things in the wrong place!

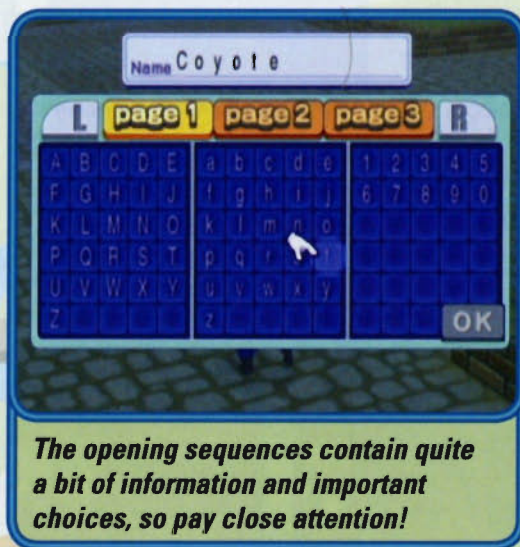
## Your First Decisions

As soon as you start a new game you have a few decisions to make that affect the rest of your play-through. Before even seeing your character at all, you must decide on a birth season, Spring, Summer, Fall, or Winter—the actual day is chosen for you. This only determines when your birthday falls in the actual game, which in turn means that other characters wish you a happy birthday on that date, rather than giving their usual conversation.

After you pick your birth month you must pick your gender, boy or girl. This affects more in the game, since boys can only woo and marry girls, and vice versa, although the main game mechanics don't really change. Pick whichever you feel more comfortable and happy playing.

After the start of a cut-scene showing your character's decision to live in the village, you are prompted to enter your character's name. Next, you must choose one of three starting locations for your ranch. You can pick up more property as the game progresses and even move your house and other buildings if you like, but this choice determines how you may do at the start. The options are:

- |                |                                       |
|----------------|---------------------------------------|
| Village Center | Not a lot of space, but convenient.   |
| Ocean Side     | The land is spacious but not fertile. |
| River Side     | Convenient for fishing, but...        |



From the hesitant description, the River Side location sounds poor, but really it may be the best choice. You have just barely enough room in that starting location for a chicken coop and the smallest barn, as well as a windmill if you squeeze them in just right. This means that you have to move your crops elsewhere, but there are ownerless fields just to the north that give you plenty of room—just do not bring Atelier Saibara or the Paradise Orchard into the village until you've managed to find somewhere else to move your crops, since they will take up those empty fields.

The other two locations have their own strengths and weaknesses, of course. The Village Center is convenient for some of the shops and buildings (although really the River Side location is even more central all around) and has some good soil, but it's very small and hard to build on. One of your goals to start bringing in some real cash is to start raising animals, not having the space to do so from the start is a handicap.

The Ocean Side location, on the other hand, has plenty of room, but it has two main drawbacks. First, the location is convenient for ocean fishing and a couple of the shops, but it's too far from the Moonlight Mine and some of the other important buildings and locations (not to mention the mountain path and Harvest Goddess Spring). Second, the soil is very poor. Since the quality of the soil determines how fast the crops grow as well as the prices you get from them, that's another large handicap. You can help this a bit by growing crops such as herbs and potatoes because their prices do not change with poor soil quality, or by unlocking the fertilizer at the Spring Farm quickly, but it's still giving you more work.

Once you've chosen your ranch's location, you are prompted to select its name, and then you have one more decision to make—where to place your furniture. This is mostly aesthetic, but put some thought into putting items you use a lot in convenient spaces. For instance putting the tool box near the door is handy, and it's also good to put a space between the diary (beside your bed) and any other items you may check, to keep you from triggering your diary by accident all the time. See the "Home Sweet Home" chapter of the walkthrough for more details on furniture, and how to move it around.

Congratulations! You've now taken your first important steps into the world of *Harvest Moon: Magical Melody*.

## The First Days

While *Harvest Moon: Magical Melody* is far too open-ended to provide a step-by-step walkthrough to get through the game, following is a rundown of what you can expect during your first couple days, and a few goals to meet in the process.

### Spring 1st

This day is eaten up with the various decisions you have to make, along with the opening sequences that show your character's choice to move into Flower Bud Village on the "Exciting Ranch Plan." You meet the Mayor, Theodore, and get settled in to the village, but you can't move around freely at all during this day. This means of course that you can't partake in the New Year celebrations, but you'll have your chance next year.

### Spring 2nd

The second day at your new ranch starts out with an odd dream, which quickly turns to reality as your character meets a few strange new friends. The next cut-scene lays out one of the main goals of the game—to collect as many musical notes as possible through a variety of methods—and the reason why. To save the Harvest Goddess you must meet these various goals, and restore her from her stony fate. You also meet your rival Jamie for the first time, gain a new tool, and acquire your first note—not bad for an early morning's work!

You've got one more thing to see before being able to move around freely. As you return home you are greeted by Ellen from the Blue Sky Ranch. She wants to greet her new neighbor, but she also wants to give you a puppy from their ranch to take care of, since they don't really have the extra time to devote to it. You don't really have a choice whether to take the puppy and besides, you need it to gain one of the animal-related notes. So gratefully accept, and give it a good name when prompted.





Once that's over with, you're finally free to act on your own. Save your game at the diary, now that you have the chance, then start out this day and every day by checking the four TV stations, and look at the calendar to see when the next festival takes place—in this case, the Egg Festival in about a week's time. Stop by the tool chest to pick up whichever tools you want to use at the moment, making sure you keep your Pedometer handy for a while until you get its "10,000 steps" note. Pick up your dog to give it some love and attention, and since it's a fine day out, carry it outside with you when you go, setting it down outside the boundaries of the "yard" directly around your house.

*The first full day is also full of important things to do, including events to watch, gifts to collect, and the ground to break on your farm.*



You have two main things you should take care of today. First, prepare some of your lands for planting using the hoe, clearing out any wood or stones that you can handle so far in the process. Because your stamina is still very low at this point, you will probably only be able to prepare two plots, three or four perhaps if you manage to find and eat some of the wild crops that grow in the Spring.

Your second goal for the day is to meet and greet your new neighbors. Unfortunately Spring Farm, where you'd get your seeds, is closed for the day. Go ahead and speak with the other villagers though, and collect any of the items they give you. Make sure you visit everyone before their respective businesses close for the day!

### FORWARD Thinking

As you stop by the Junk Shop for the first time, note the Rucksack in the products listing. This item doubles your carrying slots from 5 to 10, and is your main short-term goal other than buying and planting your seeds. Save up most of your money until you can afford the 1000 gold to buy it, since this lets you carry back a lot more items whenever you go out, and you make even better profits from mining, fishing, and gathering.



To round out your day (if you have any stamina left), there are a few other small things you can accomplish. For one, you can go to the mine, descend to the second floor, and dig up a shipment of good clay with your hoe. Shipping this allows you to bring Atelier Saibara into your town. Start befriendng Saibara for the pots he makes (see the "Friends and Neighbors" section for more details), although if you've settled into the River Side location you may well wish to leave his location open for now, so you can grow crops there. Don't do too much with the mine just yet though—your rucksack space is so limited that you would only be able to carry back one or two items anyhow, not really worth the effort needed to go deep underground.

You can also go fishing in one of the various locations to start adding some gold to your tally, most likely one that is closest to your house. Free up your inventory except for your pedometer and fishing pole first, so that you can at least carry a few fish with you to ship. You may even be able to cook a first dish or two, using some types of fish and the knife set to prepare sashimi. Remember that some sell prices are significantly better for the prepared food, as opposed to the normal fish. Blowfish for example sells for only 3G, while Blowfish Sashimi, prepared with just the knife set you already own, sells for 113G.

You might also work on picking up some of the easier notes to get off to a good start. The Stationary Note is easiest, since it takes no stamina and can be done in a building, which takes up no game time. The Fire Prevention Note is another easy and quick one, just to get your started. Just don't push yourself *too* much, as some of the notes come easily and naturally over your first few days, and you have plenty of time.

Finally, you can explore the mountain paths a bit if you have some spare time, collecting some of the wild crops that grow there. Some are good for shipping, although Very Berries if you find them tend to be put to better use in the first days by eating them, restoring some of your precious stamina so you can get back to

work for the day. If you've put some time and effort into collecting some easier notes already, you may even be ready to pay your first visit to the Harvest Sprites while you're up on the mountain, collecting your first instrument in exchange for five notes.

Once you're finished for the day head inside and get some sleep, but remember to save at the diary first. Don't stay up too late at night, since you have a lot to do in the first few days to really prepare your farm, and the last thing you need to do is work yourself into a sleepy state, forcing you to take it easy.



## Spring 3rd

Before you can move around and act on the next day, you are greeted bright and early by Bob, another townspeople. This is the shipper, and he informs you that he picks up the shipment every morning without fail, so you don't need to worry about the time or day that you put items into the shipping bin—they'll never be lost or forgotten.

Once you go about your morning routine and step outside the door, make sure to glance at your mailbox as well. If you have new mail, a white letter will be just poking out of the front. When this happens, stand next to the mailbox and press **A** to check it. Sometimes the letters inform you of a new item for sale or new shop in the village, so check each day for new mail. During the first few weeks or even seasons it's also not a bad idea to open your town map to check for any new buildings that may have moved in unannounced.

Now it's time to go about this day's tasks. You should prepare more of your fields today, but be very careful of using up much stamina at first, until you're done the other day's tasks. As soon as 9am rolls around go into the Spring Farm (which is now open) and pick up one bag of each type of seed. You can wait on the grass seeds until you're ready to buy some large animals, and turnip seeds which are provided free as a gift to a new customer. You may wish to start planting trees relatively early, but this can wait for a week or two while you pick up more important purchases.



***Your second day should be as busy as the first, so make sure you get everything done!***



## Overstocked?

Don't worry about buying more seeds than your meager rucksack can carry for the moment. Any extra seeds are automatically sent to and stored in your tool box back in your house. You can pick them up from there when you're done buying, and store any of the ones you're currently carrying there as well.

Once you've got your first seeds you're ready to plant the seed beds you've prepared. The most important crops are breadfruit, which is a repeating crop that sells for a good price, and the spring seed pouch, which gives a variety of crops and may grow a strawberry or two, allowing you to start shipping the more costly fruits. Turnips and green herbs are both good choices for the next planting, since they grow quickly. If you have very poor soil potatoes, green herbs, and moondrop flowers become better choices, because their shipping costs aren't affected by soil quality.

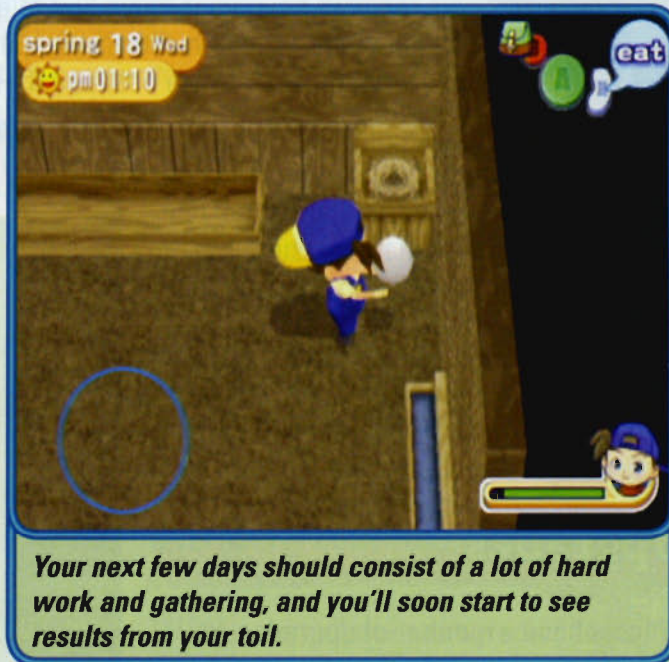
Once the seeds are in the ground make sure you water them all, or else they won't start growing. If you start running out of stamina you may need to explore for a very berry or two, to replenish your strength. After you have your current crops watered (and if you have enough stamina left prepare the next bit of field for more), repeat the process of fishing, gathering wild crops, or even mining a small bit toward the end of the day once your other tasks are done.

## Spring 4th and Onward

Over the course of the next few days, continue to slowly expand your tilled fields and make sure you keep the previous seeds watered. In a best case you have at least one field for each type of plant that you can grow during the Spring, but this may be difficult to keep going without making sure you eat some type of food every day. Once it starts raining now and then, it should give you more free time over the course of the day, likewise when you can upgrade your watering can.

You should also save up your gold from harvesting wild crops and fishing to purchase a rucksack, hopefully within the first game week. Once you get this key purchase you can spend more time foraging, fishing, and start mining in earnest (especially on rainy days), since you'll have much more space to carry your spoils home in, which directly translates to more profits.

Once you are able to start visiting the mine with the extra space, do your best to locate and ship a rare ore. This brings the Blacksmith into town, and allows you to upgrade your tools instead of buying all new ones. This is a good value for your gold right from the start, and it's extremely important toward the higher tool levels. An over-40,000G difference (even taking into account the price of the ore used to upgrade) when going from a gold- to goddess-level tool is nothing to sneeze at! In a related note, work on upgrading your watering can as soon as possible, because this is one of the tools that really affects just how many crops you can grow per season.



If you do manage to plant enough fields for each crop type, and can squeeze in one more, try to plant a second field of the variety crops from the Spring herb pouch. This gives you a chance at getting strawberries, which give you better profits and may allow you to start using some as gifts or in various dishes. Concentrate on shipping 50 cabbage to unlock the strawberry seeds for planting.

As you get closer to being able to afford your first chicken coop and your first animals, put more attention into the planning of your fields. Make sure you have an open space where the building will have to go, and if there is a field of crops in the way, don't replant them there next time you harvest. Clear out any trees, rocks, or stumps ahead of time, and move your watering hole or well out of the way if necessary by visiting the Workshop a day or two in advance.

The Egg Festival takes place at the end of the first week. This time around Carl donates the eggs for use in the festival, but from this point on you must watch carefully for festivals and ship any items that they need, or the festival will not take place. For the first year you should go to every festival, not only to earn their respective notes, but to meet new villagers that show up there.

With this groundwork behind you, you should be in a much better position to do well in the seasons—and years—to come. Make a good showing at the start, and continue to do well throughout your farming and ranching career!



# Tools of the Trade

In order to make your way through the game and accomplish your goals, you must use a variety of tools for nearly everything you do. Farming requires tools to till the land and water the crops. Ranching uses tools for brushing, milking, and shearing the animals, as well as moving them around. Fishing requires a fishing pole, while mining requires a hammer and a hoe to get items from the stones, crystals, and ground of the caves. In short, you need to learn which tools are best to use in each occasion, and how to best use these tools to get the most out of them.

This chapter gives you a rundown of different tools, how to upgrade them, what they're used for, and how to get them. For more detailed instruction on tool use, check the relevant chapters for that tool, such as "Crops and Their Care" for information on using the watering can, hoe, and other tools used in farming.

## Tool Upgrades

Many of your tools have a number of upgrades. You start with an iron tool, which is found in your initial tool box, inside your new house. You can upgrade them through copper, silver, gold, and finally goddess (rare ore) levels. You can buy the newly upgraded tools at the Junk Shop for a high price, or have your tools upgraded at the Blacksmith once it's in your town (for a much lower price coupled with the relevant ore).

You upgrade a tool by checking the bar under the tool's name and description in the "Belongings" menu sub-screen, or when moving the tool between your rucksack and tool box. This bar is divided into different colors. When the colored bar grows beyond the initial dark grey and into the copper-colored section, it means you're ready to buy the copper version of the tool, or upgrade it to the next level at the blacksmith. The same holds true for when the bar enters the silver and gold sections of the bar. Once the bar is completely filled, you can obtain the goddess level of the tool, which requires rare ore for the upgrade.



*Tools often have multiple uses, and are handy in a variety of situations. Check to see how much they can be used for.*



*Check the bar often to see when you can get an upgrade, then plan your timing carefully.*

The easiest way to get the next level of tool is to visit the Junk Shop and buy it. This removes the previous tool and replaces it with a new one. It's the quickest and easiest option, but it's also expensive, and you should use it only when you need one of the lower-level tools quickly, or before you get the Blacksmith in town. Tool prices at the Junk Shop are as follows:

Junk Shop Tool Prices	
Tool	Cost
Copper Tools	2000G
Silver Tools	6000G
Gold Tools	18,000G
Goddess Tools	48,000G

Obviously, getting the Blacksmith in town is the better option. To do this, make sure you find a rare ore in the mine and ship it. Luckily, this ore isn't as rare as the name implies.

Blacksmith Upgrade Prices	
Tool Upgrade	Cost
Upgrading one level	700G
Upgrading two levels	1500G
Upgrading three levels	3000G
Upgrading four levels	4000G

Once the Blacksmith is in town you can upgrade tools by carrying the tool to his shop and speaking to him. You must also bring along the right ore—copper ore to upgrade to a copper tool, rare ore to upgrade to a goddess tool, and so on. The ore is automatically taken from your inventory when you pay for the upgrade, so don't hand it to Tai himself, or it will be treated as a gift. Prices here are much better, even when you take the shipping price into consideration and the couple of days it takes to upgrade.

*If you wait long enough you can upgrade a tool more than one level at a time, as long as you have the extra money and the right ore.*

Note that in the above table, the highest cost isn't for upgrading the gold tool to the goddess level—it's for upgrading a tool four levels at once, in other words from iron to goddess level all in one go. The same holds true for lower levels—taking a tool up one level always costs 700G, no matter what level it's currently at.

The main drawback to upgrading tools at the Blacksmith is that it takes two days to get the tool back from Tai. Keep this in mind and plan your upgrades for when you don't need to use the tool within the next few days. Also, remember that the Blacksmith is closed on Wednesdays and holidays, and take that into account in your plans. Tai will still work on the tools over those days, but you can't enter the shop to get the tool back if the second day falls on one of the days that the shop is closed.

Once the tool is done, visit the Blacksmith and talk to Tai across the counter again to get it back. If you don't have space in your rucksack it is sent straight to your tool box.

There is a special way to have your iron fishing rod upgraded to the copper level. Once your fishing rod is ready for the first upgrade, put it in your rucksack and visit Sunny Lake. If you've already made friends with Ray the fisherman, you view an event where Ray admires your hard work, and rewards you with the new fishing rod immediately.



Once you have your new upgraded tools you have to learn to use them. Some tools automatically have a slightly stronger effect in just normal use, such as the fishing rod, but for most upgraded tools you can also charge them by holding down **A**. There is a different cue for each level of charging:



### Copper Tool

A sweat drop and “# mark” of effort appears.



### Silver Tool

The character's face becomes red, and the character makes a straining noise.



### Gold Tool

A small glowing circle appears around the character's feet, and the character makes a louder straining noise.



### Goddess Tool

A large glow appears all around the character, and the character makes an even louder noise of effort.

You don't need to charge all the way up for higher-level tools. You can charge up to only two stages when using a goddess-level tool, for example, but you then only get the same effect as for a silver tool.

Once you've reached the charge level you want, release **A** to unleash the tool's effect. Charging the tool uses slightly more stamina than using it normally one time, with each extra level of charge taking slightly more stamina than the last. You save stamina overall, though, because of the larger effects you get. For example, charging a silver watering lets you water nine squares at once—this takes more stamina than watering one single space, but much less stamina than watering nine single squares individually.

Remember that results may be slightly different when you use a tool while standing diagonally, compared to the patterns they affect when used straight up, down, right or left.

## Axe

The axe is used for chopping down trees, getting rid of stumps and branches, and for collecting wood. Whenever you cut a stick lying on the ground, a piece of lumber is automatically put into your wood bin at the back of your house. This keeps you from having to pay extra for lumber when you construct a new building, or renovate an old one. It also allows you to clear more land to use for crops or building. Charging the higher-level axes isn't necessary for cutting stumps or trees, but it does allow you to cut them apart with less effort.

*Charging a goddess-level axe allows you to quickly clear out the large swaths of branches that appear when you break up a stump.*



### Axe

Name	Effect
Iron Axe	Can chop branches, stumps, and trees with work.
Copper Axe	Can chop branches, stumps, and trees with less work.
Silver Axe	Chops branches, stumps, and trees more quickly.
Gold Axe	Chops branches, stumps, and trees efficiently.
Goddess Axe	Chops branches, stumps, and trees even more quickly, charge fully to cut a ring of 24 spaces around you.

## Fishing Rod

Unsurprisingly, you use the fishing rod to fish from the streams, lakes, and ocean of Flower Bud Village. Unlike most tools, an upgraded fishing rod does not charge in set stages. Charging this tool just causes the line to be cast out farther, and not in set increments, and the fishing rod can be charged in this way even without being upgraded. Upgrading the fishing rod allows you to catch fish with less struggle and allows for bigger fish.



*The fishing rod allows you to catch bigger fish with less struggle when upgraded.*

## Hammer

The hammer is used to clear away rocks and boulders, pulverizing them into dust. This is useful for clearing fields for planting, building, and in some cases allows you to reach new areas by clearing a path. The hammer is especially useful in the mines, where you use it to break open stones and crystals to collect the ore or jewels contained within. You cannot go down past the first level of a mine without the hammer in your inventory. If you need to cut some grass on a section of your field that you want to get rid of, use the hammer to remove it, or to destroy old used stakes that you wish to replace. Finally the hammer is used to whack the mole that appears throughout the village, required for collecting one of the musical notes.



*Aside from breaking up stones, the hammer has some non-obvious uses, such as whacking the moles that appear from time to time.*

### Hammer



Name	Effect
Iron Hammer	Breaks stones, large stones, and boulders with work.
Copper Hammer	Breaks stones, large stones, and boulders with less work.
Silver Hammer	Breaks stones, large stones, and boulders more quickly.
Gold Hammer	Breaks stones, large stones, and boulders more efficiently.
Goddess Hammer	Breaks stones, large stones, and boulders more quickly, charging fully breaks stones in the 24 spaces around you.



## Hoe

When you want to plant crops you need to till the soil using the hoe, since seeds will not grow unless they fall onto a tilled square of land. The hoe is also used in the mines, where you can till the ground to collect potato roots, good clay, or to reveal a stairway leading down. You can also use the hoe on a piece of beach closest to the ocean to unearth clams, or near mora trees in the Fall to unearth truffles.



*Aside from tilling soil the hoe is used in digging things up in the mines, under trees, or on the beach once you learn the right spots.*

### Hoe

Name	Effect
Iron Hoe	Till 1 space in front of you
Copper Hoe	Charge to till 2 spaces in a row in front of you
Silver Hoe	Charge fully to till 4 spaces in a row in front of you
Gold Hoe	Charge fully to till 15 spaces in three rows in front of you.
Goddess Hoe	Charge fully to till 30 spaces in five rows in front of you.

## Sickle

Use the sickle to cut down fully-grown grass to turn it into fodder. Each square of grown grass that you cut down automatically goes into your feed storage and adds one to your fodder count. Also, use the sickle to cut down last season's crops when you can no longer harvest from them, clearing the way for the next season's vegetables. The sickle also cuts down weeds, but they can more easily be picked up and thrown away by hand.

### Sickle

Name	Effect
Iron Sickle	Cuts down 1 square in front of you
Copper Sickle	Cuts down 3 squares in front of you
Silver Sickle	Cuts down 5 squares in front of and beside you
Gold Sickle	Cuts down 8 squares around you
Goddess Sickle	Cuts down 24 squares around you



*Although it's mostly used for cutting grass, the sickle is also useful for cutting down last season's crops to plant new ones.*

## Watering Can

One of your most-used farming tools, the watering can waters your crops to make them grow. Each seed (other than grass) needs to be watered every day, unless it's raining. A day without watering means that the plant doesn't grow that day, and if it goes too long without water it withers away completely. You can also use the watering can to put out a bonfire, although this is only really required to pick up one of the musical notes.

### Watering Can



Name	Effect
Iron Watering Can	Waters 1 square in front of you
Copper Watering Can	Waters 3 squares in front of you
Silver Watering Can	Waters 9 squares in three rows in front of you
Gold Watering Can	Waters 24 squares in a circle around you
Goddess Watering Can	Waters 48 squares in a circle around you



*Upgrading the watering can really lets you care for more crops before losing all of your stamina.*

## Other Tool Listings

Not every tool can be upgraded. Some are simply used as they are, and have the same effect over the course of the entire game. Below is a listing of non-upgradable tools that you can store in your toolbox and use as needed. Reusable tools can be used as much as needed, while others have only one use per purchase.



*Not all important tools can be reused multiple times, such as seeds and animal medicine.*

### Non-Upgradable Tools



Name	Description	Reusable?	Received	Cost
Animal Medicine	Cures a sick animal	No	Purchased at Blue Sky Ranch	800G
Bell	Calls animals inside	Yes	Purchased at Blue Sky Ranch	500G
Blue Feather	Allows you to propose (kept inside the shelf)	**	From Mt. Moon (after event with Mayor)	—
Bonfire Set	Creates a bonfire	Yes	Inside first tool chest	None
Brush	Brushes animals	Yes	Purchased at Blue Sky Ranch	800G
Clippers	Clips wool from sheep	Yes	Purchased at Blue Sky Ranch	800G
Cow Miracle Potion	Makes a cow pregnant	No	Purchased at Blue Sky Ranch	1500G
Fertilizer	Upgrades the soil in the 9 spaces under and around you by one level	No	Purchased at Spring Farm	150G
Horse Miracle Potion	Makes a horse pregnant	No	Purchased at Blue Sky Ranch	1200G
Milker	Milks Cows	Yes	Purchased at Blue Sky Ranch	1000G
Pedometer	Tracks number of steps taken	Yes	Received during opening sequences	None
Picture Book	Used to entertain a young baby	Yes	Purchased at Junk Shop	500G
Rattle	Used to pacify an infant or young baby	Yes	Purchased at Junk Shop	600G
Reins	Leads animals	Yes	Received from Hank	None
Seed Bags*	Plants seeds in the 9 spaces under and around you in a circle	No	Purchased at Spring Farm	Varies
Sheep Miracle Potion	Makes a sheep pregnant	No	Purchased at Blue Sky Ranch	1000G

\*There is a different type of seed bag for each type of crop, each with its own price and seasonal availability.

\*\* This item can be re-used until it is accepted, then it vanishes.



# Out on the Town

During the course of your stay in Flower Bud Village you must make your way around town to many different locales. There are shops where you need to purchase tools and items, people to visit and befriend, areas to fish and mine to earn extra money, and more.

The town layout can be a bit confusing to newcomers, especially when it's barely built up and still has wide expanses of nothing but trees, rocks, and bare land. This section contains a map to help you make your way around town, followed by descriptions of the different areas you can visit. Also, you will find descriptions of shops and buildings in the village, and useful information such as inhabitants, how to unlock them, and related topics.

## Town Map



## Side Areas

Some of the following areas can only be entered via the town map, but they are not really a part of it. Others are located on the town map (and are special enough to merit mention), but are only general locations, not buildings or shops.

### 1. Harvest Goddess Spring



One of the first areas you see in the introduction to the game, the Harvest Goddess Spring guards a secret—the petrified form of the Harvest Goddess herself! Come here after each five musical notes collected to turn them into a musical instrument. This brings you closer to freeing the Goddess from her spell. After the Goddess returns to normal you can visit this spring to restore your stamina instantly, although this does not restore your alertness level.

You reach the Harvest Goddess Spring by taking the mountain path to the suspension bridge and crossing it. Continue to follow the path beyond the bridge, and you eventually arrive at the spring area.

## 2. Mt. Moon



Another location off the mountain path is Mt. Moon. You can reach this peak by following the mountain path and going up just before the suspension bridge, running to meet the cliff. Follow the path along the cliff all the way up, and use an upgraded hammer to clear the path of obstacles. Once you reach the cave leading to Mt. Moon you must clear a mini-game to reach the peak.

The peak of Mt. Moon doesn't hold much of interest, but you should climb it once to receive one of the musical notes. You must also climb it in order to fetch the Blue Feather needed to propose to your sweetheart. You gain another note for finding the feather of the rare bluebird in the process.

## 3. Sunny Lake



Sunny Lake is the lake found off the left side of town. You should visit this lake quite a bit over the course of your game. You need to come here to meet a handful of characters, animals, see other events, and to catch many of the lake fish aside from Stardrop Pond. The lake also holds the entrance to the Lake Cave during winter, and allows access to Starry Hill above it.

To reach Sunny Lake just follow the path just above the Blacksmith (or below the Workshop if you don't have the Blacksmith yet) all the way left, and eventually you enter the lake.

## 4. Starry Hill



This small location is home to a few of the festivals that allow you to take a date along, although you usually meet up in Flower Bud Square and travel to the hill automatically. To reach Starry Hill at other times, go to Starry Lake and travel around the lake until you can step from one screen to the next, but there is nothing of importance to find.

## 5. Lake Cave



A second area off Starry Hill is the Lake Cave, but it is only accessible during the Winter. When the lake freezes you can reach the entrance to the cave in the center of Sunny Lake to obtain various precious jewels and one of the king fish in the game.

## 6. Moonlight Beach



While beachfront stretches all along the bottom of Flower Bud Village, one section is especially notable. The far left portion of beach beyond the large stone is known as Moonlight Beach. This is the location for some of the festivals that do not take place in Flower Bud Square.

You can take part in one of the Moonlight Beach festivals by stepping on the sand that is just past the rock. On normal days you can visit the beach to fish or talk to the few people who visit there.

## 7. The Island



Another notable location off the beaches is a small isolated island out in the middle of the ocean. This island can only be reached by befriending a dolphin. If you talk to it, and feed it fish, the dolphin eventually gains a heart on its friendship meter. From this point on, speaking to the dolphin gives you the option to ride it to the island.

Once you are on the island, you can fish for creatures not found in the ocean just off of town. You can also speak to some of the villagers who visit this isolated locale. The first time you visit the island you also gain one of the musical notes.

## 8. Flower Bud Square



Flower Bud Square is on the right of town, but it is central to the village's social life. Most of the festivals where the townspeople congregate take place here. Even on normal days, many villagers like to hang around the square to soak up the nice weather and speak with friends and neighbors.

This town square is notable not only for the festivals that take place here, but also because it is the location of the bin that is used to ship items that are necessary for many festivals. There is also a notice board next to the bin that gives you information about upcoming festivities.

## 9. Moonlight Cave



The entrance to Moonlight Cave can be found by running up along the path that is just to the right of the Clinic and the Jamie Ranch. Take along your hammer and hoe to pick up various ores and other useful materials from the mine. You will be able to ship these later, or use them in other projects. The top floor of the mine is also a popular spot for some of the town's treasure-seekers and people who are interested in the herbal roots found in some of the mine's levels.

## Shops List

Use the following entries to learn not only what each building does, but how to unlock or upgrade it. There are also lists of sale prices, hours of operation, and similar stats. They are listed in alphabetical order. Check the town map in this section to find their locations.

### 10. Atelier Saibara

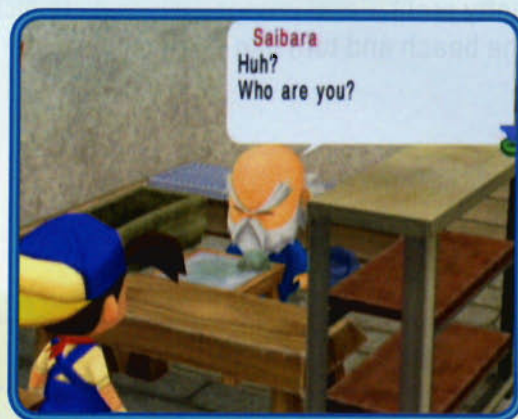
**Requirement to Unlock:** Ship one load of good clay

**Hours of Operation:** 6am to 6pm, closed Saturdays and holidays

**Inhabitants:** Saibara

Atelier Saibara is a pottery run by Saibara himself, where he crafts various items for sale in Lyla's shop and sometimes experiments with other useful pottery items.

While there isn't anything to actually purchase in this building, it's still important to unlock it if you want to gain access to all of the cooking implements and furniture items.



### 11. Blacksmith

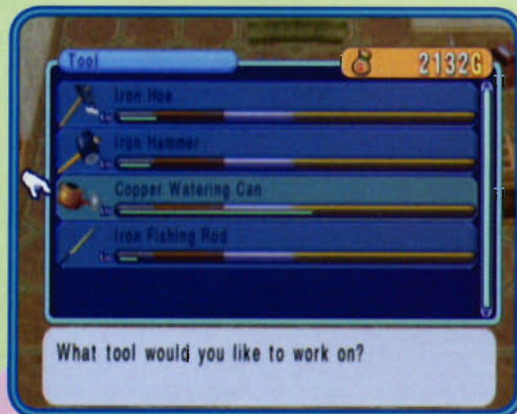
**Requirement to Unlock:** Ship ores (rare if possible) until he shows up

**Hours of Operation:** 6am to 6pm, closed Wednesdays and holidays

**Inhabitants:** Tai, Tim, Bob

Home to Tai and his grandsons Tim and Bob, the Blacksmith is one of the best locations to unlock early in the game. Tai can always be found here during operating hours, while Bob is here more rarely, and Tim always prefers to be out around the Moonlight Mine finding treasure.

The Blacksmith is the place to go to not only craft jewelry, useful for selling or giving as gifts, but it's also very important for upgrading tools. While you can buy new tools at the Junk Shop after repeated tool use, upgrading at the Blacksmith is the much cheaper option. Check the "Tools of the Trade" section for detailed information on the tool upgrade process.



#### Tool Upgrade Costs

Item	Cost
One level	700G + Ore
Two levels	1500G + Ore
Three levels	3000G + Ore
Four levels	4000G + Ore

To create an accessory, take the required item to Tai and pay the cost in gold. He requires two days to craft any item. If you don't have any rucksack space available, the accessory is sent to the shelves in your house. Tai won't allow you in to pick up the item on Wednesdays or holidays.

Don't overlook accessories as a money-making opportunity. The costs to craft the items can be high for a starting player, but the jewelry also gives a hefty profit. Coral is especially easy to pick up off of the beach and turn into extra money.

## Accessories

Item	Required Item	Cost	Sell Price	Item	Required Item	Cost	Sell Price
Amethyst Ring	Amethyst	750G	1320G	Gold Brooch	Gold	650G	1150G
Amethyst Brooch	Amethyst	700G	1220G	Moonstone Ring	Moonstone	550G	1150G
Aquamarine Ring	Aquamarine	800G	1330G	Moonstone Brooch	Moonstone	500G	1050G
Aquamarine Brooch	Aquamarine	750G	1230G	Ruby Ring	Ruby	850G	1450G
Coral Ring	Coral	550G	1135G	Ruby Brooch	Ruby	850G	1350G
Coral Brooch	Coral	500G	1035G	Sapphire Ring	Sapphire	800G	1350G
Diamond Ring	Diamond	1000G	1600G	Sapphire Brooch	Sapphire	750G	1250G
Diamond Brooch	Diamond	1000G	1500G	Silver Ring	Silver	600G	1200G
Emerald Ring	Emerald	850G	1430G	Silver Brooch	Silver	500G	1050G
Emerald Brooch	Emerald	800G	1330G	Topaz Ring	Topaz	750G	1340G
Gold Ring	Gold	700G	1250G	Topaz Brooch	Topaz	700G	1240G

## 12. Blue Sky Ranch

**Requirement to Unlock:** None

**Hours of Operation:** 6AM to 6PM, closed Thursdays and holidays

**Inhabitants:** Hank, Ellen, Blue

The Blue Sky Ranch is one of the shops available when you first move into town, and one of its inhabitants comes to greet you on your first full day in the village. This shop sells animals, products related to them, and food you may need to keep them alive. This includes some of the dairy products that can come in very handy for cooking before you have your own adult animals. The first time you enter the building you also receive the Animal Notebook from Ellen.



## Products

Item	Requirement	Cost
Brush	None	800G
Milker	None	1000G
Clippers	None	800G
Bell	None	500G
Animal Medicine	None	800G
Good Egg	None	120G
Good Milk	None	300G
Good Cheese	None	380G
Good Mayonnaise	None	180G
Good Butter	None	350G
Cow Miracle Potion	None	1500G
Horse Miracle Potion	None	1200G
Sheep Miracle Potion	None	1000G

When you first purchase an animal other than a chicken, it is still a baby and must grow fully before you can really make use of it.

## Animals

Item	Requirement	Cost
Chicken	Chicken Coop	1200G
Calf	Barn	3500G
Foal	Barn	3200G
Lamb	Barn	2500G

To sell an animal it must be an adult, and cannot be ill at the time. Champion animals (those that have won their relevant animal contest) sell for more than normal ones. Also, you cannot sell sheep unless they have their full wool.

### Animals (Selling)

Item	Price
Chicken	600G
Chicken (champion)	1000G
Cow	1700G
Cow (champion)	3000G
Horse	1600G
Horse (champion)	50,000G
Sheep	1250G
Sheep (champion)	1800G

### Feed

Item	Cost
Fodder	30G
Bird Feed	20G

## 13. Café Callaway

**Requirement to Unlock:** Will open one month after you meet Carl and Eve

**Hours of Operation:** 9am to 6pm, closed Tuesdays and holidays

**Inhabitants:** Carl, Katie

The Café is the result of Carl's lifelong dream. He sells various sweets, which are wonderful for restoring your fatigue during a tough working day. The Café inhabitants are also possible spouses, depending on your character's gender. This also happens to be a fairly popular spot for some of the townspeople to gather during the afternoon, if you're looking for people to talk to and befriend.



### Spring

Item	Cost
Pancake	300G
Pudding	300G
Cake	400G
Cheesecake	500G
Strawberry Milk	320G
Orange Juice	120G
Tomato Juice	150G

### Summer

Item	Cost
Pancake	300G
Pudding	300G
Cake	400G
Orange Cake	450G
Cheesecake	500G
Apple Pie	510G
Strawberry Milk	300G
Orange Juice	120G
Tomato Juice	150G

### Fall

Item	Cost
Pancake	300G
Hot Milk	150G
Cocoa	350G
Herb Tea	200G
Pudding	300G
Cake	400G
Chestnut Cake	440G
Cheesecake	500G
Yam Pie	300G
Orange Juice	120G

### Winter

Item	Cost
Pancake	300G
Hot Milk	150G
Cocoa	350G
Herb Tea	200G
Pudding	300G
Cake	400G
Cheesecake	500G
Pumpkin Pie	500G
Orange Juice	120G



## 14. Clinic

Requirement to Unlock: None

Hours of Operation: 6am to 9pm, closed on Wednesdays and holidays

Inhabitants: Alex, Martha

Run by the friendly Alex and eventually the mothering Martha, the Clinic is a place for townspeople to find medical help and recover strength. While there is nothing to buy here, the clinic still plays an important role. You are brought here whenever you pass out from overexertion, and it's also the site of many important events in your character's young life, once you start to create a family.



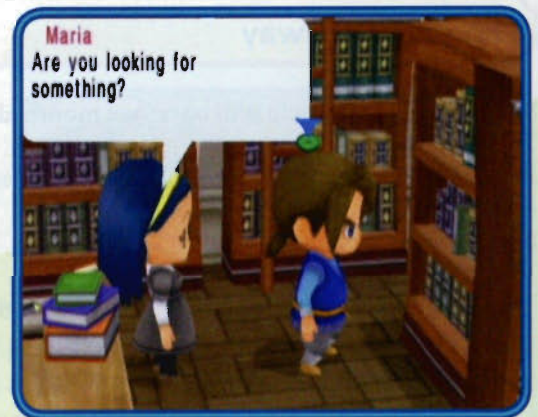
## 15. Flower Bud Library

Requirement to Unlock: Opens mid-Spring (Year One)

Hours of Operation: 9am to 6pm, closed Mondays and holidays

Inhabitants: Maria

As you might expect, the Library houses various books for you to read and research. In an in-game sense, these books may offer a few hints at things to find in your explorations, and add a bit of flavor to the game world. They're important though, since reading all of the books allows you to receive another of your musical notes. Otherwise, the Library is mostly important if you wish to woo Maria, or find some of the characters that occasionally visit during the day.



### Spring/Summer

Item	Item
Fish Encyclopedia 1	"Rare Metal" Rocks
Fish Encyclopedia 2	A History of Festivals
Fish Encyclopedia 3	Our Farms
Fish Encyclopedia 4	How Money Works
The Power of Weeds	Mountain Living
Amazing Grass	Growing Flowers
The Enjoyment Of Tree Planting	Village Festivals of Flower Buds Spring
"Moondrop Flower" Plants	Enjoying Herbs
"Raccoon" Animals	Village Festival of Flower Buds Summer
"Rabbit" Animals	Script Dictionary
"Squirrel" Animals	Building Structures
"All About Dinosaurs (II)" Animals	Start a Band!
The Role of Limestone	Designer's Perspective
"Moonlight Stone" Rocks	
"Ore" Rocks	

### Fall/Winter

Item	Item
Fish Encyclopedia 5	Village Festivals of Flower Buds Winter
Fish Encyclopedia 6	When Stress Hits
Fish Encyclopedia 7	Patchwork Quilts
Fish Encyclopedia 8	Healthy Childbirth
"Pinkcat Flower" Plants	Child Psychology
"Blue Mist Flower" Plants	Baby Sweaters
"Herb" Plants	Learn to Fish
"Pontata Grass" Plants	Healthy Cooking
"Monkey" Animals	The Wild Outdoors!
"Weasel" Animals	Beautiful Scents
"Pig" Animals	Let's Cook!
"All About Dinosaurs (III)" Animals	The Soul of Tea
The Psychology Book	The Bed in the Sky
Village Festivals of Flower Buds Autumn	The Silver Fortress

## 16. Hearty ♥ Lyla

**Requirement to Unlock:** Meet Lyla at the Flower Festival and ship “gift” items (good clay, flowers, blue berries, etc.)

**Hours of Operation:** 9am to 6pm, closed Mondays and holidays

**Inhabitants:** Lyla

This tiny gift shop opens once you have managed to provide it with some village gifts to sell. Much of its supply depends on shipments you make (such as flowers for the balms) and friendship with Saibara (to increase the number of pottery items for sale). This shop is a bit out-of-the-way on the path back to the city, but you should visit it occasionally. If you don't visit it, you may find yourself without a gift shop while Lyla goes in search of greener pastures.



Out on the Town

### Shop List

Item	Cost	Item	Cost	Item	Cost
Pink Yarn	1500G	Gold Ring	1750G	Fate Vase	2000G
Yellow Yarn	1300G	Pink Balm	750G	Strawberry Jam	480G
Blue Yarn	1800G	Green Balm	600G	Very Berry Jam	260G
Orange Yarn	1400G	Purple Balm	550G	Blueberry Jam	300G
Red Yarn	1300G	Snow Field	400G	Marmalade	500G
Green Yarn	1400G	Spring Breeze	1000G	Apple Jam	700G
Purple Yarn	1300G	Summer Wind	2000G	Hanging Clock	700G
Silver Brooch	1050G	Clay Plate	500G	Purple Vase	300G
Gold Brooch	1600G	Marble Plate	1000G	Slim Vase	350G
Aquamarine Brooch	1850G	Mystic Blue Plate	2000G	Japanese Vase	250G
Amethyst Brooch	1800G	Simple Vase	600G	Wavy Vase	450G
Silver Ring	1700G	Gloss Tinted Vase	1000G	Yellow Vase	450G



## 17. Junk Shop

**Requirement to Unlock:** None

**Hours of Operation:** 9AM to 6PM, closed Tuesdays and holidays

**Inhabitants:** Michael, Ann, Louis

The Junk Shop is one of the important stores open from the very start of your farming career, and you should visit often. While you can purchase improved tools here, these are much better to acquire at the Blacksmith. The Junk Shop is still an important place to buy furniture and items that you cannot get elsewhere though, including the vital “makers” that allow you to change animal products into more expensive items for shipping and your own use. Your first trip to the Junk Shop gives you a free tool notebook to use and refer to.



### Shop List

Item	Requirement	Cost	Item	Requirement	Cost
Copper Tools	Leveled Tool	2000G	Oven	None	700G
Silver Tools	Leveled Tool	6000G	Mixer	None	400G
Gold Tools	Leveled Tool	18,000G	Good TV	House Lv 2	3000G
Goddess Tools	Leveled Tool	48,000G	Wood Stove	None	300G
Rattle	None	600G	Kerosene Stove	None	700G
Picture Book	None	500G	Oil Heater	House Lv 2	1000G
Old Clock	House Lv 3	1000G	Log Chair	None	200G
Fridge—Blue	House Lv 2	700G	Sofa (S)	None	500G
Fridge(L)—Green	House Lv 2	1200G	Sofa (L)	None	900G
Fridge(L)—Beige	House Lv 2	1200G	Mayonnaise Maker	Own a chicken	3000G
Fridge(L)—Blue	House Lv 2	1200G	Yarn Maker	Own a sheep	4000G
Fridge(L)—Pro	House Lv 3	4000G	Butter Maker	Own a cow	3000G
Frying Pan	None	500G	Cheese Maker	Own a cow	5000G
Pot	None	500G	Dye Pot	None	500G

## 18. Mayor's House

**Requirement to Unlock:** None

**Hours of Operation:** 6AM to 9PM, closed on holidays

**Inhabitants:** Theodore

The Mayor's House is just what it sounds like—the residence of Theodore, Mayor of Flower Bud Village. Enter here if you're looking to speak with Theodore and can't find him outside. You must also come inside his house during the event to receive the aging pot.



## 19. Moonlight Café

**Requirement to Unlock:** Meet Duke at the Spring Horse Race Festival, will open in Summer (Year One)

**Hours of Operation:** 6PM to 5AM, closed Tuesdays and holidays

**Inhabitants:** Duke, Eve, Carl (during Summer of Year One)

This is a relaxing place for the adults of Flower Bud Village to visit at night to unwind. It doesn't have the sweets that Café Callaway offers, but it does have other foods to restore your energy in a pinch at night. It also offers a full spectrum of juices and sodas, the latter of which are useful in gaining one of your all-important musical notes.



Spring	
Item	Cost
Veggie Salad	300G
Steamed Clam	580G
Baked Potato	300G
Popcorn	320G
Pizza	700G
Orange Juice	120G
Apple Juice	130G
Grape Juice	150G
Grape Soda	600G
Apple Soda	620G
Very Berry Soda	480G

Summer	
Item	Cost
Veggie Salad	300G
Steamed Clam	590G
Baked Potato	320G
Popcorn	320G
Pizza	700G
Orange Juice	120G
Apple Juice	130G
Grape Juice	150G
Grape Soda	600G
Apple Soda	620G
Very Berry Soda	480G

Fall	
Item	Cost
Veggie Salad	300G
Mushroom Sauté	220G
Popcorn	320G
Tomato Sardine	310G
Pizza	700G
Orange Juice	120G
Apple Juice	130G
Grape Juice	150G
Grape Soda	600G
Apple Soda	620G
Very Berry Soda	480G

Winter	
Item	Cost
Veggie Salad	300G
Mushroom Sauté	240G
Popcorn	320G
Tomato Sardine	300G
Pizza	700G
Orange Juice	120G
Apple Juice	130G
Grape Juice	150G
Grape Soda	600G
Apple Soda	620G
Very Berry Soda	480G

## 20. Paradise Orchard

**Requirement to Unlock:** Meet Ronald and Dan at the Spring Horse Race Festival and plant one Grape Tree

**Hours of Operation:** 9AM to 9PM, closed on holidays

**Inhabitants:** Ronald, Dan, Meryl

The Paradise Orchard is dedicated to growing juicy fruit to be used by people in Flower Bud Village (and beyond) in delicious foods and drinks. They don't actually sell anything from their building, but the orchard is still a useful place to visit if you want to befriend the inhabitants, which in turn can lead to courtship of Dan and to gaining musical notes.

Once you manage to get the owner Ronald to three hearts on his friendship meter, the orchard expands. At this point you get to meet the frightened young Meryl and come to know her bit by bit.



## 21. Perch Inn

**Requirement to Unlock:** Meet Doug and opens during Summer (Year One)

**Hours of Operation:** 9AM to midnight, closed on holidays

**Inhabitants:** Doug, Gwen

The Perch Inn doesn't sell all of the sweets you can buy in the Café Callaway, but it does stay open much later, making it an option for stamina restoration later at night if you're not up by the Moonlight Café. It's also a good spot to visit to find some elusive visitors, especially the Gourmet who can only be found upstairs in the inn during the Fall.



### Spring

Item	Cost
Tomato Sandwich	350G
Sunny-Side Up	220G
Cheese Omelette	600G
Spicy Fried Veggies	500G
Stew	600G
Grilled R. Trout	300G
Seafood Pizza	780G
Potato Gratin	680G
Veggie Juice	200G
Grass Juice	300G
Grape Soda	600G

### Summer

Item	Cost
Tomato Sandwich	350G
Sunny-Side Up	220G
Cheese Omelette	600G
Spicy Fried Veggies	500G
Bouillabaisse	720G
Stew	600G
Stewed Eggplant	190G
Seafood Pizza	780G
Veggie Juice	200G
Grass Juice	300G
Grape Soda	600G

### Fall

Item	Cost
Tomato Sandwich	350G
Sunny-Side Up	220G
Cheese Omelette	600G
Spicy Fried Veggies	500G
Stew	600G
Cream Salmon	650G
Stewed Pumpkin	200G
Seafood Pizza	780G
Veggie Juice	200G
Grass Juice	300G
Grape Soda	600G

### Winter

Item	Cost
Tomato Sandwich	350G
Sunny-Side Up	220G
Cheese Omelette	600G
Tuna Steak	800G
Spicy Fried Veggies	500G
Stew	600G
Caramelized Small	190G
Seafood Pizza	780G
Veggie Juice	200G
Grass Juice	300G
Grape Soda	600G

## 22. Sanatorium

**Requirement to Unlock:** Ship 30 herbs total, have Alex at one heart

**Hours of Operation:** 6am to 7pm, closed on holidays

**Inhabitants:** Gina, Dia

The Sanatorium sells nothing, but is needed for two of the potential brides to move into town. You can visit here to woo Gina, and Dia is very seldom found outside its walls.



## 23. Spring Farm

Requirement to Unlock: None

Hours of Operation: 9AM to 6PM, closed Mondays and holidays

Inhabitants: Liz, Nina

While Blue Sky Ranch concentrates on ranching and animals, Spring Farm is devoted solely to crops and their growth. This is where you must come to purchase seeds for each season's crops, as well as fertilizer to improve your land once you've shipped enough limestone. You also pick up grass seeds and tree seedlings here.

Along with the items to grow your own crops, Spring Farm sells most (but not all) of the crop vegetables ready to use. This is much more expensive than growing them yourself, but it's a good option to have in a pinch. Keep in mind that the cost for these crops grows as you get farther away from their growing seasons, and plan accordingly if possible. The first time you visit Spring Farm you receive a crop notebook, along with a free bag of turnip seeds.



Out on the Town

### Spring



Item	Requirement	Cost
Turnip Seed	Spring	20G
Potato Seed	Spring	30G
Cabbage Seed	Spring	40G
Breadfruit Seed	Spring	60G
Strawberry Seed	Spring, Ship at least 50 cabbage to unlock	300G
Grass Seed	None	50G
Fertilizer	10 Limestone Shipped	150G
Spring Seed Pouch	Spring	60G
Woodchip Flower Seed	Spring	20G
Green Herb Seed	Spring	20G
Mara Seedling	None	300G
Chestnut Seedling	None	350G
Orange Seedling	None	360G
Grape Seedling	None	370G
Apple Seedling	None	380G
Evergreen Seedling	None	200G
Potato	None	165G
Breadfruit	None	255G
Corn	None	230G
Onion	None	140G
Cocoa	None	240G
Pumpkin	None	350G
Bell Pepper	None	145G
Carrot	None	220G
Spinach	None	260G

### Summer



Item	Requirement	Cost
Tomato Seed	Summer	50G
Corn Seed	Summer	40G
Onion Seed	Summer	20G
Cocoa Seed	Summer	50G
Grass Seed	None	50G
Fertilizer	10 Limestone Shipped	150G
Summer Seed Pouch	Summer	60G
Pinkcat Flower Seed	Summer	20G
Mara Seedling	None	300G
Chestnut Seedling	None	350G
Orange Seedling	None	360G
Grape Seedling	None	370G
Apple Seedling	None	380G
Evergreen Seedling	None	200G
Potato	None	165G
Breadfruit	None	255G
Corn	None	230G
Onion	None	140G
Cocoa	None	240G
Pumpkin	None	350G
Bell Pepper	None	145G
Carrot	None	220G
Spinach	None	260G

## Fall



Item	Requirement	Cost
Eggplant Seed	Fall	40G
Pumpkin Seed	Fall	70G
Yam Seed	Fall	30G
Bell Pepper Seed	Fall	40G
Carrot Seed	Fall	40G
Spinach Seed	Fall	40G
Glass Seed	None	50G
Fertilizer	10 Limestone Shipped	150G
Fall Seed Pouch	Fall	60G
Orange Herb Seed	Fall	20G
Mara Seedling	None	300G
Chestnut Seedling	None	350G
Orange Seedling	None	360G
Grape Seedling	None	370G
Apple Seedling	None	380G
Evergreen Seedling	None	200G
Potato	None	180G
Breadfruit	None	275G
Corn	None	255G
Onion	None	155G
Cocoa	None	265G
Pumpkin	None	270G
Bell Pepper	None	115G
Carrot	None	170G
Spinach	None	200G

## Winter



Item	Requirement	Cost
Fertilizer	10 Limestone Shipped	150G
Mara Seedling	None	300G
Chestnut Seedling	None	350G
Orange Seedling	None	360G
Grape Seedling	None	370G
Apple Seedling	None	380G
Evergreen Seedling	None	200G
Potato	None	180G
Breadfruit	None	300G
Corn	None	275G
Onion	None	170G
Cocoa	None	290G
Pumpkin	None	300G
Bell Pepper	None	120G
Carrot	None	190G
Spinach	None	220G

## 24. Workshop

**Requirement to Unlock:** None

**Hours of Operation:** 6AM to 6PM, closed Tuesdays and holidays

**Inhabitants:** Woody, Joe, Kurt

This shop is the place to go for anything involved in purchasing and expanding land and buildings. You can remodel old buildings here, move them to different locations, or build entirely new structures of various types. This is where you go to purchase new land, and the Workshop even sells a wide variety of furniture on the side.

To remodel a building you must have a type of building that can be expanded upon, as well as enough land to fit the new structure. Remember that land being built upon must not have large obstructions such as trees or boulders, but branches, crops, and other less solid objects can be built upon (and automatically destroyed). You must actually own the land you build upon, unlike growing crops which can be done anywhere not actually owned by someone else.



Each remodeling job takes a certain amount of gold and lumber, but less than if you were having the structure built from scratch. Remodeling takes a day, and can be performed even rainy days or during hurricane and blizzard weather.

New construction requires more gold and lumber than remodeling an existing building, but doesn't require you to go through the many steps of building one small structure into a larger one. You must have enough empty land clear to create the new structure, and once construction starts it continues even in the worst weather. Construction takes two days.

### Remodel

Item	Requirement	Cost
Barn Lv 2	Barn Lv 1	10,000G, 40 lumber
House Lv 1—Woody	Your starting house	1000G
House Lv 2—Woody	House Lv 1 or higher	3000G, 40 lumber, 1 day
House Lv 2—Green	House Lv 1 or higher	3000G, 40 lumber, 1 day
House Lv 3—Woody	House Lv 2 or higher	11,000G, 80 lumber / 8000G, 40 lumber
House Lv 3—Blue	House Lv 2 or higher	11,000G, 80 lumber / 8000G, 40 lumber
House Lv 3—Brick	House Lv 2 or higher	11,000G, 80 lumber / 8000G, 40 lumber
House Lv 4—Woody	House Lv 3 or higher	15,000G, 80 lumber
House Lv 4—Orange	House Lv 3 or higher	15,000G, 80 lumber
House Lv 4—Brick	House Lv 3 or higher	15,000G, 80 lumber
House Lv 5—Woody	House Lv 4 or higher	50,000G, 100 lumber
House Lv 5—Green	House Lv 4 or higher	50,000G, 100 lumber
House Lv 5—Rock	House Lv 4 or higher	50,000G, 100 lumber

### New Construction

Item	Requirement	Cost
House Lv 1—Woody	None	4000G, 40 Lumber
House Lv 1—Red	None	4000G, 40 lumber
House Lv 2—Woody	None	7000G, 80 Lumber
House Lv 2—Green	None	7000G, 80 Lumber
House Lv 3—Woody	House Lv 2 or higher	15,000G, 120 lumber
House Lv 3—Blue	House Lv 2 or higher	15,000G, 120 lumber
House Lv 3—Brick	House Lv 2 or higher	15,000G, 120 lumber
House Lv 4—Woody	House Lv 3 or higher	30,000G, 200 lumber
House Lv 4—Orange	House Lv 3 or higher	30,000G, 200 lumber
House Lv 4—Brick	House Lv 3 or higher	30,000G, 200 lumber
House Lv 5—Woody	House Lv 4 or higher	80,000G, 300 lumber
House Lv 5—Green	House Lv 4 or higher	80,000G, 300 lumber
House Lv 5—Rock	House Lv 4 or higher	80,000G, 300 lumber
Barn Lv 1	None	3500G, 40 Lumber
Barn Lv 2	None	13,000G, 80 Lumber
Chicken Coop	None	3000G, 30 Lumber
Windmill	None	4000G, 40 Lumber
Watering Hole	None	400G, 20 Lumber
Wall	None	700G, 20 Lumber

Relocation of previous buildings is relatively cheap, quick, and takes only a day. Take advantage of this if you need to move a small building out of the way in order to renovate, put a more useful building in its location, or if you want to move your main house to a new, more accessible area.

### Relocation

Item	Cost
House	1000G-3000G
Barn	1000-1500G
Chicken Coop	700G
Watering hole	500G
Windmill	1000G

Demolition of buildings costs no gold and takes only a day, although relocation is usually a better option, if you can afford it and have the spare, free land.

Renaming a building also costs no gold, and is for cosmetic reasons, or to make it easier for you to keep multiple houses or other structures apart.

Although other locations also sell furniture, each place sells its own separate pieces, so to find the full spectrum of home furnishings you must shop everywhere, including at the Workshop. The especially notable furniture sold here are the large beds, needed for getting married, and the larger versions of the chests and kitchens.



## Furniture

Item	Requirement	Cost
Bed(S)—Polka Dots	None	1000G
Bed(L)Simple	House Lv 3	3500G
Bed(L)Heart	House Lv 3	3800G
Bed(L)Gorgeous	House Lv 3	4000G
Bed(L)Down	House Lv 3	5000G
Bookshelf—Green	None	800G
Bookshelf—White	None	800G
Bookshelf(L)—White	House Lv 2	1000G
Bookshelf(L)—Blue	House Lv 2	1000G
Bookshelf(L)—Wood	House Lv 2	1000G
Library—Chic	House Lv 3	3000G
Library—Pink	House Lv 3	3000G
Library—Gorgeous	House Lv 3	3000G
Dressing Table	None	900G
Dresser	House Lv 3	2000G
Polka Dot Table	None	600G
Simple Table	None	600G
Heart Table	None	700G
Round Table—Simple	None	1500G
Round Table—Pink	None	1500G
Round Table—Chic	None	1500G
Round Table—Modern	House Lv 2	2500G
Round Table—Gorgeous	House Lv 3	4000G
Kitchen(S)—Pink	None	1000G
Kitchen(S)—Chic	None	2000G
Kitchen(S)—Flower	None	2000G
Kitchen(M)—Woody	House Lv 2	3500G
Kitchen(M)—Pink	House Lv 2	3500G
Kitchen(M)—Marble	House Lv 2	4000G
Kitchen(L)—Woody	House Lv 3	3500G
Kitchen(L)—Pink	House Lv 3	4500G
Kitchen(L)—Marble	House Lv 3	5000G
Kitchen(XL)—Woody	House Lv 4	5500G
Kitchen(XL)—Cream	House Lv 4	5500G
Kitchen(XL)—Marble	House Lv 4	5500G
Kitchen(XL)—Pro	House Lv 4	6000G
Chest(S)—Fancy	None	600G
Shelf—Woody	House Lv 3	900G
Shelf—Fancy	House Lv 3	900G
Shelf—Gorgeous	House Lv 3	1000G
Cabinet—Woody	House Lv 3	1500G
Cabinet—Chic	House Lv 3	1500G
Cabinet—Gorgeous	House Lv 3	2000G
Cabinet—Modern	House Lv 3	2000G
Round Chair	None	200G
Chair	None	250G
Rocking Chair	None	500G
Log Table	None	400G
Coffee Table	None	300G

While it's cheaper to cut lumber on your own, it also takes a lot of time and stamina to collect enough lumber yourself to build the higher-level buildings. If you have the gold to spare, it's a perfectly reasonable alternative to buy some of the lumber you need, although it does get costly. Use whichever method is best for you, as they both have their benefits and negatives.

## Lumber

Item	Cost
Lumber	50G



Although you must choose between three limited locations to start with, eventually you can buy more than enough land in a wide variety of locations, suitable for development however you like. You can even relocate previous structures from an old location to new land if it strikes your fancy.

To unlock new land for purchase you need to make friends with the Mayor, Theodore. Each time you add a new heart to his friendship meter, the next more expensive bundle of lands becomes available for purchase. While you don't need to own a piece of land to grow crops or trees on it, you do need to be the land's owner in order to build structures there.

Land Purchase 17334G

3-3 Flower Bud	15000G
1 Flower Bud Riverside	15000G
2 Flower Bud Riverside	15000G
1 Forest of Fountains	30000G
2 Forest of Fountains	30000G

Which property would you like to buy?

Land Purchase

Item	Cost
3-1 Flower Bud	5000G
3-2 Flower Bud	10,000G
4-3 Flower Bud	10,000G
1-4 Flower Bud	15,000G
3-3 Flower Bud	15,000G
1 Flower Bud Riverside	15,000G
2 Flower Bud Riverside	15,000G
1 Forest of Fountains	30,000G
2 Forest of Fountains	30,000G
1 River Song Heights	10,000G
3 River Song Heights	15,000G
4 River Song Heights	5,000G
1 Mountain Echo Forest	10,000G
2 Mountain Echo Forest	7000G
3 Mountain Echo Forest	7000G
1 Woodman's Forest	10,000G
Flower Bud Point	7000G
1 Sea Breeze	7000G
2 Sea Breeze	5000G
4 Sea Breeze	15,000G

Out on the Town





# Crops and Their Care

One of the first ways you will make any steady income is by planting, harvesting, and shipping various crops. While animals can offer a steadier income, you won't be able to buy them until you raise money through the other options. Mining and fishing may offer some good rewards, but this is based partly on luck and isn't as reliable as a large crop, ready to be sold.

Even after you've got other steady sources of income, crops are nothing to sneeze at. Many of the items that people like to receive as gifts are grown on your farm, and most of the dishes that you can cook require one or more crops as ingredients. Some home-grown vegetables are also handy as a quick snack to raise your stamina when necessary.



## Readying the Ground

To plant seeds you first need to prepare your soil. While ranch buildings must be built upon your own land, crops can be planted on public property. The danger of doing this is that if you're not careful you might have a neighbor come and move onto the same plot as your crops, wiping them out. If you check the full town map in this guide ahead of time, this shouldn't be a problem.

You should also be sure to plant your crops near a shipping bin. Thus, it's a good idea to plant crops near your house, where you can travel between the plants and the bin quickly. It is a good idea to put the animal structures with their own shipping bins elsewhere if you need to spread out a bit. If you do need to move your crops away from your house, try to put your chicken coop in the same location, to give you a quickly-accessible bin just inside the door.

When you've decided on the location it's time to clear out the land. You need to get rid of weeds, branches, stones, stumps, boulders, and trees. Use the axe on branches, and after upgrading it you can take out the stumps and trees with more effort. Hammers get rid of stones, and later boulders of various sizes. If your tools aren't upgraded enough to clear out some of the objects, plan your fields carefully to fit around those spots for now.



**Use some planning for your crops. Don't plant right next to a tree, and put corn next to your windmill in the Summer.**

## Ready For The Mill

If you've built a windmill, make sure that you plant corn closest to the windmill during the Summer. This lets you harvest the corn and throw it into the windmill quickly, without having to make long trips back and forth.

Once you have ground cleared it's time to till the soil. Equip your hoe and use it to till one square at a time, until the hoe is upgraded and can handle more. There are different configurations that can be used to plant, water, and harvest your crops most efficiently. Since the seeds fall in a 3x3 pattern, this is the most basic.

You can't reach the inner square to harvest though, and can't reach it with a watering can, so to reach all of your plants with less effort consider making a "U" shape in your tilling, with the center square of the top or bottom row left untouched. This lets you step into that square to water the middle plant, and easily water those on each side. This is especially good for crops that don't grow repeatedly, so you don't have one straggling plant keeping you from replanting the next crop right away. Once you've upgraded your watering can at least twice, you can start planting in a 3x3 pattern without having to worry about uneven watering.

As you till the ground you might notice that different soil has different colors. There are three soil types: poor, normal, and rich. Poor soil is the lightest, while rich is the darkest. Crops grow more slowly in poor soil, and more quickly in the richer soil. In addition, many types of crops sell for different amounts depending on the soil quality they grew in. Try to plant your crops in richer soil whenever possible, and if you have a variety of rich and poor soil prepared, check the crop types and grow those that sell for the same amount in any soil into the poorer land, leaving the richer soil for the seeds that benefit from it most.



**When you till the soil, watch for buried coins and different soil types.**

As you till the ground, watch carefully for gold coins that you might dig up in the process. These don't vanish like some dug-up items do. Run over top of the coins to collect them and add a small random amount to your total gold coins. This is one of the very few ways to increase your gold coins immediately, rather than earning more money at the break of dawn as you are paid for a shipment.

## Planting Your Crop

Once you have tilled the soil, hold a bag of seeds in your hands and stand in the center of the tilled shape. Press **Y** to throw the seeds from the bag into the air. They fall into a 3x3 pattern all around, with your character in the center, with seeds falling under the character's feet as well as in a circle around him or her. Once you use a bag of seeds it vanishes, so if you want to plant multiple plots of one type of crop you need to buy multiple bags of seeds. Keep in mind that seeds only grow during one specific season. If you try to plant a Spring plant in Summer, you're wasting your seeds.

At the start of the game you're stuck with whatever soil type you dig up, but after you've shipped 10 limestone from the mines you unlock the fertilizer, sold at Spring Farm for 150G per bag. This can be used either just after you till the soil, or after you plant the seeds. Fertilizer is used in the same way as seeds, and falls into the same pattern. Once it hits the tilled soil, the soil becomes richer by one step. Poor soil becomes normal, and normal soil becomes rich. You can use two fertilizer treatments right in a row on poor soil to make it rich. Fertilizer also vanishes as soon as you use it, so if you want to improve a large expanse of soil, be prepared to spend a lot of money. After you use it, the soil stays fertile, so you don't need to worry about refreshing it each time you plant.



**Buy seeds and fertilizer at the Spring Farm and store the extras in your tool box. Plant them during the right season in a 3x3 pattern.**



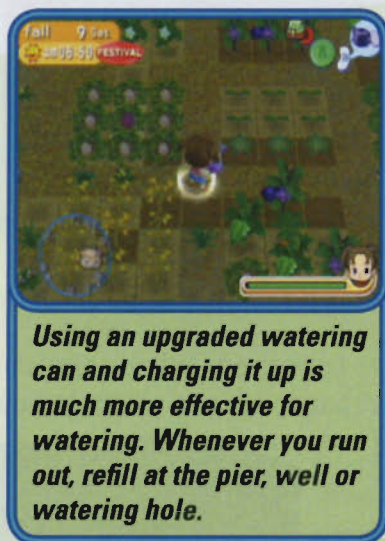
Once your soil is planted and (if necessary) fertilized, you have to tend to your plants until they're ready for harvest.

## Nurturing Your Plants

Luckily, the plants in Harvest Moon are fairly simple to care for. You don't need to worry about weeding or killing pests, instead relying on just your trusty watering can to keep the crops alive and healthy.

Each seed needs to be watered once it's planted in order to grow, and after a day or two the seed turns into a seedling, which then continues to grow each day. The seeds and plants need to be watered every day. On days you do not water them, they do not grow. If you leave them without water for multiple days in a row, they finally wither away and die. Since you spend so much time watering every single plant or seed, your watering can is the most important tool to upgrade as quickly as you can. If you're late in bringing the Blacksmith to town you may even wish to bite the bullet and buy the first upgrade at the Junk Shop if you have the spare gold, just to build momentum in your farming tasks.

Your watering can only holds a certain amount of water at one time. Whenever you try to water your plants and only a drop of water slowly leaks out, you need a refill. Go to a well or watering hole, or stand at the very end of one of the wooden piers overlooking the river. Hold the watering can in your hands while facing the water source and press **A** to refill it.



Luckily, on rainy days, nature takes care of the watering for you. Keep your watering can inside on these days, and use the extra time to take care of other business such as fishing or mining instead. If you actually plant seeds on a rainy day they may be washed away, but this seldom happens, so don't let it stop you from putting more crops into the ground on a rainy day.

As long as you keep watering them, your plants grow slightly day by day. They start out as tiny seedlings, then grow at different rates depending on the type of crop. Generally a plant grows a flower of some type, then perhaps an unripe fruit or vegetable, and finally the finished crop.

The only other problem in maintaining your crops lies in the weather. While normal rain is good for your crops and waters them, a hurricane during the Summer has a chance of destroying crops outright. When this happens you end up with gaps in your crops, and next time you replant you may have to re-till the soil in spots to get the plot back into the right shape.

## The Harvest

To see if a crop is ready for harvest face it and press **A**. If it can be harvested you take the ripe fruit or vegetable from the plant, while otherwise pressing the button has no effect. Once you pick the item there are one of two effects. First, if the crop is a non-repeatable crop, the plant disappears entirely leaving empty tilled soil. If it is a repeatable crop, the plant reverts back to the flowering stage, and over the next days grows back to the point where it produces the next fruit or vegetable.

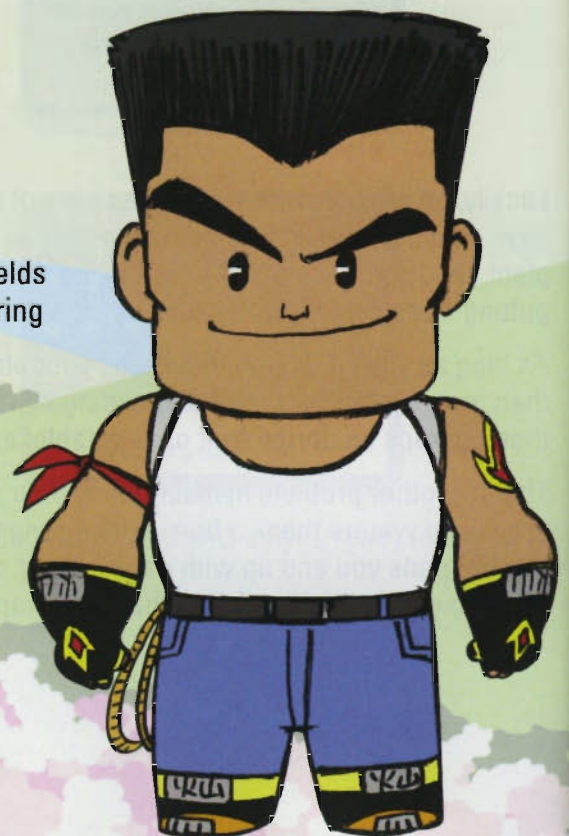
The most efficient way to harvest crops is to clear as much space as possible in your rucksack ahead of time, then harvest from each plant and place the food into your inventory. Once your inventory is full, walk over to the shipping bin and start throwing each item in. If you have your chicken coop near your plants you might want to step inside to use that shipping bin instead, since going inside a building freezes the game clock.



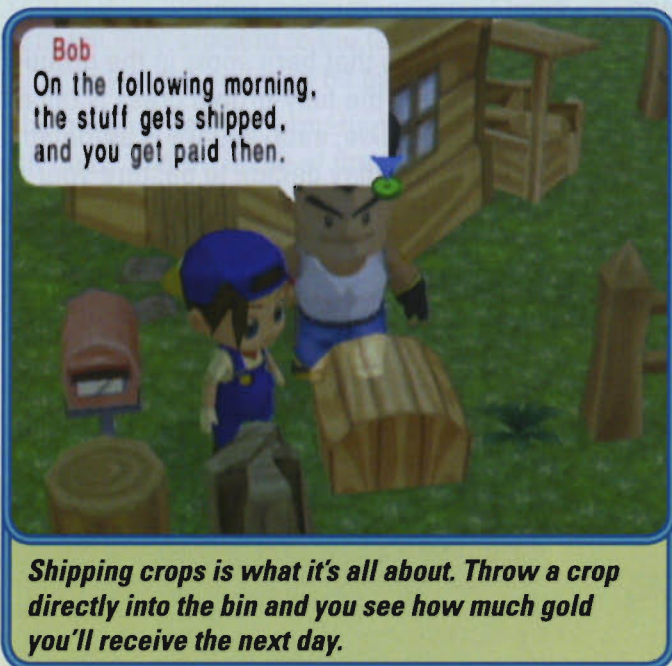
***Crops ready-to-harvest are usually apparent by the splashes of color the ripe fruits or vegetables make. Store them in your rucksack if you're not close to the shipping bin.***



Once your non-repeating crops are harvested, replant as soon as possible. Plan ahead of time and pick up the seeds to replant beforehand. You want to do this so you don't end up with empty fields late in the evening when the shop has closed, or on a day that Spring Farm doesn't open at all.



You may wish to stagger the collection of some of your repeating crops—harvest part of the plot on one day, and harvest the rest on the next, or even spread it over three days. This is useful when you make frequent gifts of that crop to a character you're trying to befriend, or do a lot of cooking and may need a particular ingredient on a specific day. In this way you are more likely to have that particular crop ripening each day, making it easier to just grab and use or gift it instead of having to carry it around for days, or take up too much space in your refrigerator.



Crops and Their Care

Once you reach the end of the season and you know that your repeating crops won't have time to grow another crop before the season changes, use your sickle to cut down the plants. Otherwise, they turn into weeds at the change of the season and you must spend the time clearing your fields again before you have the chance to plant the next crops.



*Cut your old plants down with a sickle at the end of the season, otherwise the dried-out plants must be cut or pulled out later.*



## Unusual Crops

Aside from the normal crops that you grow from seeds, there are a few other plants that you may grow.

The first of these crops is grass, grown from grass seeds bought at Spring Farm for 50G per bag. Grass seeds are sold Spring through Fall, and the resulting grass continues to grow back repeatedly until Winter. Once Winter rolls around all of your grass dies out, and you need to replant the next year.

Grass grows in stages, much like other plants. It first grows lightly so that bare spots in the ground still show through. Next you have full but light-colored green grass, and finally the fully-grown grass is tall and dark green in color. It is this last stage that you should cut down with a sickle, each square is automatically turned into fodder and is sent to your barn's feeding chute as you cut it. You may decide to pasture your animals instead, at which point they eat the grass on their own each day, but you should still grow extra grass to cut for fodder to last them through the Winter or bad weather.

The other unusual crops that you can grow come from trees. Orange trees bear fruit in the Summer, while apples, grapes, and chestnuts all grow fruit in the Fall. Oranges grow wild at the very lower left of town below the Blacksmith, while chestnuts grow wild throughout the mountain paths, but apples and grapes both need to be planted in order to get any of these fruits.



To plant a tree, buy the seedling from Spring Farm. While most seeds are stored in the tool box if you don't have room in your inventory, these are stored in your chest, shelf, or cabinet. Use the hoe to till one spot into the ground where you wish to plant the tree, then hold it in your hands while facing the tilled soil, and press **A** to plant it. Seedlings do not need to be watered at all, but they do take a while to grow.

When a tree is full grown, and in the right season to ripen, the fruit or nuts appear occasionally on the ground directly around the tree's roots, although once in a while they might be found a bit farther off. Because trees need this space, make sure each tree has a full circle of ground free around it. If you plant two trees next to each other, they need at least two spaces between them. If you plant a seedling too close to a tree, roadway, stone, or other object, it won't grow up. If it's a stump, stone, or something similar blocking the way you can remove it with a tool, and the tree will then continue to grow to adulthood. If you plant it too close to the road or in some other place that you can't correct the problem, the tree remains a sapling forever.

Besides the various food-producing trees you can also purchase evergreen or mora saplings. Mora trees allow truffles to grow near their roots during the Fall, although rarely. Evergreens are used just for aesthetics, or to repopulate areas where you've done a lot of logging.

# Crop Listings

Crop seeds and seedlings are purchased at Spring Farm. They are available only during their correct season, so it's a good idea to stock up a year ahead so that you can get a quick start on planting in case the first day of the season falls on a holiday (which happens in Spring), or on a day that Spring Farm is closed.

Seeds are kept in your tool box when not in your inventory, and if you purchase more at Spring Farm when your hands are full they are sent to the tool box automatically. Other than the season there is only one requirement for any of the seeds to be purchased.

The listings below give basic information about each crop. The type marks whether it is a normal crop, a flower (which helps to earn some of the musical notes), an herb (used in cooking and for medicinal effects as well as nourishment), or a grab-bag (a random assortment of any of the crops from the season and/or grass). Repeat crops continue to grow their fruit or vegetables more than once per planting, until the end of the season. Edible crops can be eaten as-is, without any cooking. The crop price is determined by the quality of the soil—poor, normal, or fertile. The growing times listed in the tables are for normal soil. Growing times for crops are dependant upon the soil they are planted in. Plants in top quality soil grow much faster than plants in low quality soil.

Crops and Their Care

## Spring Crops



Name	Type	Growing Time	Repeat?	Edible?	Seed Cost	Crop Price
Breadfruit	Normal	7 days (2) days to re-grow	Yes	No	60G	105G / 150G / 300G
Cabbage	Normal	7 days	No	Yes	40G	119G / 170G / 340G
Green Herb	Herb	4 days	No	Yes	20G	100G (all)
Moondrop Flower	Flower	5 days	No	No	20G	40G (all)
Potato	Normal	6 days	No	No	30G	100G (all)
Spring Seed Pouch	Grab-bag	Varies	Varies	Varies	60G	Varies
Strawberry	Normal	7 days (2) days to re-grow	Yes	Yes	300G	140G / 200G / 400G
Turnip	Normal	4 days	No	Yes	20G	63G / 90G / 180G

## Fall Crops



Name	Type	Growing Time	Repeat?	Edible?	Seed Cost	Crop Price
Bell Pepper	Normal	5 days (3) days to re-grow	Yes	Yes	40G	49G / 70G / 140G
Carrot	Normal	5 days	No	Yes	40G	77G / 110G / 220G
Eggplant	Normal	6 days (3) days to re-grow	Yes	No	40G	84G / 120G / 240G
Fall Seed Pouch	Grab-bag	Varies	Varies	Varies	60G	Varies
Orange Herb	Herb	4 days	No	Yes	20G	130G (all)
Pumpkin	Normal	8 days	No	No	70G	126G / 180G / 360G
Spinach	Normal	5 days	No	No	40G	91G / 130G / 260G
Yam	Normal	6 days (3) days to re-grow	Yes	No	30G	80G (all)

## Summer Crops



Name	Type	Growing Time	Repeat?	Edible?	Seed Cost	Crop Price
Cocoa	Normal	9 days (4) days to re-grow	Yes	No	50G	112G / 160G / 320G
Corn	Normal	9 days (2) days to re-grow	Yes	No	40G	105G / 150G / 300G
Onion	Normal	4 days	No	No	20G	63G / 90G / 180G
Pinkcat Flower	Flower	6 days	No	No	20G	150G (all)
Summer Seed Pouch	Grab-bag	Varies	Varies	Varies	60G	Varies
Tomato	Normal	8 days (4) days to re-grow	Yes	Yes	50G	150G (all)

## Trees



Name	Harvest Season	Growing Time	Edible?	Seedling Cost	Crop Price
Apple	Fall	7 days to bear fruit	Yes	380G	300G
Chestnut	Fall	20 days to bear nut	No	350G	50G
Evergreen	—	20 days	—	200G	—
Grape	Fall	7 days to bear fruit	Yes	370G	220G
Mora	—	20 days	—	300G	—
Orange	Summer	6 days to bear fruit	Yes	360G	200G

# Down on the Ranch



While farming deals with the crops that you can grow on your (or public) land, ranching covers the handling of animals for their products. Crops are a fairly profitable source of income, but they take a lot of time and work. Ranching, on the other hand, provides a steady source of gold. This is limited in some ways, but it also does not require as much game time and effort for return income.

Raising animals requires two main things—buildings and feed. To raise chickens you need a chicken coop and bird feed. For the larger animals you need a barn and fodder. There is limited space in each building, which limits the number of animals that you can raise and the profit you can make from them. However, it is still a very good idea to raise animals for at least part of your career in Flower Bud Village. The products allow you to obtain a number of the musical notes, as well as providing a steady, fair income and a supply of some of the foods used in cooking and gifts.



*Taking good care of your animals every day results in quite a few rewards down the road.*

## Ranch Buildings

As mentioned, buildings are one of the main requirements to get started in the ranching business. There is a certain amount of space within each building for animals, and once that space is filled you cannot buy or breed any more. This makes it challenging to try to find the very best balance of animals in the barn, where you have a small space to split between three different types of animals, but you can still have more than one of each type.

### Chicken Coop

There is only one size chicken coop and it holds five chickens, a small limit, but one that allows you to harvest a decent number of eggs and mayonnaise per day. The chicken coop costs 3000G to build, and requires 30 lumber.

The building itself is fairly small and simple. The shipping bin is found to the bottom left of the coop, and putting items into this is the same as putting them in the shipping bin outside your front door. The feed chute is along the left side of the coop—face it and press **A** to take one bag of the chickens' feed out of the chute. At the top left corner you find the mayonnaise maker (if you've purchased one), with the feed manger along the top wall.

At the top right of the coop you also find an incubator. Put an egg in this and after seven days it hatches, giving you a baby chick without having to purchase the actual animal. Once you have five chickens you can no longer put eggs in the incubator. The egg quality has no effect on the animal that hatches.



*Once you place an egg into the incubator it's there to stay.*

### Which Came First?

Instead of purchasing your first chicken and using it to lay your first egg to hatch, you can instead buy a good egg from Blue Sky Ranch's "Products" section for 120G and slot it into the incubator, whereas the animal itself costs 1200G. Of course this option takes longer, since the chicken needs to hatch first, but if you're having a tough time saving up 1200G at once (or don't mind spending the time waiting) it's a cheaper alternative.

## Barn

The barn is slightly more complicated, since it holds more than one type of animal. Horses, sheep, and cows are all kept in the barn, making space a premium. A level one barn costs 3500G and takes 40 lumber to construct, and holds four animals. You can renovate this into a level two barn for an extra 10,000G and 40 lumber, and this holds a total of eight animals.



*Winning a festival for an animal gives you a musical note, as well as food for the animal and a higher selling price if you ever sell it.*

With such limited space you have to decide which combination of horses, cows, and sheep you want to keep. While you may wish to focus solely on one type of animal, don't forget you need to raise at least one of each type to win their respective festivals if you're going for all 100 musical notes.

As for the actual building, the smaller barn has the feed manger along the center of the barn horizontally. The shipping bin for this building is again in the bottom left corner, with a feed chute in the top center, each of which functions the same as in the chicken coop. At the lower right corner you find another small feed manger. This is the location where pregnant animals stay. With a small barn you can only have one pregnant animal at a time. If you've purchased the various makers they are found in the upper left corner, with the cheese maker in the leftmost spot, followed by the butter maker and yarn maker.

The larger barn is a doubled version of the level one building. There are two feed mangers, one on each side, and two feed chutes above the center of each manger along the top wall. Both mangers for pregnant animals are found to the bottom right, and there is only the one shipping bin in the lower left. The makers stay in the same locations.

## Windmill

There is one other structure that deserves a note in the ranching section. The windmill is used to grind corn into bird feed. It costs 4000G and 40 lumber to build and takes up a bit of extra space, but in the long run it saves money on feeding your hens.

To put an ear of corn into the windmill, hold it in your hands, stand next to the windmill, facing it from any direction, and press **A** to throw the corn into the machinery. Each ear of corn that you put into the windmill automatically adds 15 bird feed to your stores. During the summer you can grow corn cheaply all season and throw part of your crop into the windmill. If you grow and throw in enough corn you could end the season with enough corn to feed all of your birds for the entire next year.



*You can approach the windmill from any direction, as long as you throw your corn directly into the building.*

## Corn Out-of-Season

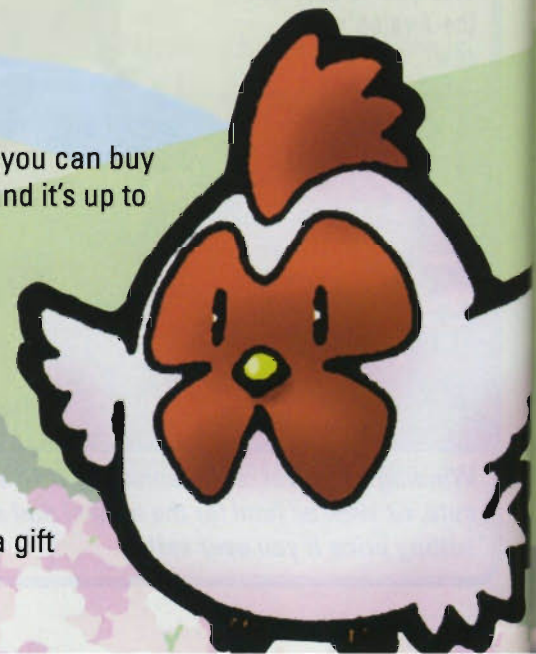
Even when you're not growing your own corn to put into the windmill, it's usually cheaper to buy corn at the Spring Farm and put it through your windmill than it is to buy the bird feed outright at Blue Sky Ranch. The 15 feed you get from a husk of corn would cost 300G at the ranch, and most of the year each ear of corn costs less than that at the farm, with the exception of the Spring where corn costs 300G exactly.

## Animal Types

Aside from your two pets there are four different types of animal that you can buy and raise for your own use. Each of these has different advantages, and it's up to you to decide which are most important on your own ranch.

## Chicken

Chickens are kept in the chicken coop, and you can have five at one time. They eat bird feed once per day, and lay eggs in return. You can sell these eggs, hatch them out into new chicks, or turn the eggs into mayonnaise with the mayonnaise maker. Eggs are also well-liked as a gift by many of the villagers and used in quite a few cooked dishes.



Because of all this, chickens are a key part of most ranches. Their main disadvantage is that eggs don't ship for very much, but as chickens are relatively cheap and easy to care for, this isn't much of a negative. Chickens can be put outside during fair weather and will scavenge for bugs and other food themselves, but they only lay eggs when kept inside the chicken coop, so they're better left inside.

You do not need to brush chickens or use other tools on them, but your hens do like to be picked up and held once per day. This isn't required, but it does raise affection. Other than feeding the birds, you only need to collect the eggs in order for them to lay more the next day. Chickens are used to earn the Egg Note, and the Cock-A-Doodle-Do Note.

### Chicken Products



Name	Shipping Price
Egg	56G
Good Egg	80G
Special Egg	160G
Mayonnaise	84G
Good Mayonnaise	120G
Special Mayonnaise	240G



*Pick up your chickens once per day to show them affection and it pays off in the long run.*

Down on the Ranch

## Horse

Horses are kept in a barn, and they are a bit unusual because they don't produce any actual product that you can use or sell. It may seem like they are a waste of space, time, and effort to raise, but this is not necessarily the case. Horses are necessary to take part in the horse races each Spring and Fall, and these races are the only way to get one of the power berries, two pieces of furniture, and a musical note.

Horses also can be ridden to carry your character around the village slightly faster than normal. To ride a horse, you must raise its affection level to two hearts or above, and lead it outside. Once outside, stand directly next to the horse while facing it and press **Y** to mount it. Now direct your character as usual with the analog stick, and the horse runs in that direction.

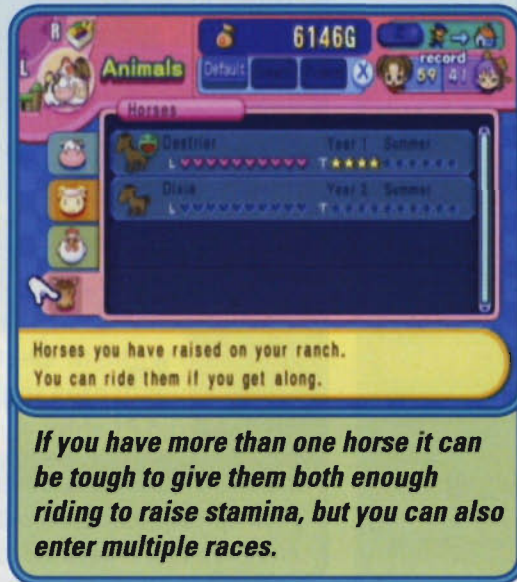
There are a few things to keep in mind once you start to ride horses. First, they should not be used much in rainy or snowy weather, or they may end up sick. Next, they cannot jump over obstacles, so if you are riding them out of a paddock you must open a path by picking up one of the stakes first. Horses still have to eat even when you're riding them over multiple days, so either keep extra fodder in your rucksack for them, or grow a special patch of grass near your house for them to feed on while you rest indoors. Finally, horses may not stick around outdoors while you head inside, especially if they're at a lower affection rating. You may step inside your home or a shop for a bit only to come out and find your horse gone, having returned to the inside of the barn. If this happens you must either fetch it again, or just go about your business on foot.



*Riding your horse gets you around town more quickly and gives the horse more stamina for races.*

While it may be aggravating to deal with a horse that keeps going back to the barn, riding occasionally is a good idea. You must ride fairly regularly if you wish to raise the horse's stamina, which is tracked by a meter of ten stars on the "Animals" sub-menu. The more stars you get on this meter, the more stamina the animal has during a horse race. Expect to spend around three or four days of moderate to heavy riding in order to gain one star. Of course there is an advantage if you're traveling far, such as up the mountain path, you get around more quickly on horseback and save precious time.

Horses like to be brushed and talked to, and need to be fed on fodder or fresh grass once per day. They can be used to earn the Horse Racing Note.



Horses you have raised on your ranch.  
You can ride them if you get along.

*If you have more than one horse it can be tough to give them both enough riding to raise stamina, but you can also enter multiple races.*



## Sheep

The smaller sheep are also kept in the barn, and these adorable animals provide wool once every seven days. To collect the wool you must own clippers, and use them on the sheep when the wool is noticeably curly and white. Although wool is only collected once a week it sells for a large amount of gold, as does the yarn which can be made from it using a yarn maker. You can even dye yarn by purchasing a dyeing pot and using herbs and flowers on it.

Like horses, sheep enjoy being spoken to and brushed once per day, and must be fed fodder or grass to stay in good health. You should raise sheep in order to earn the Baa Note, Shearing Note, and Dyeing Note.



*The type of white, curling wool that you see at the sheep festival is the type of wool ready to be clipped.*

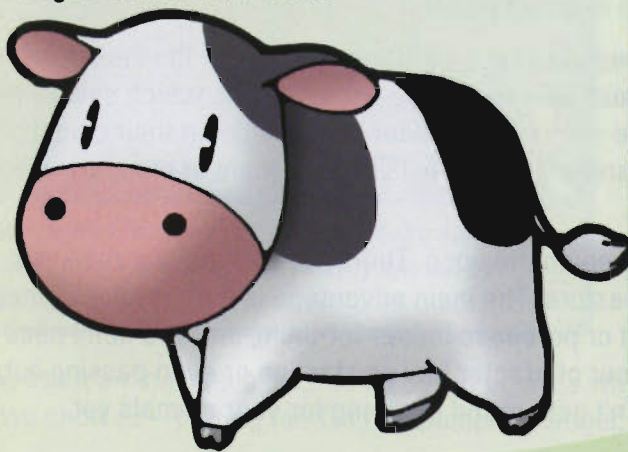
## Sheep Products

Name	Shipping Price
Dull Wool	630G
Wool	900G
Shiny Wool	1800G
Dull Yarn	840G
Yarn	1200G
Special Yarn	2400G
Blue Yarn	1700G
Green Yarn	1300G
Orange Yarn	1330G
Pink Yarn	1350G
Purple Yarn	1275G
Red Yarn	1280G
Yellow Yarn	1240G

## Cow

Cattle are often the backbone of a ranch, as they provide the more expensive milk and milk products each day to really keep your profits growing steadily. These large animals are the third of those kept in the barn, and you must use a milker to milk them after they have been fed for the day. Put the milk in either the butter maker or cheese maker to create these products, each of which sells for more than the raw milk.

Milk is a good thing to produce on your ranch because it sells well, is used in a great many recipes, and also makes a great gift for numerous villagers. A cow must be fed once per day on fodder or grass, and like the other barn animals it enjoys being brushed and spoken to daily. Cattle are used to earn the Milking Note and Moo Note.



*Brush, feed, and speak to your cows every day to get the best quality milk, butter, and cheese.*

### Cow Products

Name	Shipping Price
Milk	140G
Good Milk	200G
Special Milk	400G
Butter	161G
Good Butter	230G
Special Butter	460G
Cheese	175G
Good Cheese	250G
Special Cheese	500G

## Animal Care

There are two types of animal care: one is necessary for animals to survive, and the other increases the animal's affection for your main character. However, the two things that a ranch animal really needs are food and shelter.

## Sheltering and Pasturing Animals

You must build the requisite chicken coop or barn before you start to purchase your animals, and this acts as their shelter. However, you can start to leave animals outside during the day, but you must bring them back inside in bad weather with the bell or reins (or by carrying your chickens), or risk illness for the animals.

The best way to keep an animal outside is to create a pasture. To do this, take wood from your wood bin to form stakes. Equip a stake in your hands and press **A** to drive that stake into the ground just in front of you. As long as the space is empty of objects, and is normal land on public or self-owned property, the stake will be placed. Keep placing stakes side-by-side to form a fence, and if you encircle a large section of ground entirely, this forms the basis of your pasture.



Once you have your encircled ground, clear and till the soil and plant grass seeds. Once the grass sprouts and grows fully, it is ready for your animals. A large animal (cow, sheep, or horse) will automatically eat one square of fully-grown grass each day. But, if you don't have enough full grass for your animals to feed on they may begin to starve, and can eventually grow sick and even die. You can also put your chickens out in the pasture and they do not need to eat the grass, instead living on small seeds and bugs that they find, but they will not lay eggs while outside. Pregnant animals cannot be brought outside to pasture.

There are no real dangers for your animals outside, but the pasture helps to keep them from wandering far and wide, away from their food and their shelter. Whenever you need to lead them back inside the barn you must use a bell to attract them, or reins to lead one animal at a time. Lure an animal to the spot right in front of the barn door and they go inside by themselves, slowly. The same holds true for leading them from the barn to the outside. Chickens must be carried in or out by hand.

If you have a bit of ground fully encircled, you must create a space by lifting up some of the stakes in order to lead the animals in or out. You could also enclose your barn inside the pasture itself, which saves having to move your fences around. This makes it easy for the animals to wander back inside on their own though, so make sure you check each day to make sure your animals are all outside, and none of them are inside the barn, starving alone.

Because they only lay eggs inside, chickens are best kept in the coop. There are both advantages and disadvantages to letting larger animals feed out in a pasture. The main advantage is that as long as they're eating grass on their own, you don't need to either cut or purchase fodder for them, and you don't need to take the (real) time to feed them by hand. If you find your character low on stamina or even passing out, you don't need to worry about missing a feeding if you didn't get around to caring for your animals yet.

On the downside, pasturing your animals means that you need to keep an even closer eye on the weather, moving your animals inside every time the weather turns bad, and back outside when it's fair again. Tending to animals outdoors means that the game clock keeps ticking while you deal with them, and you also don't get the extra boost in affection from feeding them by hand. Finally as you collect the animals' products you must run into the barn to put them through the various makers, or throw them into the shipping bin.

Either choice, pasturing your animals or keeping them solely indoors, is equally valid. It all depends on your own style of play, and whether you think that the advantages outweigh the disadvantages. Just remember to keep some extra grass to cut with your sickle, even if you keep the animals out to pasture. This should help tide you over during bad-weather days, or during the Winter when grass does not grow.



***Once you have your pasture fully encircled you can jump over the fences to go in and out, but your animals cannot.***

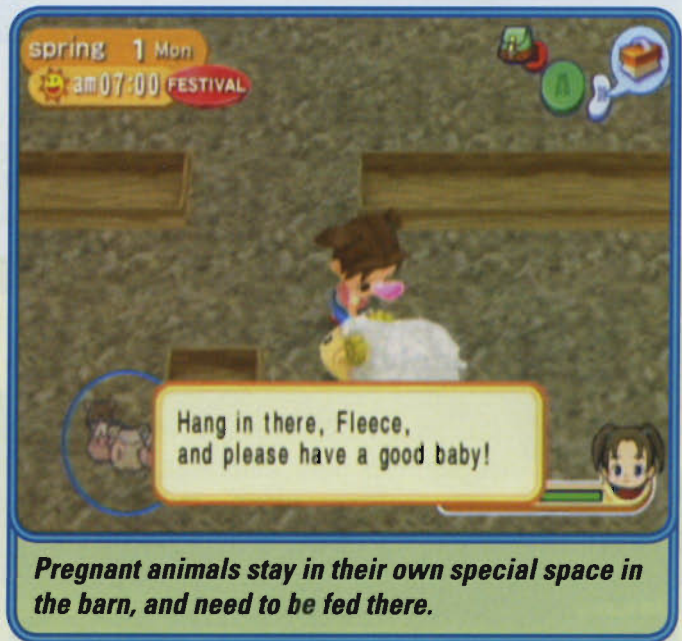


***If your animals are drifting too close to the barn entrance, stand on the opposite side of the pasture and ring the bell to call them back.***

## Feeding Your Flock

Even if you keep all of your animals outside on fair days, at some point you must worry about feeding the animals yourself. An animal must eat every day, or it soon becomes sick, and eventually withers away.

If you're ever not sure if an animal has been fed or not, toggle your **Z** display until you see the name hovering over each animal. A name in white means that the animal has not been fed, while a green name shows that the animal is full and content for the day. This is especially useful for your cows, which do not give milk until they are fed for the day.



As long as an animal stays outside all day in an area with fully grown grass it will feed itself. Otherwise you have two choices—putting food in the animals' manger, or feeding them by hand.

To feed an animal, get the bird feed (or fodder) from the chute inside the barn by facing it and pressing **A**. You can approach the manger, face it, and press **A** to throw the food inside. As long as you have enough food for each animal, they will eventually eat the food from the mangers. Just remember that pregnant animals must have their food put into their own special manger, but they will also eat it from the manger.

It's usually a better idea to feed an animal by hand. To do this, get the food from the chute and then approach the animal and press **A** while facing it. The animal eats the food, even if you're not by the head, and you should see a heart float over its head. This raises the animal's affection slightly, and can be used on top of speaking to and brushing the animal, or picking it up in the case of a chicken. Animals fed by hand every day increase their affection levels much more quickly than those fed from a manger. Use **Z** as needed to make sure you don't accidentally feed the same animal twice, or forget to feed one of your flock.

If you ever run out of food for your animals you can buy more from the Blue Sky Ranch, as long as it's during their operating hours. Otherwise you must cut down more grass to make fodder, or throw some corn into a windmill to create bird feed.

## Status

There are different types of status that each animal can have. To check the status of your creatures from afar, check the "Animals" sub-menu. The different types of status are explained below, in detail.



### Happy

If you care for an animal every day and pay it at least some small attention, the creature will grow happy under your care. This is a good state for the animal to be in, since happy animals produce products.



### Upset

If you repeatedly hit an animal with a tool, it becomes upset. You should avoid this status at all costs, as not only does it take some work to get the animal happy again, but it may also easily become sick, even if you continue to feed the animal and care for it.



### Sleeping

This status is fairly self-evident. If it's early in the morning or late at night, the animal may be asleep. This only really matters if you're trying to get the animal's attention by ringing a bell to lead it inside or outside. In this case you need to speak to the animal first to wake it up before ringing the bell.



### Young


When you first purchase an animal, or it is newly born, it is still a baby. You can see this by the fact that the animal is smaller, both in the flesh and on the status page, than its adult counterparts. A foal cannot be ridden, and lambs, calves and chicks do not yet produce wool, milk, or eggs. None of the baby animals can be entered into their various animal contests. They do need to be fed, and can have their affection raised.

When an animal is born you are brought directly to the barn as soon as you wake up. You get to see the new addition to your ranch, and you are prompted to give it a name. Afterward, you are returned to your home to start your normal morning routine.

*The small baby animals have quite a bit of growing to do before they can be as useful as the adults.*



### Animal Growing Times



Animal	Days to Adulthood
Chicken	7 days
Cow	20 days
Horse	20 days
Sheep	16 days



## Pregnant

To get a pregnant animal, buy the animal's specific miracle potion from Blue Sky Ranch, and use it as a tool while next to and facing the animal. The mother does not show up as pregnant that day, but the next day she is in one of the special spaces in the barn for mother animals, and has the pregnancy status.

Pregnant animals cannot be milked, ridden, or shorn. They also do not go out to pasture, so you must be sure to feed them yourself. You can have one pregnant animal at a time with a level one barn, or two pregnant animals if your barn is level two. After a certain amount of time the baby animal is born, and the mother is back to normal while the baby must still grow over time. The pregnancy times listed in the table do not include the first day when you use the miracle potion.

Chickens do not become pregnant, but instead hatch from the eggs that other hens produce when put into the incubator. If your barn is at full capacity you cannot impregnate any more animals.

### Miracle Potion Costs



Potion	Cost
Cow Miracle Potion	1500G
Horse Miracle Potion	1200G
Sheep Miracle Potion	1000G

### Pregnancy Times



Animal	Gestation
Chicken	7 days (in egg)
Cow	15 days
Horse	15 days
Sheep	12 days

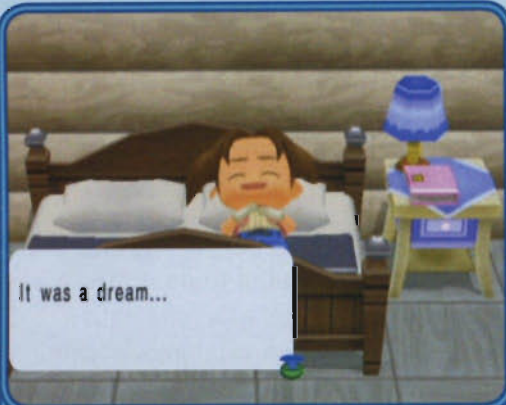


## Sick

This is the worst status of all, and you should work to avoid it at all times. Animals can become sick if left out in the rain or snow for too long, if you upset them by hitting them with a tool multiple times, or if you do not feed them for days at a time.

Sick animals do not produce their various products, and if left for a long time (over a month), they may eventually die. While they are sick they also slowly lose affection, so you should cure them quickly. Once an animal becomes sick, one of two things may happen, described below.

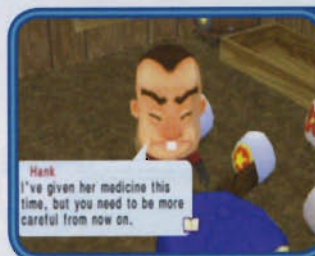
If you're not friends with Hank at the time the animal falls ill, you are greeted by a terrible scene when you first wake up. Hank arrives to tell you that your animal is sick and is not going to make it, followed by a quick funeral, but this is all just a dream—for now. If you leave the animal for too long though the dream will come true, and your animal will actually die.



***Just because an animal "death" may be a dream, it doesn't mean it won't happen for real if you're not careful.***

If you've befriended Hank already, he's a bit more helpful. The first time each different type of animal falls ill, he greets you (and chews you out) in the morning, and then shows you the specific animal that's fallen ill. He then uses an animal medicine on it to cure the animal. This only works on one animal at a time, so if multiple animals fall sick at once, you must cure the rest by yourself. He shows up again if a different type of animal falls ill for the first time, after that first time for each you're on your own.

To make a sick animal well, purchase and use an animal medicine from the Blue Sky Ranch, in the same way you use any other tool. To save time in a pinch you should buy multiple animal medicines and keep them in a stack inside your tool box, ready for use in an emergency.



***If Hank likes you when your animals become ill, he's willing to lend a hand one time for each animal type, but that's it.***

## Tools

There are multiple tools used in ranching, most of which you purchase at the Blue Sky Ranch. Following is a quick rundown.

### Hoe, Grass Seed, Sickle

These are the tools that you don't buy at the ranch. The hoe and sickle are found in your initial tool box, with the grass seed purchased at Spring Farm.

All three of these tools are used for growing grass and turning it into fodder. Find some clear soil and till it with the hoe in a 3x3 pattern, then plant the seeds, just as in the "Crops and Their Care" chapter. Unlike other seeds, grass seeds don't need to be watered, but slowly grow over time regardless.

The grass goes through various stages as it grows. After sprouting it is very thin, with the ground still visible below it. Next it grows thicker, but still in a lighter green color. Finally, it darkens up as it grows even taller, and this is the fully-grown grass that animals may eat and you can turn into fodder.

If you're collecting fodder yourself, once grass is fully grown equip the sickle. Face the square of grass and use the sickle on it to cut it down. Once you cut down the grass, it automatically becomes fodder and is added to your total amount inside the feed chute, with no extra work on your part.

Even if you intend to buy your fodder or let your animals graze, you should still grow enough grass to cut it down 20 times to earn the Fodder Note.



***The dark green grass here is ready to be cut, while the lighter grass and half-bare spots mark grass that's still re-growing.***

## Brush

The brush is not an absolutely necessary tool, but it's quite useful in raising your animals' affection levels. Your horses, sheep, and cattle (as well as your pet dog) all enjoy being brushed once per day, and it makes them friendlier toward you.

To brush an animal, equip the brush, and stand next to the animal facing it. Press **Q** as with any other tool, and you brush the creature. A heart should show up over the animal's head. If other marks show up to display normal happiness, it means you've already brushed that animal already. If nothing shows up, you're not quite facing in the right direction and should re-orient your character and try again.

Once an animal is at full affection, you don't really need to keep brushing it. A neglected animal will eventually lose hearts from its meter, but as long as you speak with it every day and feed it by hand its affection will still be kept stable, so if you have no reason to raise animal affection any more you can just leave the brush at home. You can buy the brush at the Blue Sky Ranch for 800G

## Milker

As the name suggests, the milker is used on adult cows to get one unit of milk per day from each. This should be used on cows after you feed them. Face the cow while standing next to it and use the milker, and you have a unit of milk put into your hands. Make sure your rucksack has space in it if you wish to keep the milk as a gift, or cooking ingredient. If you just get confusion from the animal, it's either the wrong type of animal, still too young, pregnant, or hasn't been fed. The Blue Sky Ranch sells the milker for 1000G, but it's quite a worthwhile investment.



*Trying to milk a pregnant cow or the wrong type of animal just results in confusion.*

## Clippers

Like the milker, the clippers are used to obtain products from animals, in this case a sheep's wool. The sheep must have full, white, fluffy wool in order to clip it, but unlike the cow the sheep does not need to be fed beforehand. The clippers are also purchased from the Blue Sky Ranch, for 800G.

## Bell

When you use the bell, it calls all of the animals within earshot to your current location. This is mostly used to move animals in and out of the barn. Make sure you stand just on the far side of the doorway—if you stand in front of the door, the animals will walk into your character as they try to go through the doorway and knock your character through instead.

The bell's range doesn't quite cover an entire level two barn if you're standing on the side of the door near the shipping bin, so let the large group of animals walk out, then approach the last two and lure them to the doorway in increments. Aside from range, the other thing to watch out for is sleeping animals—you must talk to an animal and wake it up before it will listen to the ringing of the bell. You can purchase the bell at the Blue Sky Ranch for 500G.

## Reins

While the bell is used to move around a large group of animals, reins are used to move one specific animal at a time. To put an animal on the reins, equip and use them while standing next to the creature. This slips the reins onto the animal. You can then walk around and lead the animal, as long as you don't move too quickly and get too far ahead.

Once you have the animal just where you want it, press **R** again to release it, or **Q** to both release the animal and put the reins away. If you want to lead an animal through a doorway, put it on the reins and walk to the far side of the door so that the animal is standing right in front of the doorway, then release it. The animal will walk through the door, and you can follow as soon as it's outside.

The reins are not for sale. As soon as you purchase your first large animal, Hank appears in your barn the next day and gives you the reins as a gift.



***You can't lead an animal directly outside on the reins, because you will leave the animal behind when you walk out the door.***

## Negative Tool Use

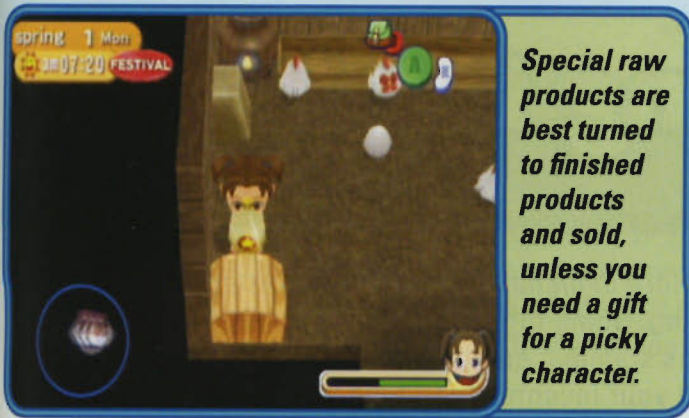
Be especially careful in using tools around your animals, or using the wrong tool on the wrong creature. Each time you strike an animal with a different tool (including even sprinkling it with water from a watering can), it immediately loses a full heart of affection. This can be quite a setback if you're already struggling to get an animal to eight hearts for an upcoming festival, so be very careful. Even worse, an animal struck by tools multiple times may become upset, and then sick.

The exception to this rule is the milker—even though you can't milk other animals, they don't actually become upset if you use the milker on them accidentally. This is good in a pasture setting, where your cows might be standing close enough to other animals for them to still be within range of its effect.

## Products

Even when you know how to use the tools to get animal products, there are a few last things to know about the products themselves.

There are three different quality levels of product—normal, good, and special. Good products sell for more than normal, and special are the most expensive of all. There are also some characters who are neutral upon receiving normal or perhaps good products, but like or even love the special ones. These levels do not matter in cooking, with each ingredient having the same effect no matter the quality. So use normal quality items for cooking when you have them, and use the better ones to sell.



As soon as an animal is an adult, it starts to give normal quality products. If you make the animal happy it may produce good quality, with the chance of this increasing as the animal's affection rises. Once an animal reaches about four hearts' worth of affection, it may occasionally start to give special products, again with the chance of this increasing as affection rises. Winning the animal's special festival also increases the chances of getting special products, but even a creature at full ten affection that's won its festival may still give normal quality products once in a while.

Winning a festival competition can change the way that your animal produces some products. For example, if you have an adult cow at 7 hearts, there is a 25% chance that the cow will give normal milk, 60% chance of good milk and 15% chance of special milk. If you have a cow that won the Cow Festival and the cow has 5 hearts, there is 30% chance of normal milk, 55% chance of good milk and 15% chance of special milk. These values are represented in the following charts (adult animal/animal that won a festival).

**Cow**

Affection	Milk	Good Milk	Special Milk
0 - 50	90% / 75%	10% / 20%	0% / 5%
51 - 350	70% / 50%	30% / 40%	0% / 10%
351 - 600	45% / 30%	50% / 55%	5% / 15%
601 - 1000	25% / 0%	60% / 70%	15% / 30%

**Sheep**

Affection	Dull Wool	Wool	Shiny Wool
0 - 50	80% / 60%	20% / 30%	0% / 10%
51 - 350	40% / 40%	60% / 45%	0% / 15%
351 - 600	30% / 20%	50% / 50%	20% / 30%
601 - 1000	5% / 0%	45% / 35%	50% / 65%

**Chicken**

Affection	Egg	Good Egg	Special Egg
0 - 50	90% / 75%	10% / 20%	0% / 5%
51 - 350	60% / 50%	40% / 40%	0% / 10%
351 - 600	45% / 30%	50% / 55%	5% / 15%
601 - 1000	25% / 0%	60% / 70%	15% / 30%

Once you have the raw product, you may turn it into a more finished product that sells for a better price. To do this, you need to buy a "maker" at the Junk Shop. Carry the raw item in your hands over to the maker, then press **A** to throw it in.

**Makers**

Name	Description	Cost
Butter Maker	Turns milk into butter	3000G
Cheese Maker	Turns milk into cheese	5000G
Mayonnaise Maker	Turns eggs into mayonnaise	3000G
Yarn Maker	Turns wool into yarn	4000G

Most finished products are useful for cooking, except for yarn, which is good for expanding your rucksack in a special event, as well as picking up the Dyeing Note.

A finished product also has three different quality levels, which depend on the raw product you put in. Put good milk into a cheese maker and you get good cheese, for example.



*If you're just selling milk and already have the Milking Note, turn it into cheese which is the highest-selling product.*





# Mining for Riches

One of the more demanding money-making opportunities in the game is mining. Going through the mines takes time, digging up items drains stamina, and the drawback is that you can only carry back what your inventory can hold in addition to the tools you take along.

There are still good reasons to give mining a go, however. First, many items that you find are quite profitable. Second, (as well as being shipped) some of the items are valuable resources that are used in upgrading tools or creating expensive gifts. Also, you need various items found within a mine to complete certain shipping lists to earn some notes, or to reach the bottom of each mine in the quest of even more musical notes. Finally, you need to ship set amounts of some of the mine items to unlock some other things in the game.



*The mines are a great way to find precious ore (and even gems) to ship for profit, or use to your advantage.*

## Preparation

When you're preparing a serious assault on a mine, the main thing to take into account is time. It takes a good deal of time to work your way steadily downward, just how long depends greatly on luck. To give yourself a good chance of reaching the bottom you need to spend most of the day inside the mine. This is best done on a rainy day, in Winter, or when you don't have to worry about watering your crops. You can buy yourself even more time by giving your animals extra food the day ahead, so you don't need to worry about them as much. However, this means that you miss out on any animal products for the day.

### EXTRA TIME

Buy even more time for a mine visit by paying attention to the weather forecast, and go into the mine on the day before a hurricane or blizzard. This way, you can stay inside the mine right up until the arrival of 6am, which automatically takes you back home. You are required to sleep fully the next day anyhow, to negate the effects of exhaustion.

Once you decide on a good time to go to the mine make sure to take both your hammer and hoe to collect the different types of material. In the Lake Cave you should bring your fishing rod also if you intend to reach the bottom level. It's a really good idea to bring some nourishing food too—you can eat it as you lose stamina and free up your inventory while you replenish your energy. If you're aiming for a late night, try to bring something that refreshes your alertness as well, although pontata roots that can be found in the mines have this effect if you can dig them up.



*The pontata roots that you can dig up throughout the mines can restore some energy and alertness, but you shouldn't rely on them alone.*

## Navigation

Once you enter the mine the stairs to the second level are automatically somewhere within the room, as long as you have your hammer in your inventory (without the hammer, the stairs won't appear). Walk over the stairway to go down into the mine. On the second level (and lower) you don't just automatically walk over stairs to descend. Sometimes you can find stairs to go lower, but you have to dig them up with the hoe first and they can be difficult to find.

A quicker, but slightly riskier, way to navigate downward is to find a crack in the floor and stand on it for a few seconds. Your weight causes the crack to give way after a moment. The crack may send your character down, in which case you see a "!" over your character's head as he or she drops. However, the crack breaking up may send your character flying up instead, this time with a "?" mark. Either way, your character may move by as many as 9 levels at a time.

The farther down you go, the more likely it is that you'll head up instead of down, making it really tricky to get to the very bottom of the mine. For most of the time you should drop through the cracks, unless you are digging for items and happen across a stairway. Once you reach the 90's, it's usually a better idea to try to dig your way down. You should do this unless you are running low on time or energy and need to go for broke. As you level up your hoe it gets easier to find stairs quickly, so upgrade it as often as possible if you're serious about mining.



**An upgraded hoe is a good way to find stairs quickly, along with coins and other objects hidden in the floor.**



**While some of the cracks in the floor take you down...**



**Others take you back up, and they're impossible to tell apart until you trigger them.**

Whenever you wish to leave the mine, find the up staircase in the room and step onto it. Choose "yes" at the prompt, and you climb all the way to the top floor. Never take the stairway in an attempt to go to the previous level, since the stairs go all the way up each time.

## Mining the Items

There are three ways to get items within a mine. Dig them up from the ground, smash them out of rocks, or smash them out of crystals. The hoe is used for the first task, while the hammer is used for the second and third.

As mentioned before, using the hoe on the floor may dig up a staircase to go down without danger of flying back up a few levels. However, it is more likely that you'll dig up something instead. On the first levels of the Moonlight Mine this may be good clay. Lower down, or in the other mine, you are more likely to find pontata roots that can be used in making medicines. You also have a chance of digging up gold coins. As usual, you pick up the coins by running over them. The other two items need to be picked up and put into your inventory manually. The gold coins tend to stay put for a while, but the other two items disappear in a few seconds.

After you have upgraded your hoe, you can start digging up multiple squares of floor at once. This is a double-edged sword. If you are looking for one specific item or a stairway down, this is a good way to cover a lot of area quickly. However, if you are just going into the mine for quantity, the returns of this method are not as good. You will only have enough time to pick up two items at most, and if you dig up more at once they'll just go to waste.

The rocks and crystals are both cracked open with a hammer, and different things can happen. When you bust open a rock it's usually empty, but may contain a piece of ore or a gem. Sometimes you may get mine gas that is released as well, either with one of the items or on its own. Crystals are much the same as rocks, but they are never empty.



**Digging with a hoe is often good for things such as pontata roots, but the good clay is most likely to be found on Moonlight Mine level 2.**



**Mine gas travels out in eight directions from the center. If one of the streaks touches you, you fall under its effects.**

Mine gasses can affect your character when they touch him or her, and these status ailments last for a short time, or until the character leaves that floor. The effects of the various gasses are as follows:

### Mine Gasses

Gas	Effect
Black Gas	The light begins to dim until you can only see a small circle around your character.
Purple Gas	The character becomes confused, and moves in different directions than you input with the controller.
Orange Gas	The character is temporarily frozen and cannot move.
Yellow Gas	The character's movements speed up, allowing him or her to move very quickly around the floor.
Pink Gas	Some of the character's stamina is restored.
White Gas	This very rare gas removes any other gas effects.

With a gold or goddess hammer you may start to break apart multiple rocks or crystals at once. This has the same advantages and drawbacks of using an upgraded hoe, so use your best judgment.

There are different items that can be found on each level of each mine, and these are covered in the following individual mine sections.

The full list of mined items for both mines follows:

### Mined Items



Name	Description	Shipping Price
Amethyst	A purple gem	220G
Aquamarine	A light blue, rounded gem	230G
Copper Ore	A cheap ore used for upgrading tools	50G
Diamond	A very expensive clear gem	500G
Emerald	A lovely green gem	330G
Gold Ore	An ore used for upgrading tools and making jewelry	150G
Good Clay	Cheap, but used in various pottery	10G
Junk Ore	An almost worthless ore	1G

### Mined Items



Name	Description	Shipping Price
Limestone	A stone needed for making fertilizer	5G
Moonstone	A common but lovely gem used for its glow	50G
Pontata Root	An herbal root used in medicines	30G
Rare Ore	An expensive ore used for upgrading tools, prized by some villagers	200G
Ruby	An expensive red stone	350G
Sapphire	A dark blue stone	250G
Silver Ore	An ore used for upgrading tools and making jewelry	100G
Topaz	An uncommon yellow stone	240G

## Moonlight Mine

Accessible all year round, the Moonlight Mine is located toward the upper right section of town. Go to the path to the right of the clinic and follow it up to reach the mine entrance.

Aside from leading down into the mine itself, the first floor of the Moonlight Mine also may have many different visitors. Some characters like Ann and Tim are there often looking for ores, while others such as Alex and Basil may show up occasionally to look for the herbal pontata roots.

For the most part, go to Moonlight Mine to find ores that can be used to upgrade your tools. Copper ore, silver ore, gold ore, and even rare ore can be found here. Of course there is also junk ore here that isn't worth much, but it must be shipped once to collect one of the musical notes. Moonstones are not uncommon here, and some of the other gems are available on lower floors of the mine.

The Moonlight Mine has some of the following special areas of note:

### Moonlight Mine Special Areas



Level	Notes
2	The floor is filled with good clay that can be dug up with a hoe.
22	This is a good floor to obtain amethysts, one of the types of gemstones.
44	Come here for a good chance to find rare ore, which is used in upgrades, as gifts, and for bringing in the Blacksmith.
55	This is another good place to find amethysts.
66	You can find many of the aquamarine gems here.
77	Come here to find diamonds without traveling to the Lake Cave.

If you manage to reach the 100<sup>th</sup> floor of the Moonlight Mine you are greeted by Tim the first time out. He is someone who managed to get down here as well, but he was feeling lost and frightened until you showed up. With his gratitude he gives you a Power Berry that he found in his explorations.



*Power Berries are very limited, so even the trek down to level 100 is worth the prize.*



*The gold coins buried in the lowest level are especially nice, since you don't have to make room in your rucksack to pick them up.*

After you've received the Power Berry from your first visit to the bottom, the main draw of this level is the large amount of gold coins that you can dig up. If you dig up the floor all around the ruins in the center of the room, you will soon line your pockets with plenty of gold. This is especially useful if you're still trying to collect the Lucky Note.

## Lake Cave

While Moonlight Mine can be entered all year, Lake Cave is a bit more exclusive. This mine is located in the very center of Sunny Lake off the left side of town, which means that you can only reach it during the winter when the lake freezes over.



*Wait for the Sunny Lake to freeze over in winter to access the expensive gems inside its central cave.*

Unlike Moonlight Mine, this cave isn't home to visitors. Once you start mining you will find fewer ores here, but different gems will be much more numerous.

Some special areas are as follows:

Once you manage to reach level 100 in this mine, you find an underground lake. You automatically receive a musical note the first time you enter this level. At the lake you may catch the rare jamasquid, one of the "king" fish required to get the Expert Angler Note.

### Lake Cave Special Areas

Level	Notes
5	On this level you find moonstones in every crystal.
10	There is no obvious way down from this floor. If you hit level 10 and want to continue you must either climb back up to level 1 and try again, or find the stairway.
15	All crystals here contain amethysts.
20	Here the popular stone is the aquamarine.
25	Topaz fills the crystals on this level.
30	Here you find sapphires everywhere.
35	Emeralds are scattered throughout this level.
40	This is the level to find rubies.
45	Here you find plenty of limestone, which can be used to make fertilizer
50	Here you find the rare, expensive diamonds.



*A trip to level 100 of the Lake Cave gives you one note automatically, and opens the way toward earning another.*

# Gone Fishin'



Ranching is a good way to have a steady income day after day, and crops are a good way to multiply an original investment. Fishing has its own slot in this profit-making enterprise, but what you get is somewhat random. You may not get much for each fish, but at the same time you can catch fish as long as your energy and time don't run out. This can be done without any other commitment or effort involved.

To catch fish you need a fishing rod, stamina, and a body of water with fish in it. That's it. Casting your line takes only a small amount of effort, and the fish replenish themselves in the water as you catch them. You get better results more easily with a higher-level fishing rod, but even with the starting rod and reel you can supplement your income nicely at the start of your farming career.

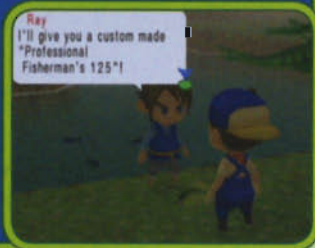
## The Tools

Your fishing tools consist of the various levels of fishing pole. Each of these can catch bigger fish more quickly, and without as much effort.

The fishing poles are acquired in the same way as most other tools—the first one is found within your first tool box, and can be upgraded by buying the new versions at the Junk Shop, or retooling the pole at the Blacksmith.

## Save some cash!

The iron-to-copper upgrade can be picked up for free. Speak to Ray at the lake early to meet him. After you've used the fishing pole enough to qualify it for the copper level, go to the Sunny Lake with your fishing pole in your inventory. Ray admires the work you've put into it so far and gives you the copper fishing pole as a gift.



*While many of the fish you catch at first have cheap shipping prices, the total gold still adds up, and cooking before shipping may increase the profits.*

## How to Fish

In order to fish, go to one of the fishing locations and look for a small fish-shaped shadow in the water. Stand by the water and equip the fishing pole. Press and release **Ⓛ** while facing the water to cast the line. If the line hits the water, the bobber begins to float, but if you accidentally hit land the line snaps back and you have to cast again. Try not to aim directly on top of one of the fish shadows—if you strike a fish directly, or cast the line right over top of it, it usually disappears for a while out of fright. You can cast the line out further from shore by holding the **Ⓛ** button for a while before releasing it. Unlike most tools, you don't see any stages of effort as you hold down the button, so you just have to judge how far you'll cast by the length of time you hold the button down.

Once the bobber starts to float a few things can happen. The bobber drifts with the current in most locations, and if it strikes the shore of the water, or some other obstruction before something bites on it, the line snaps back and you must re-cast. You may also just have the bobber float out to a place where no fish can bite on it. In this case, press **⏪** again to draw the line back in.

If you got a good cast, or are lucky and a fish comes to the right spot, you may get a bite. If a fish gets close enough to your bobber it will swim over and bite the hook. At this point you see a "!" over your character's head, see the bobber dip below the water, and feel a brief vibration in the controller. If the bobber has floated too far away from your character you can only go by the sight and feel of the bobber, so be alert.



*Finding an area with a lot of fish shadows increases your chances of getting a bite quickly.*



*It can be hard to see the fish shadows at night, but if you know their general location you can still manage to spot them.*

As soon as you feel and see the bite on the line, Press **⏩** to set the hook. Once you've done that you then need to reel the fish in. Press **⏪** hold **⏩** to fight the fish until you pull it up out of the water. The rare fish tend to fight harder and struggle longer on the line. The special "king" fish take a very long time and a bit of effort to land. Don't give up before the end, and you may find yourself with a costly and rare catch.

*Pay attention to whether you're keeping or releasing a rare fish! When rushed, it can be easy to choose the wrong option by mistake.*



Once the fish is caught you are given its measurements, and the option to keep it or release it back into the water. Releasing is only really a good option if you're going for certain fish, or more expensive ones during a long fishing trip and you don't want to fill your inventory too quickly.

*Catching trash may be disappointing, but at least the first ten pieces bring you closer toward one of your precious notes.*



Sometimes when you catch your "fish" you may find that you've reeled in some garbage instead in the form of a can or boot. This is just a random outcome of a cast, and you can't tell ahead of time if you have a fish or a piece of trash. Once you catch the item don't release it back into the water, or else you'll lower the affection of the townspeople, just as if you threw it onto the road. Save it in your rucksack instead, until you get to a trash can to throw it away. Since you get one of your musical notes for catching ten pieces of garbage, catching a piece of trash isn't necessarily negative early in the game.

## Fishing Spots

There are various spots where you can cast your line and take a chance to catch some fish. Different types of fishing spots hold different types of fish, which can also change with the seasons and sometimes the weather. Generally there are river, lake, ocean, and island fish.

### The River



*The river is one of the more accessible locations, although most of the fish you catch here aren't very expensive.*

The river is found wandering through town, through the mountains, and from most starting houses it's the quickest place to get to when you want to fish (if you start the game by the seaside, the ocean is closer). Fish shadows can be found scattered all throughout its length, and are usually especially numerous where the river bends.

When you are fishing in the river the bobber drifts along with the current, and may eventually strike a shore or a pier. You can fish from the edge of the shore by the river, or from one of the wooden piers built along the bank. The river is accessible for fishing in all seasons.

While the river itself flows unbroken from the mountains to the ocean, there are different fish along its many parts. The mountains are home to char, while down near the mouth of

the river where it meets the ocean you may catch ocean fish instead of the normal river fish. Salmon congregate in this area during the Fall.

### Lake and Pond



*The lake and pond also hold mostly cheaper fish, but you can also catch one of the kings here, the Huchen.*

The largest area for lake fishing is Sunny Lake. It is located off the left side of town, along the path. You can fish for the shadows lurking near the edge of the water, or cast farther out to reach some of the fish that are closer to the center. You should visit Sunny Lake at least a few times, in order to meet everyone and see all of the events.

Along with the Sunny Lake, Stardrop Pond (the small holding pond to the top left of town) holds some of the same fish. This is slightly closer to most starting locations, but it only has one fish shadow at a time.

The bobber in the lake drifts gently toward the bottom of the screen, so if you're not casting far out toward the bottom of the lake you need to catch the fish's attention quickly, or your line will snap back. In Stardrop Pond there is no current at all and your

bobber remains in one spot, making the initial cast require good judgment if you want to attract a fish.

The lake is frozen over in Winter, so do your lake fishing in the other seasons, or attempt to fish in the smaller Standard Pond.



## The Ocean



*Once you know some of the fishing spots in the ocean, it can be quick and easy to catch a lot of fish.*

The ocean stretches all along the bottom of Flower Bud Village, and holds far different varieties of fish than the rivers and lakes. The ocean is really convenient for the seaside starting location, but not as close to the others.

Many of the fish shadows are found right around the river delta, where the river meets the ocean, which means they may also yield river fish in some cases. Other shadows are often hard to see from the shore, and are far-between. Two places to catch fish easily (and repeatedly) are on the very left side of Moonlight Beach, and at the left side of the regular stretch of beach. This section is just before you reach the stone that separates it from Moonlight Beach.

Once you cast, your bobber drifts out to sea until it reaches its line limit. The vast ocean can't freeze over Winter, so you can fish in the ocean in any season.

## The Island



*The island takes a bit of work to reach, but some of the fish here make it well worth the effort.*

Once you become even slight friends with the dolphin that swims near the pier on the beach, the intelligent animal will carry your character on its back out to an island in the middle of the ocean. Although this is technically a part of the ocean, most of the fish caught there are different, making it a great target for a dedicated fisherman.

To reach the island, get the dolphin to one heart by talking to it and feeding it fish once per day. Go to the very end of the pier and it will approach after a moment, allowing you to interact with it. Once it's friendly enough, speaking to it gives you the option to ride it out to the island. Once you're on the island you can speak to the dolphin again to leave and go back to the pier.

Once on the island, there are fish shadows all around. Casting your bobber off the bottom half of the island causes it to drift

down-screen, while casting it off the top causes it to drift upward. Like the ocean, the island doesn't freeze over the winter. Visiting the island after a summer typhoon can be especially profitable.

## The Underground Lake

The hardest fishing spot to reach, the underground lake, holds only one fish at a time. It's worth visiting though to pick up both a note for reaching the location, and to catch the fish found there to work toward the Expert Angler note.



Once you reach the underground lake, don't dare to leave without catching the king found there!

To find the underground lake you must wait until winter for Starry Lake to freeze over, and visit the Lake Cave. If you can reach the very bottom on the 100th floor, you enter an underground cavern with a large lake. There is one fish that swims freely around this large lake, making it somewhat awkward, but not extremely difficult to catch. The bobber drifts down toward the bottom of the screen, so if it doesn't swim near the hook you'll eventually hit shore and have to re-cast.

Once you do get the fish to latch on you have a long struggle against one of the king fish, and if you manage to land it, you've successfully caught the rare Jamasquid. This is the only place to catch that fish, so don't pass it up!

## Fish Listings (Alphabetical Order)

Below is a listing of all the fish, where they can be found, and the season they can be caught. Some fish are much more common than others. Kings take a lot of struggle to land, and are always rare.



The kings take some work to land, but they're needed for one of the musical notes, and they are good for either shipping or cooking.

[Squid Prince] Called sons of the giant squid among villagers. The sea king.

### Fish

Name	Location	Season	Comment	Shipping Price	Name	Location	Season	Comment	Shipping Price
Amago	River (Upper)	Spring, Summer, Fall	Uncommon	100G	Mackerel	Island	Fall, Winter	Common	30G
Blowfish	Ocean, Island	All	Very Common	3G	Maple Flounder	Ocean	Fall	Uncommon	60G
Bonito	Island	Spring, Summer, Fall	Uncommon	140G	Opaleye	Ocean, Island	Summer, Fall, Winter	Common	60G
Boat (Left)	Any	All	Garbage/Very Common	Cannot be shipped	Rainbow Trout	River (Upper, Middle)	All	Common	35G
Boat (Right)	Any	All	Garbage/Very Common	Cannot be shipped	Salmon	River (Lower)	Fall	Uncommon	120G
Can	Any	All	Garbage/Very Common	Cannot be shipped	Sardine	Island	Spring, Summer, Fall	Uncommon	25G
Char	River (Mountain)	Spring, Summer, Fall	Uncommon	90G	Saury	Island	Summer, Fall, Winter	Common	30G
Chulowfish	Ocean, Island	All	Very Common	5G	Shinapper	Ocean, Island	Winter	Uncommon	200G
Crowfish	River (Middle), Lakes	Spring, Summer, Fall	Very Common	10G	Shrimp	Island	All	Uncommon	100G
Crucian Carp	Lakes	All	Common	30G	Silver Carp	River (Middle), Lakes	All	Very Common	20G
Cureall	River (Lower)	Spring, Summer	Common	50G	Smelt	Lakes	All	Very Common	10G
Dace	River	All	Common	15G	Snadore	Ocean, Island	All	Rare	250G
Flounder	Ocean	Spring, Winter	Common	45G	Snapper	Ocean, Island	Spring, Summer	Uncommon	150G
Halfbeak	Ocean, Island	Winter, Spring	Common	35G	Squid	Ocean, Island	All	Common	35G
Halibut	Ocean	Fall, Winter	Common	50G	Squid Prince	Island	Summer	King/Rare	1000G
Huchen	Sunny Lake	Spring, Summer, Fall	King/Rare	1000G	Tuna	Island	Summer, Winter	Rare	300G
Jamasquid	Underground Lake	Winter	King/Rare	1000G	Yamame	River (Upper)	Spring, Summer, Fall	Uncommon	80G
Lampsquid	Island	Summer, Fall, Winter	After rain/snow/Uncommon	60G	Yellowtail	Island	Fall, Winter	Uncommon	150G
Loyster	Ocean	Fall, Winter	Common	90G					

# Home Sweet Home



While a large part of the game is focused on making money, much of the rest is focused on the things you can buy with it. You can also earn items alongside your gold profits. One of the most important things to earn is your home and the things that go inside it.

You start out with a small house and some basic furniture, but this probably won't satisfy you for long—nor should it. Among other things, you can't get married until you get a home large enough to hold a large bed. Bigger furniture can allow you to cook more food, store more ingredients, and hold onto more ores and jewels to use at the Blacksmith or for gifts.

There are different areas to concentrate on when you build your dream home—the building itself, the furniture, the surrounding land, and the all-important people inside.

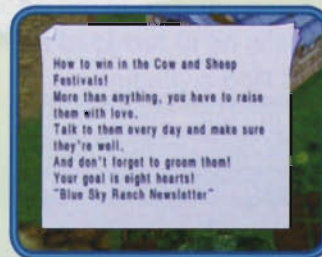
## This Old House

Your first house is similar to a level one house that is available at the Workshop. It is part of the package when you choose your small bit of land during the opening sequence. It's small and cozy, without a lot of space for extra furniture.

Toward the bottom left of the village map is a building called the Workshop. Here, Woody works with his two assistants, Joe and Kurt. There are a variety of services available at the Workshop. You can build new buildings to help in farming and ranching, buy furniture, demolish, rename, or move buildings. You can also remodel your houses (or barn) to make them roomier, give them a different look, or even make them smaller if you choose.

Remodeling your house to make it larger is beneficial in many ways. It gives you more room to put furniture in, and lets you buy larger storage units to store more items. As you increase the size of your house you also unlock new furniture to buy. This is important because you must increase the size of your house before you can buy larger storage, larger kitchens, or even the large bed that you need before you can get married. Once you have a level four or five house, you also have a second floor to put furniture in.

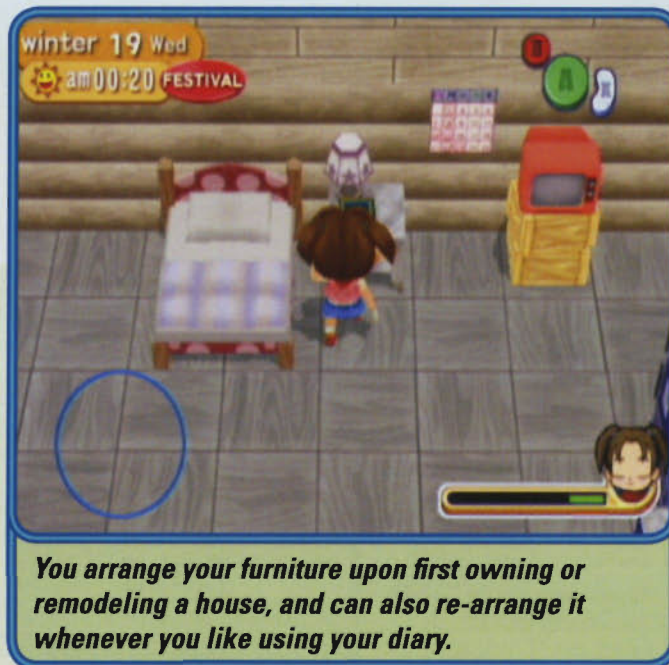
When you expand your home, it can only go up one level at a time. Once you've unlocked the larger levels, you can build a new house of that size right away, or remodel even the smallest house directly up to the largest size that you have unlocked.



***While your original house starts out small, you can remodel it at the Workshop to make it larger, and even add on a second floor.***

## Interior Design

As soon as you move into your new home, one of the first things you must do is to arrange your furniture. You are presented with a list of furnishings that you own, and you navigate on a tab using the analog stick and press **A** to select the highlighted piece of furniture. The view then changes to an overhead view of the house, and you use the analog stick to move the furniture around the room. Press **A** to choose the current spot and place the furnishings. Change the direction that the furniture faces using **↶** and **↷**, which only works with some pieces. To cancel placing that particular piece of furniture, exit back to the furniture list by pressing **B**. An "X" displayed means that the item cannot be placed in the selected location, while an "O" means that it fits there just fine.



The furniture list consists of various tabs. Navigate between these tabs using the analog stick, or press **↶** and **↷** while not placing furniture to switch between the floor levels. The tabs are as follows:

<b>All</b>	A list of all of the furniture that you own.	<b>Cook</b>	Furniture used for cooking—kitchens and utensils. Refrigerators count as "Store" items.
<b>Required</b>	Beds, tool boxes, and a baby bed, all of which must be placed.	<b>Bookshelf</b>	Items that store the books you've collected in the game as well as mail you've received.
<b>Wall Item</b>	Objects that hang on the wall or are supported by it, such as paintings and TVs.	<b>Table</b>	Tables that add decoration and support some decorative items.
<b>Store</b>	Storage items such as chests and refrigerators. The tool box is the notable exception, as it's a required item.	<b>Other</b>	Miscellaneous other items, used to add decoration to your home.

As you lay out your furniture, keep a few things in mind. Your storage should be quick and easy to get to, especially the most-used storage such as the tool box. Put the tool box and the refrigerator or chest to each side of the door. Put the bed someplace that you can get to quickly, and keep each side relatively clear of clutter or things that you need to interact with. Your pets wake up to the left side of the bed, so you need a clear path to get to them, and your diary for saving and changing furniture layouts is to the right of the bed, so you don't want to have your TV or something similar directly beside it, since you may end up checking one when you mean to check the other fairly often.

Following is a full list of the game furniture, in order you find it on the "All" tab.

### Furniture Listings

Name	Description	Received	Cost	Name	Description	Received	Cost	Name	Description	Received	Cost
Bed (S)—Woody	Sleep at night, save game	Inside 1st house	—	Chest (S)—Fancy	Lets you store 18 items	Purchased at Workshop	600G	Mixing Pot	Blends herbs to make medicine	From Saibara ship 10 Good Clay after 5 hearts	—
Bed (S)—Polka Dots	Sleep at night, save game	Purchased at Workshop	1000G	Shelf—Woody	Holds 36 items	Purchased at Workshop	900G	Bookshelf—Brown	Stores books and letters you've received for you to read later	Inside house	—
Bed (S)—Down	Sleep at night, save game	Inside 1st house	—	Shelf—Fancy	Holds 36 items	Purchased at Workshop	900G	Bookshelf—Green	Stores books and letters you've received for you to read later	Purchased at Workshop	800G
Bed(L)—Simple	Sleep at night, save game, may be married	Purchased at Workshop	3500G	Shelf—Gorgeous	Holds 36 items	Purchased at Workshop	1000G	Bookshelf—White	Stores books and letters you've received for you to read later	Purchased at Workshop	800G
Bed(L)—Heart	Sleep at night, save game, may be married	Purchased at Workshop	3800G	Cabinet—Woody	Lets you store 54 items	Purchased at Workshop	1500G	Bookshelf(L)—White	Stores books and letters you've received for you to read later	Purchased at Workshop	1000G
Bed(L)—Gorgeous	Sleep at night, save game, may be married	Purchased at Workshop	4000G	Cabinet—Chic	Lets you store 54 items	Purchased at Workshop	1500G	Bookshelf(L)—Blue	Stores books and letters you've received for you to read later	Purchased at Workshop	1000G
Bed(L)—Down	Sleep at night, save game, may be married	Purchased at Workshop	5000G	Cabinet—Gorgeous	Lets you store 54 items	Purchased at Workshop	2000G	Bookshelf(L)—Wood	Stores books and letters you've received for you to read later	Purchased at Workshop	1000G
Bed (S)—Hey	Sleep at night, save game	Inside 1st house	—	Cabinet—Modern	Lets you store 54 items	Purchased at Workshop	2000G	Library—Chic	Stores books and letters you've received for you to read later	Purchased at Workshop	3000G
Baby Bed	Holds your newborn baby	Gift when baby is born	—	Kitchen(XS)—Woody	Lets you cook with 2 utensils	Inside house	—	Library—Pink	Stores books and letters you've received for you to read later	Purchased at Workshop	3000G
Tool Box 1	Allows you to store tools	Inside 1st house	—	Kitchen(XS)—Pink	Lets you cook with 2 utensils	Purchased at Workshop	1000G	Library—Gorgeous	Stores books and letters you've received for you to read later	Purchased at Workshop	3000G
Tool Box 2	Allows you to store tools	Inside 1st house	—	Kitchen (S)—Chic	Lets you cook with 3 utensils	Purchased at Workshop	2000G	Old Table	Table to set things on	Inside 1st house	—
Tool Box 3	Allows you to store tools	Inside 1st house	—	Kitchen (S)—Flower	Lets you cook with 3 utensils	Purchased at Workshop	2000G	Polka Dot Table	Table to set things on	Purchased at Workshop	600G
Calendar	Allows you to check holidays	Inside 1st house	—	Kitchen(M)—Woody	Lets you cook with 4 utensils	Purchased at Workshop	3500G	Simple Table	Table to set things on	Purchased at Workshop	600G
Hanging Clock	Wall decoration	Purchased at Hearty Lyla	700G	Kitchen(M)—Pink	Lets you cook with 4 utensils	Purchased at Workshop	3500G	Heart Table	Table to set things on	Purchased at Workshop	700G
Old Clock	Wall decoration	Purchased at Junk Shop	1000G	Kitchen(M)—Marble	Lets you cook with 4 utensils	Purchased at Workshop	4000G	Round Table—Simple	Table to set things on	Purchased at Workshop	1500G
Dressing Table	Decoration	Purchased at Workshop	900G	Kitchen(L)—Woody	Lets you cook with 6 utensils	Purchased at Workshop	4500G	Round Table—Pink	Table to set things on	Purchased at Workshop	1500G
Dresser	Decoration	Purchased at Workshop	2000G	Kitchen(L)—Pink	Lets you cook with 6 utensils	Purchased at Workshop	4500G	Round Table—Chic	Table to set things on	Purchased at Workshop	1500G
TV	Lets you view TV programs	Inside 1st house	—	Kitchen(L)—Marble	Lets you cook with 6 utensils	Purchased at Workshop	5000G	Round Table—Modern	Table to set things on	Purchased at Workshop	2500G
Good TV	A larger-screened TV	Purchased at Junk Shop	3000G	Kitchen(XL)—Woody	Lets you cook with 8 utensils	Purchased at Workshop	5500G	Round Table—Gorgeous	Table to set things on	Purchased at Workshop	4000G
Cool TV	A hugely-screened TV	Won at the Horse Race	—	Kitchen(XL)—Cream	Lets you cook with 8 utensils	Purchased at Workshop	5500G	Coffee Table	Table to set things on	Won at the Horse Race	—
Painting	Wall decoration	Henry after 6 hearts purchased at Hearty Lyla	500G	Kitchen(XL)—Marble	Lets you cook with 8 utensils	Purchased at Workshop	5500G	Log Table	Table to set things on	Purchased at Junk Shop	400G
Fridge—Black	Store 18 food items	Inside 1st house	—	Kitchen(XL)—Pro	Lets you cook with 8 utensils	Purchased at Workshop	6000G	Coffee Table	Table to set things on	Purchased at Workshop	300G
Fridge—Blue	Store 18 food items	Purchased at Junk Shop	700G	Knife Set	Cuts and chops food	Inside 1st house	—				
Fridge(L)—Green	Store 36 food items	Purchased at Junk Shop	1200G	Frying Pan	Fries foods over heat	Purchased at Junk Shop	500G				
Fridge(L)—Beige	Store 36 food items	Purchased at Junk Shop	1200G	Pot	Boils or blends food in water	Purchased at Junk Shop	500G				
Fridge(L)—Blue	Store 36 food items	Purchased at Junk Shop	1200G	Oven	Cooks food thoroughly	Purchased at Junk Shop	700G				
Fridge(L)—Pro	Store 54 food items	Purchased at Junk Shop	4000G	Mixer	Mixes and blends food	Purchased at Junk Shop	400G				
Chest (S)—Woody	Lets you store 18 items	Inside 1st house	—	Aging Pot	Ages and matures food	From Saibara ship 5 Good Clay after 2 hearts	—				
				Dye Pot	Dyes wool using herbs and flowers	Purchased at Junk Shop	500G				

## Furniture Listings

Name	Description	Received	Cost	Name	Description	Received	Cost	Name	Description	Received	Cost
Wood Stove	Decorative item	Purchased at Junk Shop	300G/ 400G (During Winter)	Snow Field	Decorative item	Purchased at Hearty Lyla Saibara with 2 hearts	600G	Simple Vase	Decorative item	Purchased at Hearty Lyla Saibara with 2 hearts	600G
Kerosene Stove	Decorative item	Purchased at Junk Shop	700G/ 800G (During Winter)	Spring Breeze	Decorative item	Purchased at Hearty Lyla Saibara with 4 hearts	1000G	Grass Tinted Vase	Decorative item	Purchased at Hearty Lyla Saibara with 4 hearts	1000G
Oil Heater	Decorative item	Purchased at Junk Shop	1000G/ 1100G (During Winter)	Summer Wind	Decorative item	Purchased at Hearty Lyla Saibara with 6 hearts	2000G	Fate Vase	Decorative item	Purchased at Hearty Lyla Saibara with 6 hearts	2000G
Round Chair	Decorative item	Purchased at Workshop	200G	Clay Plate	Decorative item	Purchased at Hearty Lyla Saibara with 2 hearts	600G	Purple Vase	Decorative item	Purchased at Hearty Lyla	300G
Chair	Decorative item	Purchased at Workshop	250G					Slim Vase	Decorative item	Purchased at Hearty Lyla	350G
Rocking Chair	Decorative item	Purchased at Workshop	500G	Marble Plate	Decorative item	Purchased at Hearty Lyla Saibara with 4 hearts	1000G	Japanese Vase	Decorative item	Purchased at Hearty Lyla	250G
Sofa (S)	Decorative item	Purchased at Junk Shop	500G					Wavy Vase	Decorative item	Purchased at Hearty Lyla	730G
Sofa (L)	Decorative item	Purchased at Junk Shop	900G	Mystic Blue Plate	Decorative item	Purchased at Hearty Lyla Saibara with 6 hearts	2000G	Yellow Vase	Decorative item	Purchased at Hearty Lyla	450G
Log Chair	Decorative item	Purchased at Junk Shop	200G								

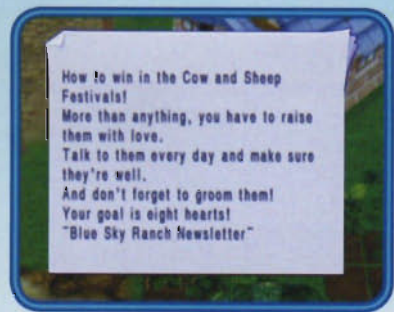
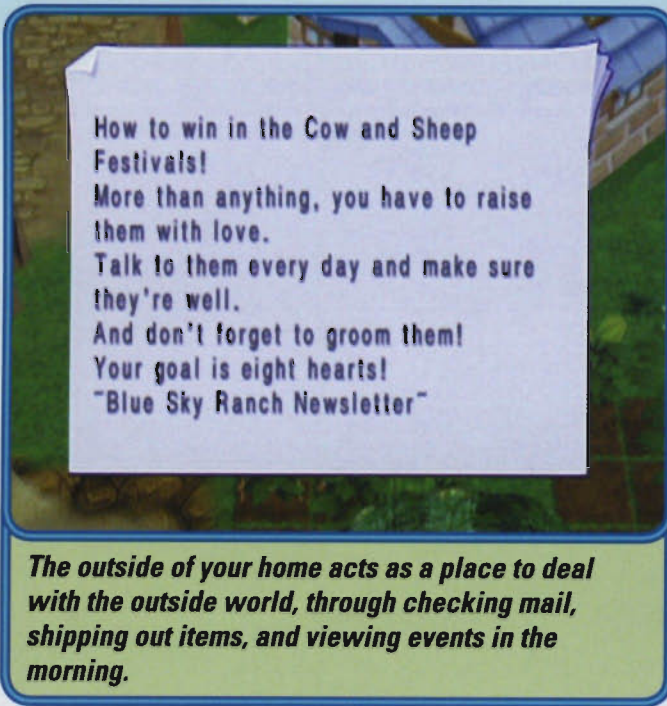
If you decide later that you don't like the way your furniture is laid out, you can change it at any time by using the diary next to the bed. Any time you remodel your house you are prompted to organize your furniture again, and you also arrange the furniture in any new houses that you build after the first.

## Lovely Landscaping

The house isn't just important for what's inside, but for what's outside as well. There are a few features just outside your home that you should know about, and use often.

First off, around the house is a "footprint" or yard in the form of a square. Part of this is boxed in by a normal fence (not the kind you form from wooden stakes), but otherwise the boundaries aren't actually visible. This is still a boundary to keep in mind, because you cannot set things down within this area. If you want to carry one of your pets outside, or throw a weed away, you have to make sure you carry it to the outside of this boundary first. This also holds true for starting a bonfire—you have to move a bit away from your front door to create a fire with your bonfire set, even if you just want to step out and cook up a few fish. Some of the other important locations are also within this footprint, as well as a doghouse, which doesn't have any real function.

Out in front of your door you find your mailbox. On some mornings you may notice the edge of a white envelope sticking out from the front of the mailbox. This means that you have mail. Check the new mail by standing next to the mailbox, facing it, and pressing **A** to inspect it. This reads one piece of mail, which may or may not leave more still in the mailbox for you to check. Mail serves a variety of purposes, from informing you of new items for sale, to alerting you that a new business is in town, to giving useful tips, or just even adding a bit of flavor to the town and characters. Previously-read mail is stored within your bookshelves if you want to read it again later.



At the back of the house you find the lumber bin. Cutting branches with an axe adds lumber to the bin instantly, but you can also buy lumber at the Workshop. You can save lumber to build with by just leaving it alone and letting it accumulate.

Sometimes you may wish to create fences for pastures, or use a stake for some other reason. Stand next to the lumber bin and face it, and press **A** to take a stake from the lumber bin and hold it in your hands. You can place it from here, or put it into your rucksack to carry elsewhere. The thing to remember is that once you take a piece of lumber out of the bin it is permanently changed into a stake. You can't put stakes back into the bin and convert them back to lumber. You can only place them, sell them, or destroy them by hitting them with the hammer. Stakes sell for 30G each, while old weathered stakes sell for 5G.

There are two more important containers outside. Near the mailbox, in front of your door, is a low flat bin—the shipping bin. This is one of your most important items in the game. To make money, put a sellable item into your hands, face the shipping bin, and press **A** to toss the item in. Once an item is in the shipping bin you can't get it back out. The next morning when you wake up at 6am the gold from any shipped items is added directly to your current gold. This happens even on holidays, so don't be afraid to ship items late at night, before, or during festivals. You should also be careful when your pets are nearby, since it can be easy to give them food items by accident instead of throwing the items into the bin.

The last container is a garbage can, used for junk items that can't be shipped in the bin. This is off to the front side of your house, and easy to distinguish. Weeds, garbage from the river, and burnt food are all good things to toss in the garbage, to prevent you from throwing them in the wrong place and getting the townspeople upset with you. You also get one of your musical notes for tossing items into the garbage cans around town, so don't be shy about throwing junk away.



## Family Ties

Once you have a happy home, it's time to start thinking about a family to put in it.

### Precious Pets

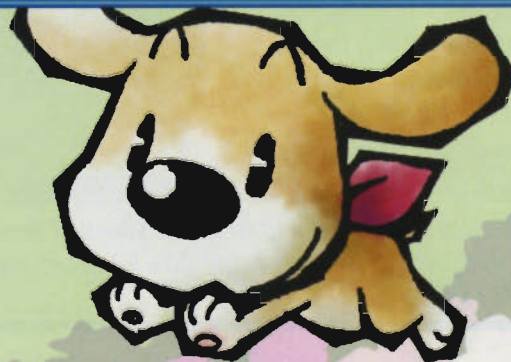
The first family member shows up immediately, as Ellen comes from the Blue Sky Ranch to give you a puppy that they don't have room or time to raise. You give this dog a name during the opening sequences, and it's your constant companion from that point on. Pick the dog up once per day to slowly raise its affection level. You can feed it and brush it (with the brush purchased at the Blue Sky Ranch) once per day. The dog doesn't like onions or cocoa, so stay away from those. Once you get the dog up to three hearts' worth of affection, you earn a musical note.

Aside from the dog there is another pet that you should earn later in the game. Once you build a barn, the first time you enter you are treated to an event involving the happy eater known as Gourmet, and his pet pig. After getting to know you a bit, Gourmet decides that he'll give you the pig for your very own.

The pig can also be picked up and fed each day to raise its affection, and this time there's a more tangible reason to do so. Every Fall you can use the pig to hunt for truffles, a rare, expensive type of fungus (see the chapter "The Changing Seasons" for more details on this activity). Shipping a truffle earns you the "Oink-Oink Note" as well as 1000G, and truffles are also used in cooking dishes and even as gifts.



*While they may be animals, your pets are an important part of your family, and may even be useful.*





## A Loving Spouse

As wonderful as pets are, your life in Flower Bud Village isn't quite complete without a soul mate to share it with. While shipping items and raising money and other resources has its rewards, you should also aim to woo and marry a spouse to add to your happy home.

**The first step in any relationship lies in making friends and charming the other person.**



There are ten characters of each gender that act as potential spouses. You can marry one of the opposite gender, while the ten of the same gender

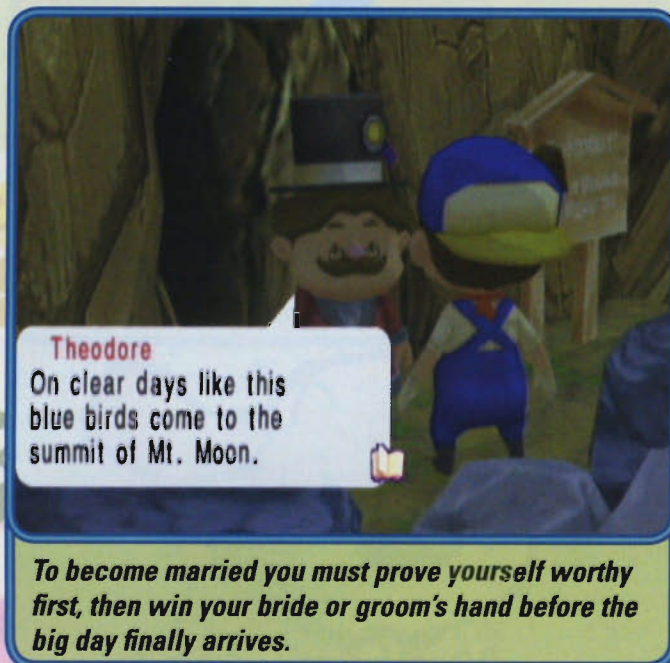


act as rivals for their affections. For more details on specific potential spouses, or rivals, see the "Friend and Neighbors" section of the guide.

To earn a husband or wife, you must first befriend one of the potential spouses of the opposite gender, and get their affections up to eight hearts, mostly with lavish gifts. Aside from the heart meter requirement, you must also have a large bed actually laid out inside your house, which in turn requires that you've raised a house up to level three through remodeling.

Once you've met both of the above requirements, the next day Mayor Theodore shows up at your doorstep. He tells you about the town's tradition of using a blue feather to propose to your loved one, and how to go about getting it. You are taken directly to the foot of Mt. Moon, where you have the chance to play the climbing mini-game to reach the summit (see the "Mini-Game Roundup" section for help on this). Once you reach the top you claim the blue feather, and gain a musical note.

Now you have everything you need to become a happy wife or husband. Approach a character and "use" the blue feather on them. If the character is one of the potential spouses of the right gender, and at eight hearts or more, they accept your proposal. If you are not sure you want to marry anyone, you can hold off. You can choose to store the blue feather in your chest or shelves, perhaps wooing a different character up to the required eight hearts.



Once you do successfully propose, the wedding is held the very next day as soon as you wake up. If that next day is a festival, the wedding is held off until the day after. You immediately return home with your new husband or bride at 6am, so you don't lose any working time. After you've had a proposal accepted there's no backing down, since replying "no" to the usual question during the wedding ceremony is treated as a joke, and the Mayor keeps repeating himself until you agree. Getting married also gives you one of your musical notes.

Aside from the normal ten spouses of the opposite gender there is one other possible match. Your rival Jamie is always the opposite gender of your character, and also may be successfully wooed, but with large differences.

Jamie doesn't give you gifts as his or her affection increases, so instead you must watch the affection meter. When you gain the Blue Feather, awaken the Harvest Goddess, and Jamie is at eight hearts you can propose. (If you have shipped all of the following items: Turnip, Potato, Strawberry, Cabbage, Breadfruit, Tomato, Corn, Onion, Cocoa, Eggplant, Pumpkin, Yan, Bell Pepper, Carrot, Spinach. Also have the following animals: Baby Cow, Baby Horse, Baby Sheep, Chicken). Jamie tells you that if you truly mean it, to do it again at the Harvest Goddess Spring.

Travel to the spring, and when you enter you have the choice of the usual energy restoration, or to propose to Jamie. Choose to propose and you can finally marry your rival, but this **ends the game**. Once you marry Jamie, you view various ending scenes that give you an idea of what happens in the village and to your family after you are gone, then you are taken back to the main menu screen. You cannot continue your farm or family life with Jamie after you marry.



Once you have your new spouse, your life isn't very different. Your spouse starts off the day standing at the foot of your bed each morning, and is often there to talk to. You share the large bed at night, and your spouse may often fall asleep before you do. If your husband or wife has a job in town they still perform that role during the day, while other spouses may stay within your house almost 24 hours per day. The main exception is on festival days, when even your spouse disappears to take part in the celebrations.

Most other aspects of the game don't change due to your marriage. You can still take your husband or wife on the "date" festivals, and keep access to their services if they're a shopkeeper. Sadly, they don't do tasks around your farm for you, or feed you. You do have their birthday marked with a heart on the calendar to make it harder to miss, as well as your wedding anniversary. Entering the house after 6pm on your anniversary triggers a small event. Even though you are married, you can even still continue to earn gifts from different potential spouses as they reach two or four hearts.



*Your married life isn't much different from life on your own, although there all some small differences.*

## A Bundle of Joy

The one main thing that does change due to marriage is that, around 20 days after your wedding, the wife wakes up feeling ill and collapses (either your main character or the character that you married, depending on your character's gender). After a quick trip to the clinic, it becomes apparent that your family is now expecting a baby! You gain one musical note as soon as you make this discovery.

About two months after the pregnancy is announced, the wife again is rushed to the clinic as soon as you wake up, this time for the delivery. After a short nervous wait the child is born healthy and happy, and in celebration Woody gives you a baby bed as a gift. You are taken to the furniture screen to place this new item, and as soon as the event ends you are back at home with the baby in place inside the new crib. Here you gain yet another musical note, the next-to-last one earned for this cozy family life. The child's birthday is also marked on the calendar for celebration in later years.



When the child is still a small baby for the first weeks of life, you can only pick it up by facing the crib and pressing **A**, and carry it around without setting it down. You can show it off to people, but when you're done walking around with the child take it back to the crib and put it back inside. Doing this once per day makes the child more affectionate. You can also feed the baby any type of milk or other foods, and use the rattle (bought at the Junk Shop) as a tool while standing facing the crib. All of these also raise the child's affection slightly. Keep in mind that your baby hates having a nap interrupted and may cry from it, or from being ignored while you are in the house. Picking the baby up may soothe him or her.

After a few weeks, the baby is able to crawl around on its own and leaves the crib. Now you can take him around and set him down, even outside your house. Paying attention to him in this way, feeding him milk, and using the rattle and also the picture book now still increase his affection slightly.

After the baby is two months old, and has three hearts of affection, you visit the clinic to give the child a checkup. As Martha looks him over and sets him down on the floor, the exploring child manages to stand up and take his first steps! Congratulations, you now have a toddler in your family, as well as one more musical note.

## Rich Landowner

Aside from the small parcel of land and the house that you start with, you can build your owned land throughout the game, and build up more buildings upon the land you own.

To purchase new land visit the Workshop. You can purchase the other two possible starting sites fairly cheaply early in the game. Later on, progressively more expensive land is unlocked at the Workshop as you befriend Mayor Theodore. Each heart you raise in his affection meter unlocks new pieces of land, up until you reach the 30,000G grouping. If you own at least 10 pieces of land, you earn the Owner of Mother Earth note.

Owning land is useful because it allows you to construct buildings. You can grow crops just on public land, but to build some of the important ranch buildings you must unlock more land to give you the extra space.

Some of the buildings that you can have constructed on your new land are second (and even more) homes. Purchase these buildings in the normal way, and once they are built you are prompted to set out extra furniture inside. You can't set one piece of furniture out in more than one house at a time, obviously, but if you've been buying furniture regularly you should have more than enough to split between multiple homes.



Having an extra house is useful because it not only earns you another musical note, but you can also make use of the house's furniture and other items. You can plant a full orchard near a second home, or spare crops, and have a spare shipping bin right there. If you need a quick tool change, and are far away from your main home, you can duck into a second house and visit the tool box there. You can take items out of storage to use as a quick gift without traveling all the way back to your first house.

Once you put a bed out in a second home you can also stay the night there if it strikes your fancy. The next morning your pets are in by the bedside where you stayed the night, but your wife and child (if you have them) are left back at your main home.

# Cooking Your Harvest

With so much lovely food from your fields, animals, and Mother Nature, it's only natural that you'd want to be able to cook it up into various dishes. These are useful for stamina restoration, gifts to friends and neighbors, and sometimes for other additional effects. In some cases, you may even wish to cook up raw foods just to increase their sale price when shipped.

*You can make some simple dishes to earn extra profit and please some townspeople using just your starting furniture and simple ingredients.*



## Maximize Your Profit

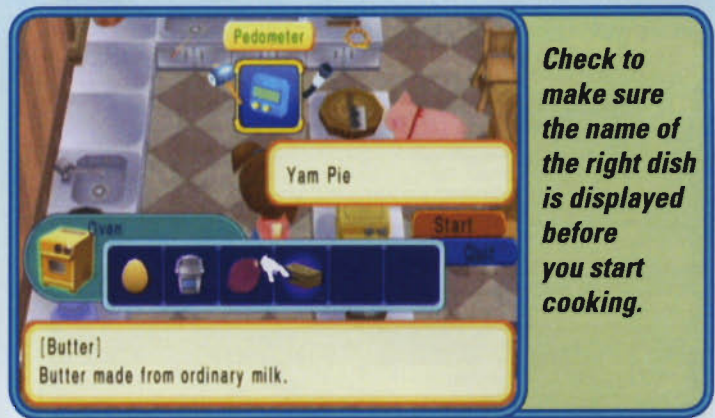
When you are selling crops and other foods in an attempt to make some good money, check the various recipes for a food to see if a recipe will help you get more bang for your buck. A high price for a dish isn't necessarily the best choice, since those dishes often take multiple costly ingredients. However, some cheap recipes may multiply your profit greatly—for example, blowfish ships for only 3 G, while blowfish sashimi (prepared with utensils you already own at the start of the game and no extra ingredients) sells for 113 G.

If you're low on Stamina, and want to refresh it with a cooked dish, check the menus of the shops before eating your new creation. For instance, orange juice can be bought at the Café for only 120 G, while it sells for 250 G. It's better for your wallet to actually ship the orange juice you mix yourself, and buy one from the Café to drink.

The first thing you need for cooking food is a kitchen. You start out with an extra small (XS) kitchen in your first house. There are five different sizes of kitchen, the larger ones are unlocked when you get a bigger house, but larger sizes only allow you to have more utensils out at once. You can still purchase (and use) all of the utensils you like even with a small kitchen, but you may have to change your furniture around to swap utensils if you don't have enough space to keep them all on the counters.

Aside from your kitchen, you need different utensils to be able to cook various dishes. You start out with a knife set in your first house, which allows you to cook different types of sashimi as well as some other raw foods and salads. You also start out with a bonfire set, which allows you to cook some other dishes (usually fish and vegetables) outside in the rough without a kitchen. To cook the other dishes you need their respective utensils. Most of these can be found for sale at the Junk Shop, although two have to be created specially for you, obtained in events (see the "Characters" section for more detail on these events).

Once you have the right food at hand, and the right tool for the job, make sure the utensil is laid out on your kitchen counter, approach it, and press **A**. This opens a cooking menu, with your inventory at the top and the utensil's six open slots at the bottom of the screen. Spin your inventory as usual using **C**, and press **A** to select items to put them into the utensil. To remove an item, use the control stick to navigate to the utensil, highlight the item, and press **B**.



*Check to make sure the name of the right dish is displayed before you start cooking.*

When the right combo is in the utensil, look above the six slots where it gives you the name of the dish created by the currently chosen foods. If you see "Weird Dish" or "Failed Dish," something is wrong—you have the wrong ingredients, or the wrong utensil. It's fairly easy to examine the wrong utensil when you check it using **A**, so look first to see if that's the problem. Occasionally you may see "!!!" instead of a recipe name. This means that you've stumbled onto a new recipe that isn't listed in your book yet, so cook away to see what you've got!

If everything's good to go, press start or move the cursor over to the "start" selection to the right of the screen, and press **A** to start cooking. The ingredients are popped into the utensil, and a few seconds later you have a tasty completed dish in your hands. Just make sure you don't drop it, or eat it by mistake if you mean to use it as a gift or sell it!

Preparing the foods under the bonfire set listing is a little different. Instead of using the kitchen, you must take the bonfire set outside and find a clear spot, not too close to your house and not on someone else's territory. Equip the bonfire set and use it while facing the chosen spot to create the bonfire. Now equip the food you want to cook, face the fire, and press **A** to throw the food into the fire and take it back out, cooked. When you're done you can put the fire out with your watering can (the first time you do this you gain a note), or let it go out naturally.

## Recipes (alphabetical by utensil)

Here you find each recipe listed under its utensil, alphabetically, to make it easier to find a specific recipe if you're hunting for it. To find out what recipes you may be missing in the game, use the list in the next section, which gives each recipe in order as they are listed on the in-game menu.

The requirements listed in the following menus refer to the way you obtain the specific recipe. Most recipes are unlocked through the course of buying certain utensils, but not all of them come in this way.

"Discovered" dishes must be found on your own. Effects are any additional effects of eating the dish, aside from the normal stamina restoration. "Poison" means that a dish has a chance of removing much (for blowfish) or all (for chulowfish) of your stamina in one go. "Restorative" items restore some of your alertness as well as stamina. "Drowsiness" items lower your alertness when you consume them.

Note that the dye pot recipes and recipes for balms are included here as well, although they are not foods and do not appear in the in-game recipe listing, because they do use a utensil in the kitchen.

Aging Pot Recipes				
Recipe	Ingredients	Requirements	Effects	Sell Price
Apple Soda	Apple, Apple	From Duke	Drowsiness	740G
Deviled Egg	Boiled Egg	None	—	250G
Grape Soda	Grape, Grape	None	Drowsiness	580G
Pickled Cabbage	Cabbage	None	—	280G
Pickled Eggplant	Eggplant	None	—	230G
Pickled Turnip	Turnip	From Woody	—	200G
Very Berry Soda	Very Berry, Very Berry	From Ronald	Drowsiness	230G
Yogurt	Milk, Milk	None	—	540G

## Bonfire Set Recipes

Recipe	Ingredients	Requirements	Effects	Sell Price
Anchovy	Sardine	None	—	35G
Baked Chestnut	Chestnut	None	—	60G
Baked Corn	Corn	None	—	160G
Baked Yam	Yam	None	—	90G
Bonito Steak	Bonito	None	—	250G
Broiled Blowfish	Blowfish	None	Poison	113G
Broiled C. Carp	Crucian Carp	None	—	40G
Broiled Cwulowfish	Cwulowfish	None	Poison	15G
Broiled Clam	Clam	None	—	60G
Broiled Crawfish	Crawfish	None	—	20G
Broiled Flounder	Flounder	None	—	55G
Broiled Halibut	Halibut	None	—	60G
Broiled Jamesquid	Jamesquid	Discovered	Restorative	1010G
Broiled Lampsquid	Lampsquid	None	—	70G
Broiled Lobster	Lobster	None	—	100G
Broiled Mackerel	Mackerel	None	—	40G
Broiled M. Flounder	Maple Flounder	None	—	70G
Broiled Nice Squid	Squid Prince	Discovered	Restorative	1010G
Broiled Opaleye	Opaleye	None	—	70G
Broiled S. Carp	Silver Carp	None	—	30G
Broiled Shinapper	Shinapper	None	—	210G
Broiled Shrimp	Shrimp	None	—	110G
Broiled Snadore	Snadore	None	—	260G
Broiled Snapper	Snapper	None	—	160G
Broiled Squid	Squid	None	—	45G
Broiled Tuna	Tuna	None	—	310G
Broiled Yellowtail	Yellowtail	None	—	160G
Salted Amago	Amago	None	—	110G
Salted Char	Char	None	—	100G
Salted Cureall	Cureall	None	Restorative	60G
Salted Dace	Dace	None	—	25G
Salted Halbeak	Halbeak	None	—	45G
Salted Huchen	Huchen	Discovered	Restorative	1010G
Salted R. Trout	Rainbow Trout	None	—	45G
Salted Salmon	Salmon	None	—	230G
Salted Soury	Soury	None	—	40G
Salted Smelt	Smelt	None	—	20G
Salted Yamame	Yamame	None	—	90G

## Dye Pot Recipes

Recipe	Ingredients	Sell Price
Blue Yarn	Yarn (any), Blue Mist Flower	1700G
Failed Yarn	Yarn (any) (may add other non-dyeing items)	810G
Green Yarn	Yarn (any), Green Herb	1300G
Orange Yarn	Yarn (any), Orange Herb	1330G
Pink Yarn	Yarn (any), Pinkcat Flower	1350G
Purple Yarn	Yarn (any), Purple Herb	1275G
Red Yarn	Yarn (any), Red Herb	1280G
Yellow Yarn	Yarn (any), Moondrop Flower	1240G

## Frying Pan Recipes

Recipe	Ingredients	Requirements	Effects	Sell Price
Baked Potato	Butter, Potato	Frying Pan	—	190G
Char Meuniere	Char, Breadfruit, Butter	Frying Pan	—	580G
Cheese Omelette	Egg, Milk, Butter, Cheese	Frying Pan	—	890G
Flounder Meuniers	Flounder, Breadfruit, Butter	Frying Pan	—	535G
Fried Veggies	one of: (Cabbage, Onion, Bell Pepper, Spinach, Eggplant)	Frying Pan	—	310G
Grilled Clam	Butter, Clam	From Hank	—	400G
Halibut Meuniere	Halibut, Breadfruit, Butter	Frying Pan	—	495G
M. Flounder Meuniere	Maple Flounder, Breadfruit, Butter	Frying Pan	—	700G
Mushroom Saute	Butter, Mushroom	Frying Pan	—	140G
Pancake	Butter, Breadfruit, Milk, Egg, Honey	Frying Pan	—	893G
Plain Omelet	Egg, Milk, Butter	Frying Pan	—	620G
Popcorn	Corn	Frying Pan	—	210G
R. Trout Meuniere	Rainbow Trout, Breadfruit, Butter	Frying Pan	—	675G
Salmon Meuniere	Salmon, Breadfruit, Butter	Frying Pan	—	610G
Sardine Meuniere	Sardine, Breadfruit, Butter	Frying Pan	—	515G
Spicy Fried Veggies	Cayenne, one of: (Cabbage, Onion, Bell Pepper, Spinach, Eggplant)	Frying Pan	—	370G
Spinach Saute	Butter, Spinach	Frying Pan	—	220G
Steamed Clam	Grape Soda, Clam	Frying Pan	—	750G
Sunny-Side Up	Egg	Frying Pan	—	140G
Toadstool Saute	Butter, Toadstool	Frying Pan	—	150G
Tomato Omelette	Egg, Milk, Butter, Tomato	Frying Pan	—	790G
Tortilla	Corn, Milk	Frying Pan	—	440G
Truffle Saute	Butter, Truffle	Learn during the Harvest Festival	—	1090G
Tuna Steak	Tuna	Frying Pan	—	450G
Yamame Meuniere	Yamame, Breadfruit, Butter	Frying Pan	—	570G
Yellowtail Teriyaki	Yellowtail	Frying Pan	—	300G

## Mixing Pot Recipes

Recipe	Ingredients	Requirements	Effects	Sell Price
Blue Balm	Blue Mist Flower	Discovered	—	1200G
Green Balm	Green Herb, Green Herb, Green Herb	Discovered	—	400G
Moon Balm	Moondrop Flower, Moondrop Flower, Moondrop Flower	Discovered	—	280G
Orange Balm	Orange Herb, Orange Herb, Orange Herb	Discovered	—	460G
Pink Balm	Pinkcat Flower, Pinkcat Flower, Pinkcat Flower	Discovered	—	500G
Purple Balm	Purple Herb, Purple Herb, Purple Herb	Discovered	—	350G
Bravo Drink	Egg, Pontata Root, Honey, Purple Herb	From Michael	Restorative	498G
Caffeine	Milk, Cocoa, Cayenne	Comes with Mixing Pot	Restorative	610G
Potion	Green Herb, Pontata Root, Honey	From Alex	—	423G
Stamina Drink	Red Herb, Pontata Root, Honey	None	—	403G

## Knife Set Recipes



Recipe	Ingredients	Requirements	Effects	Sell Price
Amago Sashimi	Amago	None	—	110G
Blowfish Sashimi	Blowfish	None	Poison	113G
Bonito Sashimi	Bonito	None	—	150G
Char Sashimi	Char	None	—	100G
Chulowfish Sashimi	Chulowfish	None	Poison	15G
Egg Sandwich	Bread, Butter, Boiled Egg, Mayonnaise	None	—	1120G
Flounder Sashimi	Flounder	None	—	55G
Halibut Sashimi	Halibut	None	—	60G
Huchen Sashimi	Huchen	Discovered	Restorative	1010G
Jamasquid Sashimi	Jamasquid	None	Restorative	1110G
Lampsquid Sashimi	Lampsquid	None	—	170G
Lobster Sashimi	Lobster	None	—	100G
M. Flounder Sashimi	Maple Flounder	None	—	70G
Nice Squid Sashimi	Squid Prince	None	Restorative	1110G
Opaleye Sashimi	Opaleye	None	—	70G
Pie Dough	Breadfruit, Butter, Egg	Frying Pan	—	640G
Quesadilla	Tortilla, Tomato, Onion, Bell Pepper, Cheese	None	—	1100G
R. Trout Sashimi	Rainbow Trout	None	—	45G
Salmon Sashimi	Salmon	None	—	130G
Sardine Sashimi	Sardine	None	—	35G
Soury Sashimi	Soury	None	—	40G
Shinapper Sashimi	Shinapper	None	—	210G
Shrimp Sashimi	Shrimp	None	—	110G
Snadore Sashimi	Snadore	None	—	260G
Snapper Sashimi	Snapper	None	—	260G
Squid Sashimi	Squid	None	—	145G
Tomato Sandwich	Bread, Butter, Tomato, Mayonnaise	None	—	1190G
Tuna Sashimi	Tuna	None	—	410G
Veggie Salad	Cabbage, Zucchini, Corn, Onion, Mayonnaise, Boiled Egg	None	—	280G
Yamame Sashimi	Yamame	None	—	90G
Yellowtail Sashimi	Yellowtail	None	—	160G

## Oven Recipes



Recipe	Ingredients	Requirements	Effects	Sell Price
Apple Pie	Pie Dough, Egg, Apple	Oven	—	1150G
Bread	Breadfruit, Butter, Egg	Oven	—	610G
Cake	Breadfruit, Egg, Butter, Milk	Oven	—	810G
Cheesecake	Breadfruit, Egg, Butter, Milk, Cheese	Oven	—	1080G
Chestnut Cake	Breadfruit, Egg, Butter, Milk, Chestnut	Oven	—	880G
Chestnut Pie	Pie Dough, Egg, Chestnut	Oven	—	900G
Cocoa Cake	Breadfruit, Egg, Butter, Milk, Cocoa	Oven	—	990G
Cocoa Pudding	Milk, Egg, Cocoa	Oven	—	570G
Corn Bread	Corn, Butter, Egg	Oven	—	590G
Eggplant Gratin	Butter, Cheese, Eggplant, Tomato	Oven	—	900G
Grilled Crawfish	Crawfish	Oven	—	120G
Grilled Halibut	Halibut, Herb	Oven	—	235G
Grilled Lobster	Lobster	Oven	—	200G
Grilled Mackerel	Mackerel, Herb	Oven	—	215G
Grilled R. Trout	Rainbow Trout, Herb	Oven	—	220G
Grilled Salmon	Salmon, Herb	Oven	—	305G
Grilled Sardine	Sardine, Herb	Oven	—	210G
Grilled Saury	Saury, Herb	Oven	—	215G
Grilled Shrimp	Shrimp	Oven	—	210G
Grilled Smelt	Smelt, Herb	Oven	—	195G
Grilled Snapper	Snapper, Herb	Oven	—	335G
Grilled Tuna	Tuna, Herb	Oven	—	485G
Honey Cake	Breadfruit, Egg, Butter, Milk, Honey	Oven	—	913G
Jamasquid Teriyaki	Jamasquid	Discovered	Restorative	1110G
Lampsquid Teriyaki	Lampsquid	Oven	—	170G
Mushroom Gratin	Butter, Cheese, Milk, Mushroom	Oven	—	880G
Nice Squid Teriyaki	Squid Prince	Discovered	Restorative	1110G
Orange Cake	Breadfruit, Egg, Butter, Milk, Orange	Oven	—	1030G
Pizza	Pie Dough, Tomato, Cheese, Onion, Bell Pepper, Corn	Oven	—	1465G
Potato Gratin	Butter, Cheese, Milk, Potato	From Mayor, during event for Aging Pot	—	930G
Pudding	Milk, Egg	Oven	—	390G
Pumpkin Pie	Pie Dough, Egg, Pumpkin	Oven	—	1030G
Pumpkin Pudding	Milk, Egg, Pumpkin	Oven	—	590G
Seafood Gratin	Butter, Cheese, Milk, Shrimp, Clam, Squid	Oven	—	975G
Seafood Pizza	Pie Dough, Tomato, Cheese, Shrimp, Clam, Squid	Oven	—	1355G
Squid Teriyaki	Squid	Oven	—	145G
Yam Pie	Yam, Egg, Milk, Butter	Oven	—	1300G

Cooking Your Harvest

## Mixer Recipes



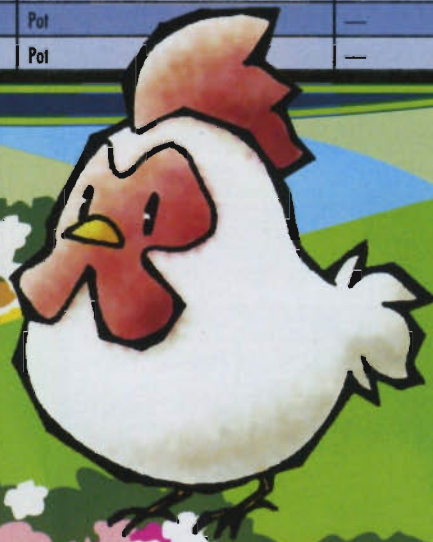
Recipe	Ingredients	Requirements	Effects	Sell Price
Apple Juice	Apple	Mixer	—	350G
Blueberry Juice	Blueberry	Mixer	—	100G
Grape Juice	Grape	Mixer	—	270G
Grass Juice	Cabbage, Spinach, Green Herb, Bell Pepper	From Tai	Restorative	590G
Milkshake	Egg, Milk	Mixer	—	360G
Orange Juice	Orange	Mixer	—	250G
Strawberry Milk	Strawberry, Milk	Mixer	—	480G
Tomato Juice	Tomato	Mixer	—	200G
Veggie Juice	Carrot, Spinach	Mixer	—	320G
Very Berry Juice	Very Berry	Mixer	—	95G



## Pot Recipes



Recipe	Ingredients	Requirements	Effects	Sell Price
Apple Jam	Apple, Apple	Pot	—	690G
Blueberry Jam	Blueberry, Blueberry	Pot	—	190G
Boiled Egg	Egg	Pot	—	140G
Boiled Spinach	Spinach	Pot	—	190G
Bouillabaisse	Tomato, Onion, Herb, Fish, Clam, Shrimp	Pot	—	695G
Caramelized Amago	Amago, Amago	Pot	—	290G
Caramelized C. Carp	Crucian Carp, Crucian Carp	Pot	—	150G
Caramelized S. Carp	Silver Carp, Silver Carp	Pot	—	130G
Caramelized Smelt	Smelt, Smelt	Pot	—	110G
Cocoa	Milk, Cocoa	Pot	—	470G
Corn Soup	Milk, Corn	Pot	—	410G
Cream Salmon	Milk, Butter, Breadfruit, Carrot, Onion, Salmon	From Doug	—	1530G
Herb Tea	Green Herb	Pot	Restorative	160G
Hot Milk	Milk	Pot	—	260G
Marmalade	Orange, Orange	Pot	—	490G
Miso Mackerel	Mackerel	Pot	—	140G
Mushroom Soup	Milk, Mushroom	Received from Harvest Sprites during Fall	—	340G
Onion Soup	Butter, Onion, Bread, Cheese	Pot	—	1310G
Patage Soup	Milk, Potato	Pot	—	390G
Pumpkin Soup	Milk, Pumpkin	Pot	—	470G
Spicy Stew	Butter, Carrot, Onion, Potato, Cayenne	Pot	—	490G
Stew	Milk, Butter, Breadfruit, Carrot, Onion, Potato	Pot	—	1510G
Stewed Eggplant	Eggplant	Pot	—	260G
Stewed Flounder	Flounder	Pot	—	105G
Stewed Potato	Potato	Pot	—	160G
Stewed Pumpkin	Pumpkin	Pot	—	240G
Stewed Snapper	Snapper	Pot	—	210G
Stewed Yam	Yam	Pot	—	140G
Stewed Yellowtail	Yellowtail	Pot	—	210G
Strawberry Jam	Strawberry, Strawberry	Pot	—	490G
Tomato Sardine	Sardine, Tomato, Herb	Pot	—	360G
Tomato Soup	Milk, Tomato	Pot	—	440G
Tomato Squid	Squid, Tomato, Herb	Pot	—	370G
Very Berry Jam	Very Berry, Very Berry	Pot	—	180G



## Recipe List (as listed in-game)

Veggie Salad	Steamed Clam	Grilled Saury	Apple Soda
Tomato Sandwich	Mushroom Saute	Grilled Salmon	Very Berry Soda
Egg Sandwich	Truffle Saute	Grilled Mackerel	Yogurt
Quesadilla	Toadstool Saute	Grilled Halibut	Deviled Egg
Amago Sashimi	Spinach Saute	Grilled Tuna	Salted Amago
Char Sashimi	Baked Potato	Grilled Smelt	Salted Char
R. Trout Sashimi	Fried Veggies	Squid Teriyaki	Salted R. Trout
Yamame Sashimi	Spicy Fried Veggies	Nice Squid Teriyaki	Salted Yamame
Salmon Sashimi	Popcorn	Jamasquid Teriyaki	Salted Dace
Huchen Sashimi	Tortilla	Lampsquid Teriyaki	Salted Salmon
Snapper Sashimi	Pancake	Grilled Lobster	Salted Huchen
Opaleye Sashimi	Boiled Egg	Grilled Crawfish	Salted Cureall
Shinapper Sashimi	Hot Milk	Grilled Shrimp	Broiled C. Carp
Snadore Sashimi	Cocoa	Bread	Broiled S. Carp
Bonito Sashimi	Herb Tea	Corn Bread	Broiled Snapper
Yellowtail Sashimi	Potage Soup	Pizza	Broiled Opaleye
Tuna Sashimi	Corn Soup	Seafood Pizza	Broiled Shinapper
Sardine Sashimi	Tomato Soup	Potato Gratin	Broiled Snadore
Halfbeak Sashimi	Pumpkin Soup	Eggplant Gratin	Bonito Steak
Saury Sashimi	Mushroom Soup	Mushroom Gratin	Broiled Mackerel
Halibut Sashimi	Onion Soup	Seafood Gratin	Broiled Yellowtail
Flounder Sashimi	Bouillabaisse	Pudding	Salted Smelt
M. Flounder Sashimi	Stew	Cocoa Pudding	Broiled Tuna
Squid Sashimi	Cream Salmon	Pumpkin Pudding	Anchovy
Nice Squid Sashimi	Spicy Stew	Cake	Salted Halfbeak
Jamasquid Sashimi	Stewed Pumpkin	Cocoa Cake	Salted Saury
Lampsquid Sashimi	Stewed Potato	Honey Cake	Broiled Halibut
Blowfish Sashimi	Stewed Yam	Orange Cake	Broiled Flounder
Chulowfish Sashimi	Boiled Spinach	Chestnut Cake	Broiled M. Flounder
Lobster Sashimi	Stewed Eggplant	Cheesecake	Broiled Squid
Shrimp Sashimi	Stewed Flounder	Apple Pie	Broiled Nice Squid
Pie Dough	Stewed Yellowtail	Pumpkin Pie	Broiled Jamasquid
Sunny-Side Up	Stewed Snapper	Chestnut Pie	Broiled Lampsquid
Plain Omelet	Miso Mackerel	Yam Pie	Broiled Blowfish
Cheese Omelette	Tomato Sardine	Strawberry Milk	Broiled Chulowfish
Tomato Omelette	Tomato Squid	Milkshake	Broiled Lobster
Char Meuniere	Caramelized Amago	Very Berry Juice	Broiled Crawfish
R. Trout Meuniere	Caramelized Smelt	Blueberry Juice	Broiled Shrimp
Yamame Meuniere	Caramelized C. Carp	Orange Juice	Broiled Clam
Sardine Meuniere	Caramelized S. Carp	Apple Juice	Baked Yam
Salmon Meuniere	Strawberry Jam	Grape Juice	Baked Chestnut
Halibut Meuniere	Very Berry Jam	Tomato Juice	Baked Corn
Flounder Meuniere	Blueberry Jam	Veggie Juice	Potion
M. Flounder Meuniere	Marmalade	Grass Juice	Caffeine
Yellowtail Teriyaki	Apple Jam	Pickled Turnip	Stamina Drink
Tuna Steak	Grilled R. Trout	Pickled Cabbage	Bravo Drink
Grilled Clam	Grilled Sardine	Pickled Eggplant	
	Grilled Snapper	Grape Soda	



# Friends and Neighbors



A large part of the game consists of meeting and making friends with your various neighbors. This allows you to unlock more parts of the game, bring in other characters, and fill out your musical notes collection.

There are two types of inhabitant within Flower Bud Village—the normal human NPCs, and wild animals who have made their home in and around the town.

## People

The people of the town fulfill a variety of roles. Some run shops where you can purchase tools, supplies, furniture, new buildings—just about anything needed in your farming life. Others help to unlock special items or events. Still others serve as possible spouses for your character, whether you are playing as a male or female farmer.

The different characters are introduced in a variety of ways, and each has his or her own likes and dislikes. Check each character's section for information such as what they like and dislike, their birthday, and where you can typically find them.

At the end of this chapter you find a list of various events involving the characters. Check this if you're having trouble unlocking a certain event, or can't find a particular item.

To befriend a villager, talk to them often, and give them gifts. Talking to them only adds a very tiny amount of affection, but gifts can add (or take away) larger amounts, depending on how much they like the gift. Gifts that they hate decrease affection, while neutral gifts add a slight bit. Gifts that they like add more, while gifts that they love add the largest amount. You cannot give more than one gift per day. If you're not sure if you've given a gift, press **ESC** until their name is displayed above their head. If it is white, you haven't given them a gift yet. If it's green, you have.

Visit a character on their birthday and give them a gift that they like or love, and they will give an appropriate birthday-related response. Better yet, this special day doubles the affection received from the gift, so try to give them something they love on their birthday for best results.

Not only do you have to watch giving someone a gift that they dislike, but you also have to be careful not to litter. Throw an object onto public property, such as a road, and all of the villagers in town have a very slight reduction to their affection.



## Key Characters

These are some of the important characters that for some reason merit their own special category. Not all can be found in the "Villagers" sub-menu, but all play their specific roles in the village and its daily life.

## Your Character

A farmer lured to Flower Bud City by the special promotion meant to bring in new ranchers, your character is male or female, as chosen at the start of the game. The character's personality, friends, and tasks are all determined by the way you play. Bring your character to life, and make him or her a part of the village scene!



## Jamie



Your sworn rival from the moment you meet at the Harvest Goddess' Spring, Jamie can be either male or female and is always your opposite. Jamie holds the Harvest Goddess dear, and will do anything to rescue her—and resents your attempts to butt in!

Part of the challenge of running your ranch is the rivalry you have with Jamie over the duration. The two of you are constantly locked in a battle to see who can be the best farmer each day in a variety of categories, and the game tracks who has the upper hand prominently on each menu sub-screen.

Of course, they say that love and hate are two sides of the same coin, and such a fierce rivalry may lead to sparks flying in quite another way if you can get past Jamie's defenses and into his (or her) heart...

**Meet:** During the opening sequence **Residence:** Jamie Ranch **Birthday:** Unknown  
**Loves:** Jams, Special Milk/Butter/Cheese, Juices  
**Likes:** Tomato, Turnip, Yam **Dislikes:** Medicines

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Jamie Ranch pasture	Jamie Ranch Pasture	Jamie Ranch Pasture
Sunny Lake	Sunny Lake	Sunny Lake
Inside Moonlight Cave	Near source of river	Inside Moonlight Cave
Starry Hill	The Island	Beach
Beach	Outside Blue Sky Ranch	—

## The Harvest Sprites



Met on the first morning of your new farm life, the three main Harvest Sprites are Arthur (in red), Carlos (dressed in yellow), and Billy (in blue). The three of them are united in their desire to see the Harvest Goddess restored to her normal self, and they enlist your character's help to make this happen. Whenever you find a set number of musical notes, visit the Harvest Sprites at their home to have the notes transformed into something useful.

**Meet:** During the opening sequence **Residence:** Harvest Goddess Spring

## The Harvest Goddess



One of the key elements during the game is to earn enough musical notes to free this beautiful spirit from her petrified state. Work hard, and you may be able to enlist her help in earning your own niche in Flower Bud Village!

## Potential Husbands

A female character can woo these gents, and eventually marry one of them. A male character sees them as his "rivals."

### Alex



The doctor of Flower Bud Village, he cares for you whenever you collapse from overexertion, and always warns you to watch your health.

**Meet:** When you visit the Clinic  
**Residence:** Clinic  
**Birthday:** Spring 30

**Loves:** Turnip (Top Quality), Veggie Juice, Grilled Snapper  
**Likes:** Herbs, Milk, Pontano Root, Turnip **Dislikes:** Can, Boot  
**Present #1:** Purple Herb **Present #2:** Potion

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Clinic	Inside Clinic	Outside Clinic
Across Suspension Bridge	Near Blue Sky Ranch	—
Outside Clinic	Outside Clinic	—
—	Inside Moonlight Cave	—

### Basil



This traveler came to Flower Bud Village to study the plants of the area, although he has a liking for all of nature.

Every year Basil leaves at the start of Winter and comes back for the beginning of Spring, as the plants in the village have gone away.

**Meet:** Ship 10 points in Flowers and then he shows up. (1 pt. for Moondrop Flowers/Green Herbs, 2 pts. for Orange Herbs/Red Herbs, 3 pts for Pinkcat Flower/Purple Herbs, 5 pts. for Blue Mist Flowers)

**Residence:** —  
**Birthday:** Spring 16 **Loves:** Strawberry (Top Quality), Pumpkin (Top Quality), Herb Tea, Pontano Root  
**Likes:** Strawberry (Normal/Low Quality), Blueberry, Green Herb, Copper Ore, Limestone, Very Berry Jam  
**Dislikes:** Mayonnaise, Junk Ore  
**Present #1:** Limestone **Present #2:** Orange Balm, with formula

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Outside Moonlight Cave	Inside Moonlight Cave	Inside Moonlight Cave
Near Blue Sky Ranch	Inside Hearty Lyta	Outside Moonlight Cave
Sunny Lake	—	—
Near Stardrop Pond	—	—

### Blue



Ellen's cousin, this gruff young man works at Blue Sky Ranch and helps out wherever needed. He can usually be found outdoors tending to the flocks, but doesn't have much to say.

**Meet:** When you visit the Blue Sky Ranch **Residence:** Blue Sky Ranch  
**Birthday:** Winter 20 **Loves:** Potato (Top Quality), Special Milk/Butter/Cheese, Yogurt  
**Likes:** Potato (Normal/Low Quality), Eggplant, Milk, Sunny-Side Up, Popcorn  
**Dislikes:** Honey, Caramelized Amago/Smelt/C. Carp/S. Carp, Cakes  
**Present #1:** Good Milk **Present #2:** Sapphire Brooch

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Pasture of Blue Sky Ranch	Pasture of Blue Sky Ranch	Inside Moonlight Café
Inside Blue Sky Ranch farm buildings	—	—

## Bob



Bob carries the shipments off to town from Flower Bud Village and brings back the gold without fail every morning. Once his grandfather the Blacksmith is in town you find him around more often.

**Meet:** The morning of the second full day **Residence:** Blacksmith  
**Birthday:** Summer 1  
**Loves:** Spinach (Top Quality), Shiny Wool, Silver Ore  
**Likes:** Cabbage (Normal/Low Quality), Spinach, Gold Ore, Egg  
**Dislikes:** Eggplant, Stone  
**Present #1:** Good Egg **Present #2:** Topaz Brooch

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Blue Sky Ranch Pasture	Inside Moonlight Cave	—
Inside Perch Inn	Inside Calloway Café	—
Inside Blacksmith	Inside Perch Inn	—
Inside Blue Sky Ranch farm buildings	—	—

## Carl



You meet this eager young man when he stops by your house one morning when you're just getting up. He's trying to make sure the Egg Festival goes off without a hitch, and wants your help. His dream is to open a café of his own, and make it a success.

If you don't visit the Calloway Café much once it opens and neglect Carl, he may leave for a time. Ship plenty of milk and eggs for cakes to get him to come back.

**Meet:** Visits one morning before the first Egg Festival **Residence:** Calloway Café (briefly Moonlight Café)  
**Birthday:** Fall 16 **Loves:** Yam (Top/Normal Quality), Apple, Special Egg/Milk/Butter  
**Likes:** Strawberry, Pumpkin, Orange, Herbs, Blueberry **Dislikes:** Can, Boot, Junk Ore  
**Present #1:** Pudding **Present #2:** Chestnut Pie

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Café	Inside Café	—
Near Blue Sky Ranch	Near Blue Sky Ranch	—
—	Flower Bud Square	—

## Dan



This fun-loving young man is memorable mostly for asking to borrow 1000G at the Spring Horse Race after he gets into a bit of a pinch. Once he's harassed enough though he can be a decent worker—and he pays special attention to his “hobby” of wooing the ladies on the side.

**Meet:** At Spring Horse Race **Residence:** Paradise Orchard **Birthday:** Summer 26  
**Loves:** Strawberry (Top Quality), Clam, Sodas  
**Likes:** Strawberry (Normal/Low Quality), Orange, Apple **Dislikes:** Mushroom, Toadstool  
**Present #1:** Apple Soda **Present #2:** Grape Soda

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Outside Paradise Orchard	Outside Paradise Orchard	Outside Paradise Orchard
Inside Paradise Orchard	Inside Paradise Orchard	Moonlight Café
Near Blue Sky Ranch	—	Mountain path (near sign)
Flower Bud Square	—	—

## Joe



One of Woody's young apprentices and brother to Kurt, Joe is cheerful and outgoing. He's always ready with a friendly word when you stop by, and when he's not busy he likes to fish.

**Meet:** When you first visit the Workshop **Residence:** Workshop  
**Birthday:** Summer 10 **Loves:** Turnip (Top Quality), Tuna Steak, Salter R. Trout  
**Likes:** Turnip (Normal/Low Quality), Fish, Branch  
**Dislikes:** Junk Ore, Yogurt  
**Present #1:** Dace **Present #2:** Coral Brooch

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Workshop	Inside Workshop	—
—	Inside Calloway Café	—
—	Near Suspension Bridge	—

## Kurt



Kurt is Joe's brother, and Woody's second apprentice. Whereas Joe is loud and cheerful, Kurt is quiet and shy. Once you get to know him he may open up a bit, but until then expect to be brushed off frequently.

**Meet:** When you visit the Workshop **Residence:** Workshop  
**Birthday:** Winter 10 **Loves:** Tomato (Top Quality), Tomato based foods  
**Likes:** Copper/Silver/Gold Ore, Branch, Tomato (Normal/Low Quality), Squid Sashimi  
**Dislikes:** Toadstool, Clams, Clam based foods  
**Present #1:** Red Herb **Present #2:** Aquamarine Brooch

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Workshop	Inside Workshop	—
Inside Sanatorium	Inside Sanatorium	—
Outside Moonlight Cave	Inside Moonlight Cave	—
—	Outside Moonlight Cave	—

## Louis



A young man who visits the village sometimes on weekends, Louis is frequently found tinkering on inventions with Ann from the Junk Shop. He's got a mechanical mind, and loves to use it. Expect him to show up at 9am when he visits.

**Meet:** During the Fireworks Festival **Residence:** Junk Shop (After it expands)  
**Birthday:** Fall 2 **Loves:** Bell Pepper (Top Quality), Special Egg, Rare Ore  
**Likes:** Bell Pepper (Normal/Low Quality), Copper/Silver/Gold Ore **Dislikes:** Carrot  
**Present #1:** Silver Ore **Present #2:** Caffeine and Recipe

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Flower Bud Square	Flower Bud Square	—
Outside Library	—	—

## Ray



Ray is the wandering fisherman of the village, a bit rough on the outside but warm and friendly nonetheless. You can find him wherever fish may be biting, usually with fishing pole in hand.

If you neglect Ray for too long he may decide to leave the village for a while, until you've shipped enough fish to prove that they're biting well in the village again.

**Meet:** The first time you visit Sunny Lake

**Residence:** —

**Birthday:** Fall 27

**Loves:** Special Egg/Butter, Yellowtail Sashimi/Teriyaki/Stew

**Likes:** Corn (Normal/Low Quality), Fish, Copper/Silver/Gold Ore, Fish based foods

**Dislikes:** Toadstool, Jam, Junk Ore

**Present #1:** Amago

**Present #2:** Salmon Meuniera

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Sunny Lake	Sunny Lake	Moonlight Café
By the Pier	The Island	—
Outside Moonlight Cave	Near Blue Sky Ranch	—
Stardrop Pond	Calloway Café	—

## Potential Brides

All of these women may become the bride of your male character given enough attention, and for female characters they play the role of the rival love interest.

## Ann



Ann wants to be an inventor, but is a bit careless and tends to blow things up more often than she gets them to work. She still loves to fiddle with mechanics, and often visits the Moonlight Cave in order to find the materials.

**Meet:** When you visit the Junk Shop

**Residence:** Junk Shop

**Birthday:** Summer 18

**Loves:** Corn (Top/Normal Quality), Baked Corn, Rare Ore

**Likes:** Bronze/Silver/Gold Ore, Grilled Fish

**Dislikes:** Grass

**Present #1:** Good Clay

**Present #2:** Spicy Fried Vegetables

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Moonlight Cave	Inside Moonlight Cave	Inside Moonlight Cave
Inside Junk Shop	Inside Junk Shop	—
—	Outside Blue Sky Ranch	—

## Dia



A frail girl, Dia comes to the town along with the Sanatorium, where she lives in order to improve her health. She's very shy at first around anyone but Gina, but be patient and you can become her friend, or more. Dia may leave if she is neglected.

Dia may leave if she is neglected. If this happens, ship plenty of Pontana Roots to have her come back.

**Meet:** Your first visit to the Sanatorium

**Residence:** Sanatorium

**Birthday:** Winter 9

**Loves:** Blueberry, Blueberry Jam/Juice, Strawberry/Cocoa (Top Quality)

**Likes:** Strawberry/Cocoa (Normal/Low Quality), Apple, Orange, Milkshake

**Dislikes:** Grilled Crawfish, Junk Ore, Boot, Can

**Present #1:** Blueberry

**Present #2:** Cocoa Cake

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Sanatorium (2nd floor)	Inside Sanatorium (2nd floor)	—
—	Inside Clinic	—
—	Near Workshop	—

## Ellen



Ellen is one of the first people in the town that you meet, since she brings you a dog that they aren't able to care for at home. She lives and works at the Blue Sky Ranch with her father Hank and cousin Blue. She's forthright and kind, and likes to cook.

**Meet:** Comes to your door the morning of the first full day

**Residence:** Blue Sky Ranch

**Birthday:** Fall 8

**Loves:** Breadfruit (Top Quality), Cocoa (Top/Normal Quality), Special Milk/Egg, Cocoa Cake

**Likes:** Strawberry, Cocoa (Low Quality), Breadfruit (Normal/Lower Quality), Milk, Egg, Butter, Cheese

**Dislikes:** Toadstool, Junk Ore, Failed Yarn

**Present #1:** Char Sashimi

**Present #2:** Apple Pie

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Blue Sky Ranch Pasture	Blue Sky Ranch Pasture	—
Inside Blue Sky Ranch farm buildings	Inside Hearty Lila	—
Flower Bud Square	Inside Calloway Café	—
Inside Blue Sky Ranch	Near Flower Bud Square	—

## Eve



Eve arrives to help out her uncle Duke when he opens his Café, and quickly becomes a feature of the shop. She's sexy and sophisticated, but she's also self-assertive and independent like her grandfather Terry. Get to know her, and she may show you a softer side. Don't neglect Eve totally, or she may decide to leave town for a while.

**Meet:** The first visit to the Moonlight Café

**Residence:** Moonlight Café

**Birthday:** Winter 16

**Loves:** Strawberry (Top Quality), Special Cheese, Sodas, Ruby Brooch/Ring

**Likes:** Strawberry (Normal/Low Quality), Orange, Butter, Cheese, Moonstone

**Dislikes:** Toadstool, Junk Ore, Toadstool Sauté

**Present #1:** Very Berry Soda

**Present #2:** Grape Soda

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Sunny Lake	Sunny Lake	Inside Moonlight Café
—	Along the beach	Flower Bud Square
—	Near Moonlight Café	—

## Gina



This young nurse is kind, calm and always capable. While the village doctor Alex may get flustered and become absent-minded, once Gina moves in she's ready to lend him a hand and remind him of what he forgets. Gina is Dia's childhood friend, and acts now as her attendant. Gina enjoys receiving nearly anything as a gift, and is easy to please.

**Meet:** Your first visit to the Sanatorium

**Residence:** Sanatorium

**Birthday:** Fall 20

**Loves:** Onions (Top Quality), Bell Pepper (Top Quality), Coral Brooch/Ring

**Likes:** Onions (Normal/Low Quality), Bell Pepper (Normal/Low Quality), Mushroom, Toadstool, Amago

**Dislikes:** Balm

**Present #1:** Milkshake

**Present #2:** Miso Mackerel

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Clinic	Inside Clinic	—
Inside Sanatorium (either floor)	Inside Sanatorium (either floor)	—
Inside Junk Shop	—	—
Outside Clinic	—	—

## Gwen



Doug's niece, Gwen comes to help him out when he opens his inn. Although she's good working the inn's kitchen, she's also great at outdoor activities, always eager to participate in the village horse races and often coming in first. Gwen is warm and friendly, but never shy. If you stop visiting Gwen for a while

and neglect her too much, she may decide to go to her parents' house for a while.

**Meet:** At Spring Horse Race

**Residence:** Perch Inn

**Birthday:** Summer 8

**Loves:** Cabbage (Top Quality), Carrot (Top Quality), Special Cheese, Blueberry/Very Berry Jam

**Likes:** Milk, Egg, Cheese, Mayonnaise, Sashimi, Blueberry, Very Berry, Flowers

**Dislikes:** Toadstool

**Present #1:** Plain Omelet

**Present #2:** Pizza

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Perch Inn	Inside Perch Inn	Inside Moonlight Café
—	Outside Workshop	—

## Katie



Although she looks young, Katie is an adult, and she quickly works her way into the staff of the Callaway Café once it opens. She wants to be a pastry chef herself, but unfortunately her impatience and her curiosity work against her here. Although she can throw a frightening tantrum when something sets off her temper, Katie can also be friendly and giving. If Carl leaves the town and closes up the Café due to neglect, expect Katie to follow shortly. She returns once you've shipped enough eggs and milk to provide for many delicious cakes.

**Meet:** Your first visit to the Callaway Café

**Residence:** Callaway Café

**Birthday:** Fall 29

**Loves:** Potato/Breadfruit/Yam (Top Quality), Special Milk/Egg/Butter/Cheese

**Likes:** Breadfruit/Yam (Normal/Low Quality), Cocoa, Silver/Gold Ore, Egg, Milk, Butter

**Dislikes:** Junk Ore, Grilled Crawfish

**Present #1:** Yogurt

**Present #2:** Cheesecake

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Callaway Café	Outside Callaway Café	—
Outside Callaway Café	Inside Callaway Café	—
Near Woodshop	—	—

## Lyla



A friendly woman and possibly the most mature of your possible brides, Lyla is warm, welcoming, and also very capable. She runs her own gift shop, and on her time off may take a stroll outside, or visit a Café for some company. Unfortunately, Lyla is quick to feel any neglect, and if you don't

visit her often and ship the right items she can easily leave town until you ship enough items for her gift shop to get back on its feet. If she leaves, try shipping good clay, blueberries and flowers until she decides to return.

**Meet:** At the Flower Festival

**Residence:** Hearty ♥ Lyla

**Birthday:** Spring 27

**Loves:** Pumpkin (Top Quality), Sapphire Brooch/Ring, Herbs, Pumpkin Soup

**Likes:** Cabbage, Pumpkin (Normal/Low Quality), Cheese, Flowers, Blueberry, Very Berry, Wool

**Dislikes:** Toadstool, Caramelized Dishes

**Present #1:** Wool

**Present #2:** Orange Cake

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Hearty Lyla	Inside Hearty Lyla	Moonlight Café
Inside Callaway Café	Flower Bud Square	—
—	Outside Spring Farm	—

## Maria



Although she's Theodore's daughter, Maria also has carved her own niche within Flower Bud Village as the town librarian. She can often be found visiting her father or with him visiting her Library, but she also enjoys other company.

**Meet:** When you visit the Flower Bud Library

**Residence:** Flower Bud Library

**Birthday:** Winter 5

**Loves:** Cabbage/Eggplant (Top Quality), Moonstone Brooch/Ring, Pickled Dishes

**Likes:** Turnip, Spinach, Cabbage/Eggplant (Normal/Low Quality), Brooches, Rings, Sashimi

**Dislikes:** Sodas **Present #1:** Pickled Cabbage **Present #2:** Boiled Spinach

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Flower Bud Square	Inside Library	—
Inside Mayor's House	Near Harvest Goddess Spring	—

## Nina



She seems a bit young and innocent, but Nina also works hard to help her mother Liz keep the Spring Farm working after her father passed away. Nina loves to receive flowers, but she also likes many of the crops that she works with as well.

**Meet:** When you visit the Spring Farm

**Residence:** Spring Farm

**Birthday:** Spring 20

**Loves:** Strawberry (Top/Normal Quality), Blue Mist Flower, Strawberry Milk, Herb Tea

**Likes:** Turnip, Cabbage, Potato, Tomato, Corn, Yam, Spinach, Egg, Cheese, Mayonnaise

**Dislikes:** Stone **Present #1:** Honey **Present #2:** Stew

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Sunny Lake	Inside Spring Farm	—
Starry Hill	Outside Spring Farm	—
Inside Spring Farm	Inside Callaway Café	—
Inside Spring Farm shed	—	—

## Other Townspeople

These may not be either love interests or rivals, but these characters still have their own important roles to play in the life of the village, and in your becoming a successful ranch owner.

## Doug



An innkeeper looking for a place to build an inn, Doug is a perfect host—warm, knowledgeable, and a comforting presence. With his niece Gwen to help him out he quickly creates an inviting place to stay in Flower Bud Village, drawing in even more visitors. When he reaches five hearts of affection, Doug teaches the cream salmon recipe.

**Meet:** At Spring Horse Race

**Residence:** Perch Inn

**Birthday:** Fall 7

**Loves:** Corn Based Foods, Special Dairy products

**Likes:** Blowfish, Gold Ore, Silver Ore, Sodas, Teriyaki

**Dislikes:** —

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Perch Inn	Inside Perch Inn	Moonlight Café

## Duke



The proprietor of Moonlight Café and Eve's uncle, Duke is a distinguished gentleman who also knows (and enjoys) good drinks. He may be a bit reserved at first, but he's a kind person, and worth getting to know. Once you do get to know Duke better, he shares the apple soda recipe with you.

**Meet:** At Spring Horse Race **Residence:** Moonlight Café **Birthday:** Winter 28  
**Loves:** Potato (Top Quality), Sodas, Special Cheese, Pizza  
**Likes:** Potato (Normal/Low Quality), Milk, Cheese, Butter, Special Egg **Dislikes:** Gems, Gold Ore, Silver Ore

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Outside Moonlight Café	Outside Moonlight Café	Inside Moonlight Café Outside Moonlight Café

## Gourmet



Wherever good food can be found, the Gourmet is sure to follow. You can see him at some of the food-based festivals in the village, but if you want to speak to him to befriend him you must visit the second floor of Perch Inn during the Fall, as that's the only time and place he appears, so you can give him gifts.

**Meet:** At the Egg Festival (not formally introduced) **Residence:** Perch Inn **Birthday:** Fall 1  
**Loves:** Special Butter, Special Egg, Special Mayonnaise, Special Milk, Truffle, Truffle Sauté  
**Likes:** Egg, Mushroom, Potato Root **Dislikes:** Medicines, Non-Food Items

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Perch Inn (2nd floor, Fall only)	Inside Perch Inn (2nd floor, Fall only)	Inside Perch Inn (2nd floor, Fall only)

## Liz



Liz is Nina's mother, and owner of the Spring Farm. She welcomes all of her customers with a warm smile and friendly greeting, and her cheerful attitude carries over even to her days off. Like her daughter she loves flowers and crops of many kinds, a true green thumb. Once you befriend Liz up to five hearts, she shares her pumpkin pie recipe with you.

**Meet:** When you first visit the Spring Farm  
**Residence:** Spring Farm  
**Birthday:** Fall 21 **Loves:** Pumpkin (Top Quality), Pumpkin Foods  
**Likes:** Breadfruit, Carrot, Turnip, Strawberry, Eggplant, Yam **Dislikes:** Copper Ore

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Spring Farm Callaway Café	Inside Spring Farm Callaway Café	---

## Hank



Hank is Ellen's father and the owner of the Blue Sky Ranch. He's hard-working and a bit...rustic, but he's also willing to lend a hand to those he considers a friend. Hank likes to work hard, and unwind with a bit of company after hours. Once he gets to know you better, Hank gives you the recipe for grilled clams.

**Meet:** When you visit the Blue Sky Ranch **Residence:** Blue Sky Ranch **Birthday:** Summer 14  
**Loves:** Sodas, Turnips (best soil) **Likes:** Bird Feed, Clam, Fodder, Smelt **Dislikes:** Chestnut, Honey

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Blue Sky Ranch Inside Blue Sky Ranch pasture buildings	Inside Blue Sky Ranch	Inside Moonlight Café

## Martha



An older woman always ready to laugh, Martha comes to the village to join Alex at the clinic. She helps him in his work, but she really comes into her own as the town's midwife. She likes sedate activities, such as sitting in a café to relax, or knitting up some new items.

**Meet:** Visit to the Clinic after slightly befriendling Alex **Residence:** Clinic  
**Birthday:** Winter 25  
**Loves:** Dyed Yarn, Shiny Wool, Special Cheese  
**Likes:** Breadfruit, Good Egg, Green Herb, Wool, Special Egg **Dislikes:** Toadstool Sauté

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Clinic Inside Junk Shop	Inside Clinic Inside Callaway Café	Outside Clinic ---

## Henry



A wandering artist, Henry is drawn to Flower Bud Village thanks to its great natural beauty. He's often found studying the more brilliant scenery for inspiration. Get to know him well, and you may find that he's quite giving, as well.

**Meet:** At Sunny Lake, after Perch Inn opens **Residence:** Perch Inn  
**Birthday:** Spring 12 **Loves:** Carrot (Top Quality), Spicy Stew  
**Likes:** Bell Pepper, Breadfruit, Cayenne, Corn, Eggplant, Orange, Pumpkin, Rainbow Trout  
**Dislikes:** Failed Yarn, Sweet Foods

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
By the village riverbank Moonlight Beach Suspension Bridge Sunny Lake	By Suspension Bridge Inside Library Inside Perch Inn (2nd floor)	Sunny Lake Moonlight Beach Inside Perch Inn (2nd floor)

## Meryl



A troubled young girl, the shy and even frightened Meryl joins the villagers when the Paradise Orchard expands. She has some sort of dark past that always haunts her, but if you work at befriendling her you may help to chase away some of her fears and bring her out of her shell. Neglect stopping by to visit at the Orchard for too long, and Meryl may leave town to visit a possible foster home for a while, coming back at the end of ten days.

**Meet:** When the Paradise Orchard expands **Residence:** Paradise Orchard **Birthday:** Spring 6  
**Loves:** Special Mayonnaise/Egg, Tomato (Top Quality)  
**Likes:** Accessories, Egg, Honey, Moondrop Flower, Cheese  
**Dislikes:** Bell Pepper, Sodas

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Paradise Orchard Outside Paradise Orchard	Inside Paradise Orchard Outside Paradise Orchard	Outside Paradise Orchard ---



## Michael



Michael owns and runs the Junk Shop, and is the harried father to the ever-experimenting Ann. He's surprisingly collected for someone who lives in constant danger of his shop being blown up around him, although he's not extremely outgoing. Get to know Michael well and he teaches you the recipe for the Bravo Drink.

**Meet:** When you first visit the Junk Shop

**Residence:** Junk Shop

**Birthday:** Fall 3

**Loves:** Special Milk/Cheese/Butter, Stew, Onion (Top Quality)

**Likes:** Bell Pepper, Bronze Ore, Gold Ore, Potato, Silver Ore

**Dislikes:** Sodas

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Junk Shop	Inside Junk Shop	---
Outside Spring Farm	---	---

## Nami



Better known to some as the "weather girl," Nami spends her days traveling from one place to another, although she's always to be found on the weather channel on your TV giving the forecast for the next day. Nami only spends the Summer in Flower Bud Village, so catch her whenever you can.

**Meet:** During the Beach Festival

**Residence:** Perch Inn

**Birthday:** ---

**Loves:** Special Cheese, Tomato

**Likes:** Clam, Egg, Milk (Good), Mushroom, Wool

**Dislikes:** Pickled Foods

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Flower Bud Square (Summer only)	Flower Bud Square (Summer only)	---
Perch Inn (Summer only)	Near Callaway Café (Summer only)	---
---	Outside Hearty Lyla (Summer only)	---
---	Perch Inn (second floor, Summer only)	---

## Tai



The blacksmith of the town, Tai comes after you've shipped some of the rarest type of ore, attracting his interest. Grandfather of Tim and Bob, Tai is a bit of a gruff old man, but never unfriendly and always willing to work hard to craft jewelry or tool upgrades that you order. Once you befriend Tai he teaches you how to make grass juice.

**Meet:** Your first visit to the Blacksmith

**Residence:** Blacksmith

**Birthday:** Summer 25

**Loves:** Spinach (Top Quality), Rare Ore, Special Milk

**Likes:** Amethyst, Copper Ore, Eggplant, Gold Ore, Moonstone, Mushroom

**Dislikes:** Toadstool Sauté

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Blacksmith	Inside Blacksmith	---
Moonlight Cave	Moonlight Cave	---
Outside Blacksmith	Outside Blacksmith	---

## Ronald



A hard worker who wants to start a fruit orchard, Ronald enjoys being outdoors and is always ready with a hearty hello and advice about good food and good company. Get to know him well, and Ronald shares the tasty very berry soda recipe along with his usual advice on food.

**Meet:** At Spring Horse Race

**Residence:** Paradise Orchard

**Birthday:** Spring 11

**Loves:** Sodas, Spical Egg, Special Milk

**Likes:** Breadfruit, Clam, Cocoa, Milk, Pinkcat Flower, Egg, Butter

**Dislikes:** ---

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Outside Paradise Orchard	Outside Paradise Orchard	Inside Moonlight Café
Inside Paradise Orchard	Inside Paradise Orchard	Inside Paradise Orchard
---	Flower Bud Square	---

## Terry



A woodsman and a loner, Terry is Eve's grandfather and a bit of a hermit. He watches over the wild animals in town, and is close to nature all around. He tends to shun society, instead watching over the animals of the forests or the fish swimming in the streams. Like his independent granddaughter, Terry may leave town for a while if he's ignored for too long.

**Meet:** During a visit to Sunny Lake

**Residence:** ---

**Birthday:** Winter 21

**Loves:** Mushroom, Truffle, Veggie Salad

**Likes:** Cabbage, Eggs, Soda

**Dislikes:** Cakes, Puddings

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
By the village riverbank	By the village riverbank	---
Near the Suspension Bridge	Inside Moonlight Cave	---

## Saibara



Saibara is an old craftsman and a wonderful hand at making pottery. His arrival helps to open the way for the gift shop's arrival, and befriend him allows you to purchase more items at that same store. He's also capable of making special utensils for preparing new foods and mixtures, if you are willing to make him your friend...

**Meet:** When you enter the Atelier Saibara

**Residence:** Atelier Saibara

**Birthday:** Winter 2

**Loves:** Good Clay, Eggplant, Pickled Foods

**Likes:** Green Herb

**Dislikes:** Toadstool Sauté

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Atelier Saibara	Inside Atelier Saibara	---
Outside Atelier Saibara	Outside Atelier Saibara	---
Inside Moonlight Cave	---	---

## Theodore



Theodore is both the mayor of Flower Bud Village and the first person you meet, when he greets you as you take up his offer of a new ranch in exchange for residence and working the land. Always eager to take care of his villagers and their needs, Theodore has a soft spot for his daughter Maria, as well as potatoes and their various dishes.

**Meet:** During the very first sequence of the game

**Residence:** Mayor's House

**Birthday:** Spring 4

**Loves:** Potato, Potato Foods

**Likes:** Plain Omelet, Rainbow Trout

**Dislikes:** Cheese

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Flower Bud Square	Outside Calloway Café	By the Pier
Inside Mayor's House	Outside Hearty Lyla	By the Suspension Bridge
By Atelier Saibara	Inside Library	Near Flower Bud Square
Outside Hearty Lyla	---	Outside Hearty Lyla
By the Pier	---	---

## Tim



Tai's young and eager grandson, Tim loves to explore Moonlight Cave in search of ores or jewels, the "treasures" he wants to claim for his own. He's just a young boy but full of energy and ideas, and his exploring nature may get him into trouble more than once! Ignore Tim for too long, and with his young and easily-bruised ego he may leave town for a short trip of ten days at a time.

**Meet:** Your first visit to the Blacksmith

**Birthday:** Fall 12

**Likes:** Blowfish, Broiled Crawfish, Copper Ore, Gold Ore, Silver Ore

**Residence:** Blacksmith

**Loves:** Cakes, Pies, Special Egg

**Dislikes:** Medicines, Sodas

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Moonlight Cave	Inside Moonlight Cave	—
Outside Moonlight Cave	Outside Moonlight Cave	---

## Woody



The carpenter in charge of the Workshop and two apprentices, Woody is a skilled and sturdy mentor to Joe and Kurt. He tends to stick to his Workshop most of the time, but he is willing to socialize a bit in the evenings with his older friends. Once you get Woody to five hearts' worth of affection, visit him to learn the pickled turnips recipe.

**Meet:** When you visit the Workshop

**Birthday:** Summer 21

**Likes:** Branch, Flounder, Sardine, Sodas

**Residence:** Workshop

**Loves:** Eggplant, Special Egg, Special Milk

**Dislikes:** Sweet Foods

### DAILY SCHEDULE

MORNING	AFTERNOON	EVENING
Inside Workshop	Inside Workshop	Inside Moonlight Cafe
—	Outside Workshop	—

## Animals

Along with the human residents of the town, there are animals who have moved into Flower Bud Village to make it their home. These are a little more unpredictable, and can't be tracked on the town map, and some fill some odd roles besides.

## Befriended Animals

Befriended animals are the ones that you can win over to your side, and each has a heart meter on the "Villagers" sub-menu.

Most may pay a surprise visit to you if they get to know and like you enough, while another fills a separate, special role. To befriend an animal, pick it up (or speak to it) once per day if you can find it, and if you have food available, feed it something that it likes.



*Wild animals are trickier to befriend than humans, but don't play as large a role in your village life.*

## Cat



**Location:** Around Flower Bud Square

**Season(s):** Any

A cute white cat that wanders around without a home, this kitty likes to drink milk as she takes a break off her sore paws.

## Cuckoo



**Location:** Sunny Lake

**Season(s):** Spring through Fall

This gray bird lives by Sunny Lake and may not always be around, making it one of the more out-of-the-way animals to befriend.

## Dolphin



**Location:** Ocean by the Pier

**Season(s):** Any

This friendly sea creature is even better to befriend than the rest of the four-footed (or flippered, or winged) crew, because of its special ability to give rides.

Since it swims in the ocean and you can't approach it directly, stand at the very end of the pier if you want to interact with it. As soon as it swims near and notices you it approaches the end of the pier and you can give it a fish or press **E** to speak with it and make it like you just that little bit more.

## Hanc Ten!

Once you've got at least one heart on the dolphin's heart meter, you can catch a ride to a small island in the ocean that has different fish than elsewhere. Lure the dolphin to the end of the pier and press **E** as if you were speaking to it. If the dolphin likes you enough, you now have the option to ride it out to the island.

Befriending the dolphin and taking it for rides in this way lets you gain the Island Note, and also opens the way to catch all of the fish in the game.

## Duck



**Location:** Near Duck Bridge, Stardrop Pond

**Season(s):** Spring, Summer

The duck is a lovely mallard with a green head and brown body, and waddles slowly around the water in town. It's easy to catch once you find it, so pick it up and make friends!

## Monkey



**Location:** Sunny Lake, Village near Sunny Lake, Mountain Paths

**Season(s):** Any

Monkeys often fascinate people due to their closeness to humans, and this friendly fellow is no exception. He's still an animal though, and likes being picked up and held as much as the others.

## Rabbit



**Location:** Flower Bud Village  
**Season(s):** Spring through Fall

Rabbits like to nibble on fruits and vegetables, so bring some offerings and make friends with this cute fellow whenever you get the chance. He's one of the more frequent wanderers around the village.

## Raccoon



**Location:** Sunny Lake, near Sunny Lake, Mountain Paths (at night)  
**Season(s):** Spring through Fall

Only found at night, the raccoon is another tough animal to befriend. Keep your eye out when you're running around past 6pm, and you may get the chance to make a good impression.

## Sparrow



**Location:** Flower Bud Village  
**Season(s):** Spring through Fall

This small brown bird is one of the most common visitors to the village, and easy to befriend because of it. Keep a close eye out as it's rather small, and pick it up whenever you pass by.

## Squirrel



**Location:** Flower Bud Village  
**Season(s):** Spring through Fall

The fast little squirrel can be hard to catch because of its speed, but it's a fairly frequent visitor and not too difficult to befriend if you can match its pace.

## Weasel



**Location:** Sunny Lake (at night)  
**Season(s):** Winter

Find the weasel at Sunny Lake only in the night Wintertime. With its white Winter coat helping it to blend into the snowy background, so you need to visit its area often and keep a close eye out to make friends.

## Other Animals

These wild creatures don't have an affection meter, but they do fit their own niche in the game world.

## Bluebird



**Location:** Mt. Moon  
**Season(s):** Any

This very rare bird is a symbol of happiness, and thus has come to be connected with that happiest of occasions—marriage. You don't run across it normally, but only when the mayor feels you are ready to tie the knot. While past games have had you get the bluebird's feather as a gift or purchased at a shop, there is none of that easy way out here! You have to earn your feather by climbing to the top of Mt. Moon under your own power, and claim it with your own hands.

## Frog



**Location:** Sunny Lake, Flower Bud Square (rain only)  
**Season(s):** Spring through fall

The frog is a rare visitor to the village that you may run across very occasionally, during the rain. You can pick him up and interact with him just like with the befriended animals, but this fellow has no meter to track his liking for you.

## Mole



**Location:** Flower Bud Village  
**Season(s):** Any

The mole digs his way through uncultivated areas all over the village. You can tell that he is near by the strange noise he makes as he digs through the ground. Because the mole is a pest and a bane to farmers you don't make friends with him—quite the contrary.

## Whack-a-Mole

If you've looked around at the records kept on the "Memo" sub-menu, you may have already noted that one of the tallies kept is the number of moles whacked over the course of the game. To put one more notch on your meter, carry your hammer around and listen for the tell-tale sounds of the mole. When you find him equip the hammer, and swing it down onto his head. You usually need to trap the mole against a wall, tree, or other solid object to stop his forward motion in order to get in a good swing in time, but you'll soon get the hang of it.

Aside from the record kept, this activity is useful for gaining one of the musical notes.

## Special Events

Throughout the game you may be surprised by special events that occur from time to time. Many of them take place when you first open your door in the morning, while others occur when you enter an area once you've met certain requirements. You only see one event each time you enter an area or open the door, and only one of the events upon first opening your door occurs per day.

Following is a rundown of special events that you might expect to see throughout the game. These are only events that rely at least in part on your affection ratings with certain villagers, or at least on your treatment of them. Others are covered elsewhere.

## A Gift to You



Befriend characters with gifts, and eventually you receive gifts from potential spouses in return, along with musical notes.

Whenever you raise the affection level of a potential spouse (of either gender) to a level between two and three hearts, the character likes you enough to drop by in the morning and deliver a gift to you. At the same time, you receive one of the musical notes for each of these gifts. In addition, when the potential spouses of the opposite gender reach five hearts, they drop by to give you a second gift, as a token of their growing affections. These gifts are not accompanied by notes.

These events occur when you first open your door in the morning, as you are greeted by your visitor and handed the gift. Anything you were carrying in your hands is removed, with pets put back inside the house safely as if you hadn't picked them up. You are returned inside your house when the event ends with the item in your hands, leaving you to put it into your rucksack.

## A Rival in Love



**If you get a "love rival" to five hearts before his or her match, you can view a special event if you enter the right place.**

While you may woo and marry one of the potential spouses of the opposite gender, the love lives of the rest of the characters aren't standing still. Each potential bride is matched to one of the grooms, and as you progress in the game this match may start to show itself.

The events involving these rivals appear when you get the rival to five hearts in his or her affection meter, but **only** if you haven't yet gotten their "match" to five hearts yet. For example, Gwen is matched with Bob, so if you play a male character, you view the rival event when you enter the Perch Inn (after getting Bob to four hearts and Gwen is below four hearts, and you've received her second gift). If you get Gwen to four hearts first, you see no extra event.

Following is a list of the rivalry pairs, and the location where the event takes place.

Alex and Gina	Clinic
Basil and Nina	Shed in back of Spring Farm
Blow and Ann	Junk Shop
Bob and Gwen	Perch Inn
Carl and Ellen	Callaway Café
Dan and Eve	Paradise Orchard
Joe and Katie	Callaway Café
Kurt and Dia	Sanatorium
Louis and Lyla	Hearty ♥ Lyla
Ray and Maria	Flower Bud Library

## Bitter Farewells

These events do not take place due to a certain level of affection, but rather thanks to your ignoring and neglecting certain townspeople until they decide to seek out greener pastures. When you open the door in the morning you may be greeted by one of the characters telling you their goodbyes, until you meet again.



**If you neglect a character they may leave for a while, but wait some time or ship the right items and they eventually return.**

Thankfully, these goodbyes do not have to be forever. Some characters return automatically after a set amount of time, while others come back if you ship enough of a given item. The best way to have them around though is not to neglect them in the first place.

## Tasty Rewards

While the potential spouses have gifts and rivalries that unlock at around five hearts, other characters have another gift to give. Many of the characters that run shops or services will give you a recipe whenever you befriend them to that level of affection, filling out your recipe list even further and giving you more options for tasty dishes.



**Don't neglect other villagers just because they're not potential spouses, and you may get rewarded in the end.**

Instead of visiting your house in the morning, these characters greet you when you enter their shop for the first time after reaching the required affection level. They talk to you for a short while, and then give you the recipe which is entered into your list.

## Close-Knit Friendship

Trusty Martha loves knitting with yarn, and if you befriend her up to three hearts on her meter, she'll put this ability to good use for her. Make sure you have the second rucksack, sold for 1000G at the Junk Shop, then visit the Clinic once Martha is at the needed affection level.

As soon as you enter the Clinic, the friendly nurse notices that your rucksack is looking a little worn. She offers to construct a new one, if you provide the yarn. To do this you can raise a sheep and purchase a yarn maker (expensive just for one event, but a good idea for the general profits anyhow). If you're not ready for that level of commitment, visit the Hearty ♥ Lyla shop and purchase one of the yarns for sale there once you save up enough gold.



**The only way to get the largest rucksack is through Martha's event, so make sure you don't neglect her!**

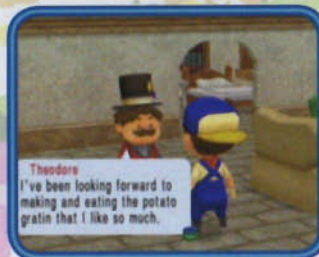
Once you have the yarn return to visit Martha and hand her the yarn, as if you were giving her a normal gift. This triggers the next event, where your character waits for a while before Martha finishes your brand new rucksack. This sack holds 15 items instead of the previous 10, so it's a great investment.

## Feat of Clay (Part 1)

If you like to cook and otherwise create items out of old ingredients, or if you want to collect all 100 of the musical notes, make sure that you get Saibara into town and befriend him early on.

Once Saibara is at two hearts and if you've shipped at least five good clay, the next time you enter the Atelier you are greeted by the old man, who asks you a favor. He wants you to deliver a plate that Mayor Theodore ordered.

Agree to deliver the plate, and go to the Mayor's House. When you enter and deliver the plate he thanks you, and teaches you the recipe for potato gratin.



**This event lets you get a recipe, a cooking utensil, and is the first step toward a musical note, so make sure you finish it ASAP.**

Although you've received a recipe, your trek isn't done. Return to Saibara at his shop and in his gratitude he gives you the aging pot, needed for some of the recipes in the game. This is not only useful for cooking, but it's also the first item needed to receive the Art Note.

## Feat of Clay (Part 2)

Don't stop making friends with Saibara just because you receive the aging pot. Once the potter reaches five hearts, as long as you've shipped at least 10 clay he treats you to another event when you enter his shop. This time he gives you a mixing pot, out of friendship with you rather than as a reward for running errands.



**The second utensil from Saibara doesn't involve running errands, but you do need to work on your friendship level more.**

## The Eye of the Beholder

Once you've made friends with Henry even slightly, to the point of two hearts, you can trigger an event between him and Maria at Sunny Lake, where the two speak of a painting that the artist did for her father.

After a while, return to Sunny Lake for another sequence, this time between Henry and your character. He's thinking of trying his luck in an art show, and just needs a bit of encouragement. After your talk, he decides to go for the gold and enter his painting.



**Befriending Henry and going through the steps of his scenario nets you a unique furniture item, and is the second step of a musical note.**

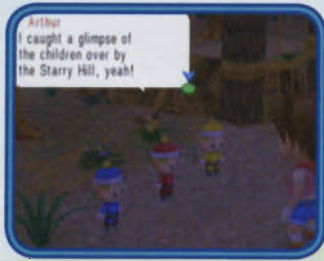
Now wait for a while. After some time you receive a notice in the mail that Henry has won the highest awards for the art show, making him a success. Another small while after this, Henry himself visits your house one morning, gifting you with the painting furniture item. This is the second item needed to receive the Art Note.

## Lost Child

This event requires befriending two separate characters, and is key to getting one of the musical notes in the game.

Get both Tim and Meryl to two hearts, which requires some prep-work as far as befriending Ronald and expanding the Paradise Orchard. Once you have both Tim and Meryl at the right friendship level, this event kicks off.

One night when you return to your house, you are roused back outside by frantic knocking at your door. It appears that Tim and Meryl are both missing, and a search is being organized. You are asked to come help, which of course you agree to do.



**How can you turn down the plea to help find lost children? Go be a hero, and get a musical note at the end of the event.**

After various cut-scenes of the group's search and of Tim and Meryl's plight, your character is instrumental in rescuing the children. At the end of the event you receive the Lost Child Note for your troubles.

## Cave Encounter

Once you've wooed Eve enough to the point of receiving her second gift and made friends with her grandfather Terry as well, enter Moonlight Cave. At this point you should be greeted by Terry, who talks about Eve and his connection to her, and beseeches you to take good care of her in the future.



**Become close to Eve and Terry to view this small event, although you don't receive anything special for it.**

## Family Matters

There is a whole string of events based around starting your own family, and it all starts with getting one of the potential spouses of the opposite gender to at least eight hearts, as well as purchasing and laying out a large-sized bed.



**The various family events and musical note rewards all start with wooing and winning a spouse.**

Once you meet these criteria, your challenge really begins as you are greeted by Mayor Theodore at your doorstep the next morning. These events are covered in detail in the "Home Sweet Home" chapter, so check there for more information about the events that you can witness and how to navigate past any of the difficulties involved.

## Back to Nature

While most of the affection-based events involve the humans of the village, one special event occurs when you raise one of the wild animals' affection levels to 4 hearts.

With the friendship requirement met, the next morning you are greeted by that wild animal when you step out of your door. This can happen multiple times, for the different animals you befriend to that level, but only on the first viewing do you receive the Wild Note.



**Befriend one of the wild animals to have a surprise visit one morning.**

The animals that you do not befriend do not appear at your door, and of course the dolphin which is trapped in the ocean cannot come to greet you.

# Happy Holidays

## Yearly Festivals

As you go through the seasons in *Harvest Moon: Magical Melody*, there are certain special days set aside for celebrations. You can tell when a festival is coming by watching the calendar, checking the TV each morning, or even reading the sign in Flower Bud Square.

Once a holiday rolls around, it's a special day in multiple ways. If you go to a certain location your activity stops for a while, and you go into festival mode. You see an event, and you have the chance to wander around and talk to people within the area, without the ability to give them gifts or use an item. You can go to the location at any time up until the time listed at the end of the festival, so make sure you take your time and get any work done prior to attending.

Another notable thing about festival days is that all other characters disappear for the day. Shops are closed, you cannot enter any of the buildings and, if you're married, even your spouse vanishes for the celebrations. Animals, however, are still around, including some of the wild creatures that inhabit the town.

Once you finish at the festival and leave the grounds, the time is advanced to the end time for the festival, no matter what time it was when you entered. In more physical festivals, such as the swimming contest, you sometimes have a bit of stamina restored at the end of it.



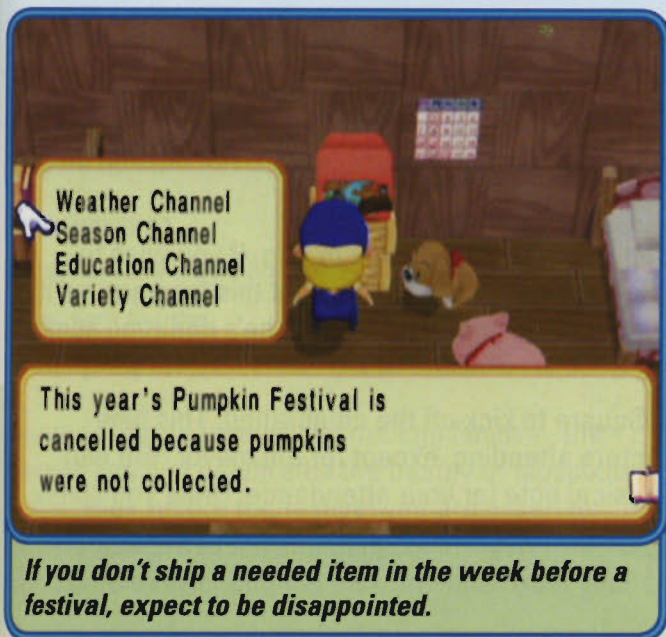
**Move the cursor around to different days to check out a holiday, marked with a star, and get an idea of what it's about.**



**You cannot talk to townspeople around town during festivals, but you can still befriend some of the wild animals.**

Aside from just adding some flavor to the game world, festivals are important for other reasons. It gives you a chance to date a potential spouse, and slightly raise their affection. Some festivals give you a chance to win important prizes, and each gives you a chance to gain a musical note, whether automatically for attending, or for winning a contest. In addition, the first time you attend some of the festivals you meet some of the new people so that they can move into town.

One last thing to remember about festivals is that some of them require a specific item to be shipped in the week leading up to the festival. In most cases, if you don't ship the item, the festival isn't held at all. Many of the items can be purchased at one of the shops in town, so make sure you watch the TV to see what item you need and when you can start shipping it, and make sure you get the festival to happen!



Whenever a festival comes around there is a notice saying "festival" at the top of your screen by the clock, so even if you've forgotten to check the calendar ahead of time you should be alerted on the actual day. Of course, this doesn't help if you've forgotten to ship an item and the celebration is canceled.

## New Year Festival

Date: Spring 1

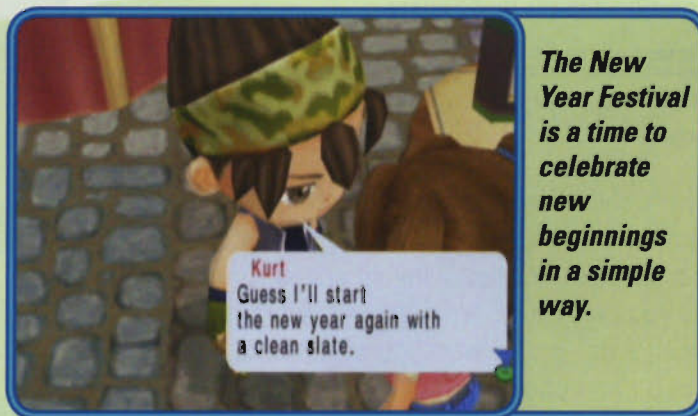
Location: Flower Bud Square

Time: 6am-6pm

Note: Spring Footsteps Note (for attendance)

The New Year Festival is not celebrated during your first year because you're still getting settled into your new home, but from the second year onward it's available. This is one of the more sedate festivals, where you just get to wander around the square and speak to the other festival attendees.

In this festival, those characters that have the most affection for you show up to the festival, along with your rival Jamie. Make sure you find and speak to every character except for the Mayor in order to end the celebration and receive the note, as some of the characters may be hidden away in corners, hard to find. You can also speak with the Mayor himself, but if you choose to leave the festival early you may miss out on some things, including a musical note!





## Egg Festival

**Date:** Spring 8

**Location:** Flower Bud Square

**Time:** 6am to 6pm

**Note:** Egg Dish Note (for attendance)

This is the first festival that you are able to attend in your starting year, and it's a blissfully simple one. As the name implies, this festival celebrates the egg, and all of the sweets and other foods that can be made from it.

For around a week prior to the celebration, townspeople (including you) are asked to donate eggs for the celebration. To do this, take an egg to the blue shipping box in Flower Bud Square, next to the bulletin board, and drop it in.

The first year you probably won't even have a chicken coop, much less a chicken or egg. If you wish to donate, you can purchase a Good Egg from the Blue Sky Ranch to drop into the box, but this time around it's not really needed, since Carl has already stopped by your house and informed you that he's donating some eggs to the cause.

Once the day of the festival arrives, head into Flower Bud Square to kick off the celebration. This time around, all you need to do is speak with each of the characters attending, except for the mayor. You can speak with the mayor to leave early, but you won't get a musical note for your attendance. Once you speak to all of the other attendees, the festival draws to a close. Speaking to everyone also allows you to meet the Gourmet, who likes to attend any festival including food.



*Carl's willing to help out for your first Egg Festival, but don't expect someone to take up slack for you every time!*

## Spring Horse Race

**Date:** Spring 17

**Location:** Flower Bud Square

**Time:** 6am to 6pm

**Note:** Horse Race Note (for winning any of the horse races)

This celebration is a bit more complex than the last, and gives you the chance to participate in a mini-game for some lovely prizes. Of course as you may guess from the name of the festival, you need a full-grown horse to participate, so this may not be an option for your first Spring.

In later years, if you do have a full-grown horse, you can enter it in the race for which it has the correct rank. The lowest rank is Rank D, and a horse is assigned to a rank depending on its affection rating. Luckily, there are two horse races per year, giving you more opportunity to win some prizes. The races and ranks are as follows, with some changing depending on if you've already won the unique prize.



*Although you can't really participate much during the first Spring, in later festivals you have a chance to race a horse yourself.*

### Horse Races

Rank	Name	Prize
D	Hank Cup	Fodder for one month (0-3 hearts)
C	Woody Cup	Coffee Table, month's worth of lumber (30 pieces) (4-5 hearts)
B	Carpenter's Workshop Cup/Starry Hills Race	Power Berry/2000 G (6-7 hearts)
A	Junk Cup	Cool TV (8-10 hearts)

When you enter the festival, speak with the observers if you wish, then talk to Mayor Theodore. He gives you the chance to review the general information on the rank and racing system, or to start the races. Even if you don't have a horse you should start the races, but you can't participate and don't get to view the actual race itself.

If you do own a horse, you have the opportunity to direct it and attempt to win the race's prize. See the "Mini-game Roundup" section for more details on the actual race itself.

Even though you can't really compete yet, during your first attendance of the race you meet no less than five characters—Doug, Dan, Ronald, Duke and Gwen—so don't lose heart and skip out!

Once you manage to win a race you win the prize for that race, and you also receive the Horse Race Note for your first win, regardless of the rank.

## Flower Festival

Date: Spring 23

Location: Flower Bud Square

Time: 6am to 6pm

Note: Spring Fragrance Note (for attendance)

Another simple festival like the Egg Festival, the Flower Festival celebrates the beauty of blossoms.

For a week before the festival you are asked to donate flowers to the shipping bin in Flower Bud Square, you cannot buy this item, but a moondrop flower should be easy enough to pick up either from your crops, or from some spot in the wild.

On the actual day of the festival enter Flower Bud Square, then wander around to speak to every character. You also meet Lyla (a potential bride) during the first year of this festival, so you don't want to miss out. Once you speak to every character the festival automatically ends. You can speak with the Mayor to leave without speaking to everyone, but you again miss out on a note that way, so it's not a good idea your first time around.



*You meet a potential bride at the first Flower Festival you attend, so make sure not to miss it!*

## Cow Festival

Date: Spring 28

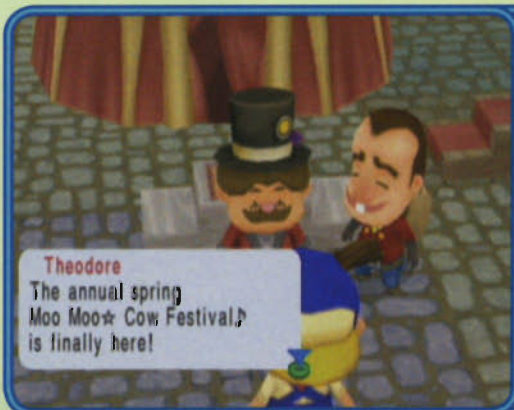
Location: Flower Bud Square

Time: 6am-6pm

Note: Moo Note (for owning the winning cow)

On this Spring day you get the chance to show off one of your cows, with the best-kept cow (in other words, the one with the most hearts) taking the prize. It's unlikely you'll be able to participate yourself during the first year and you definitely won't win, but after that it's fair game. Note that you can milk the cow before entering it into the competition.

After you enter Flower Bud Square, the Mayor asks which cow you'd like to enter. Pick one at least eight hearts, and then wander around to speak to all of the characters in the square, including Hank who is standing next to the Mayor. Once you find and speak to each character a tone rings, and the judging is announced.



*The Mayor may need work on his naming, but the festival itself is not something to take lightly.*

If you've got a cow with eight or more hearts you win the prize—a year's supply of fodder (120 units), nothing to sneeze at! You also get a musical note the first time you win. Otherwise just sit back and enjoy the competition. As an added bonus, cows that win the contest are worth slightly more when selling them, so it's worth entering new cows each year you attend the festival even aside from the fodder prize.

## Beach Festival

Date: Summer 3

Location: Moonlight Beach

Time: 6am to 6pm

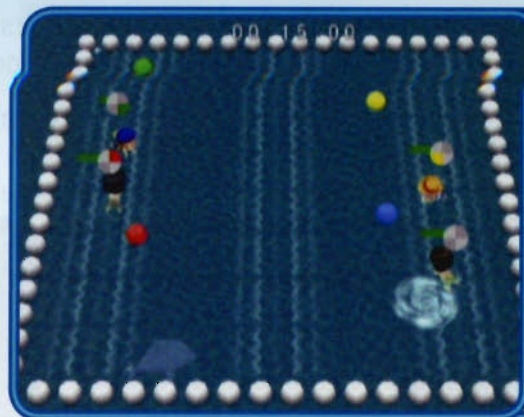
Note: Blue Sea, White Clouds Note (for winning the swimming contest)

This is another of the more physical festivals, and the first one to take place outside of Flower Bud Square. As soon as you set foot on the sand of Moonlight Beach the event begins, so if you live near the seaside be especially careful not to step too far down-screen until you're ready.

Once the festival begins, you should wander around and speak to everyone. While most festivals have the people with the most affection joining you, in this case a few of the residents sit out, such as the elderly Saibara. One person who doesn't sit out is Nami, a new face that you meet during your first Beach Festival. She only appears during the Summer, so you definitely don't want to miss meeting her as soon as possible.

When you find and speak with every character except for Theodore, the main event begins. You join in a swimming contest against three other people. Check the "Mini-games Roundup" chapter for details on how to play and win the game.

If you do manage to win, you receive the Blue Sea, White Clouds Note the first time, along with a Power Berry. This is an extremely useful prize, so go for the top! If you win in later years, you win 30 lumber instead.



*The struggle to come out on top in the swimming contest may be tough, but it's worth a precious Power Berry.*

## Star Festival

Date: Summer 7

Location: Flower Bud Square (meeting)

Time: 6am-midnight

Note: Boat Sailing Note (for attendance)

The first of the "date" festivals, the day of the Star Festival starts when you first exit your house in the morning. A potential spouse of the opposite gender with the most affection for you asks for a date to the celebration. If you turn him or her down, you lose a bit of affection.

If you accept, you have a date to meet within the Flower Bud Square at any time up until midnight. Head to the square after you finish your day's activities, and your date appears after you wait a while, and the two of you arrive at the riverside to sail boats down the stream. How romantic!



*Your first choice of the festival starts as soon as you get up, when you must decide if you want to go on the offered date or not.*

## Firefly Festival

Date: Summer 15

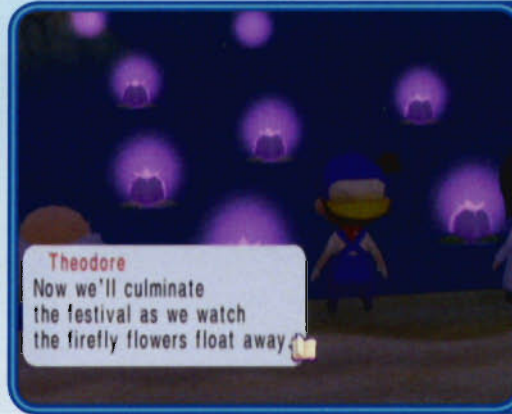
Location: Moonlight Beach

Time: 6am-midnight

Note: Firefly Flower Note (for attendance)

The Firefly Festival is another that requires you to toss an item into the bin beforehand, this time a moonstone. This is a bit trickier but not especially so, as the necessary stone can be found many places within the Moonlight Mine. Make sure you get an early start mining in the week before the festival and you should be able to grab one in plenty of time.

On the day of the festival itself head to Moonlight Beach any time before midnight, and you get to watch the special event. This is another simple one that only consists of talking to people, so picking up the item to hold the celebration in the first place is the toughest part. The moonstones are used to create "flowers" that you set adrift in the ocean to honor ancestors, giving quite a spectacular view for a solemn occasion.



*While the firefly flowers require moonstones for their construction, they give quite a view when finished.*

## Fireworks

Date: Summer 24

Location: Moonlight Beach

Time: 6am-midnight

Note: Fireworks Note (for attendance)

Again, you get to attend a simple festival where you need only talk to the people, and this time you don't even need to donate an item beforehand. Your first year attending this festival you get to meet the inventor Louis, so make sure you show up, as he's one of your potential husbands or rivals in love.

The event after you talk to people is a bit long, as you watch a series of fireworks with the person of any age or gender that likes you the most. Sit back and enjoy!



*This time around your partner for viewing the fireworks isn't necessarily a potential spouse, it's just whoever likes you the most.*

## Sheep Festival

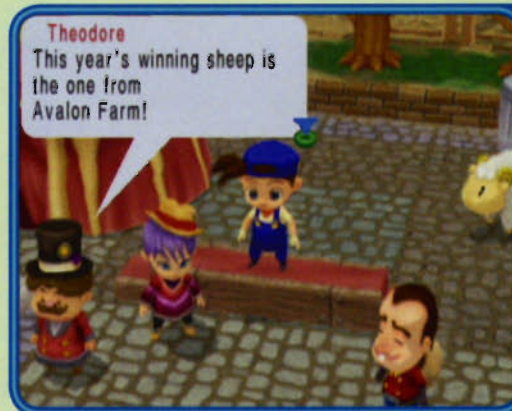
Date: Summer 29

Location: Flower Bud Square

Time: 6am-6pm

Note: Baa Note (for owning the winning sheep)

This festival is much like the cow festival with the same prize, a year's supply of fodder and a musical note. This time you must enter a sheep of eight hearts or more, and the main difference is that you cannot enter a sheep that's already been shorn. If you have an adult sheep that you want to enter, make sure you don't shear it for the seven days prior to the festival.



*It takes a lot of hard work, but you can get your sheep to be the best in the village!*

## Moon Festival

Date: Fall 9

Location: Flower Bud Square (meeting)

Time: 6am-midnight

Note: Moon Viewing Note (for attendance)

This is another “date festival” much like the Star Festival, so take this chance to continue to get to know the person you’re wooing, if they’re willing to take you out on the date.

This time you meet up at Starry Hill, finally putting it to a bit of use, and view the full moon together until midnight while getting to know each other a little better. It’s the most spectacular moon of the year, so enjoy the view and take it easy for a while.



*Such a beautiful full moon is the perfect excuse for a cozy date!*

## Fall Horse Race

Date: Fall 17

Location: Flower Bud Square

Time: 6am-6pm

Note: Horse Race Note (for winning any of the races)

Once again you have the chance to participate in the horse races for the second time in a year. This time you don’t meet any new characters, but you do have an actual chance to participate if you’ve been quick about getting a barn built and installing your first horse. You won’t be able to participate in the higher-end races until later, but you still might win a lesser prize, along with the note for this festival.

As before, see the “Mini-games Roundup” chapter for specific details on the race itself.



A note of happiness for when the horses you carefully raised became the best at the track.

*Work very hard and you may even manage a win in one of the lower-tier races your first year.*

## Horse Races

Rank	Name	Prize
D	Hank Cup	Fodder for one month (0-3 hearts)
C	Woody Cup	Coffee Table, month’s worth of lumber (30 pieces) (4-5 hearts)
B	Carpenter’s Workshop Cup/Starry Hills Race	Power Berry/2000 G (6-7 hearts)
A	Junk Cup	Cool TV, Diamond Ring (8-10 hearts)

## Harvest Festival

Date: Fall 24

Location: Flower Bud Square

Time: 6am-6pm

Note: Harvest Note (for attendance)

The Harvest Festival celebrates all of the good foods harvested in the fall by the farmers of Flower Bud Village. To trigger the festival you must donate one crop to the shipping bin in the square, so make sure you save up one crop for this purpose, or buy one if necessary from Spring Farm.

Once the festival starts you just need to speak to all of the characters as usual for this type of celebration, but there is one bonus your first year. Instead of meeting any new characters, you instead learn a new recipe from Gourmet—truffle sauté.



**Gourmet**  
Today I am going to teach you to cook a wonderful gourmet recipe!

*The Harvest Festival not only celebrates good food, but it’s a way for you to increase your recipes at home.*

## Pumpkin Festival

Date: Fall 30

Location: Flower Bud Square

Time: 6am-6pm

Note: Pumpkin Note (for attendance)

This is the second celebration in a row that revolves around donating an item and speaking to the various townspeople. In this case, you must donate a pumpkin specifically, which can be purchased during the week ahead at the Spring Farm if you don't have any pumpkins ripening at just the right time.

The festival celebrates the pumpkin, and there's one especially bright note in your first year. For providing a pumpkin and letting the festival happen, you receive a Power Berry from Mayor Theodore. Quite a worthwhile exchange!



*Be generous and donate a pumpkin to the cause, and you get quite a lovely gift in return!*

## Chicken Festival

Date: Winter 7

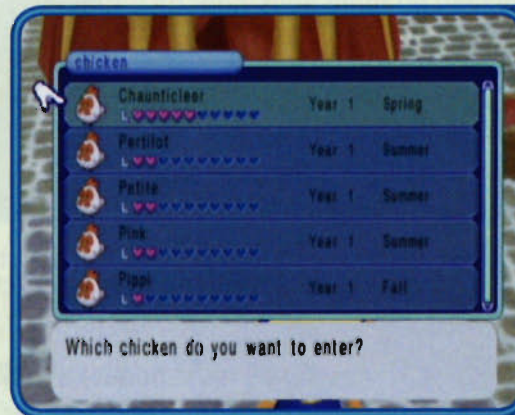
Location: Flower Bud Square

Time: 6am-6pm

Note: Cock-A-Doodle-Do Note (for owning the winning chicken)

In the same vein as the cow and sheep festivals, the chicken festivals gives you the chance to have your chicken come out on top.

As before, eight hearts' worth of affection gives you the win, a year's supply of chicken feed (120 units) and a musical note the first time around.



*While you won't be able to win your first year, if you've worked even moderately hard you should have chickens getting ready for next year.*

## Thanksgiving

Date: Winter 12

Location: —

Time: —

Note: Popular Note (for receiving at least 5 cakes)

This festival is unlike the others in a few ways. The whole town doesn't shut down with all of the villagers disappearing as usual. On this day, everyone is still out and about town, and the shops are still open.

Instead of going to a specific place at a certain time for festivities, this time you must seek out people and speak to them. The idea is to give people cake, which they enjoy receiving today even if they don't normally like it. Better yet, if they have at least three hearts in affection for you, they give you a piece of cake when you speak to them.



*Even the characters who usually act tough will get in on the act for Thanksgiving, even if they have to make excuses.*

It's perfectly okay to speak to someone, get the cake from them, and then hand it right back as your own gift for the festival. Or you can speak to someone who already likes you that you don't need to befriend any more, then give their cake to someone you're still trying to impress. This way you may not even need to bake any cake for the festival.

If you do want to hand out more cake than you receive, you can bake it by using an oven and putting in breadfruit, milk, egg, and butter—all of which can be purchased at Spring Farm or Blue Sky Ranch in a pinch (be ready to pay a lot, though). Any flavor of cake can be given out at Thanksgiving if you have some to spare, such as the cocoa cake that Dia gives you as one of her normal gifts.

Try to befriend at least five people to three hearts or more before this festival. If you receive cake from five people or more, you gain a musical note.

## Fire Festival

Date: Winter 19

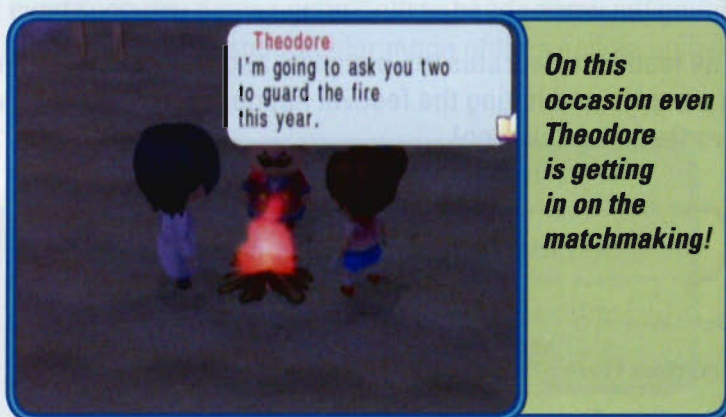
Location: Moonlight Beach

Time: 6am-midnight

Note: Flame Note (for attendance)

Another of the festivals taking place on Moonlight Beach, this one burns a flame at night for those who have already died and crossed over. It requires a vigil on the part of two people, and the lucky random folk picked happen to be your character and the person with the most affection for you.

Before this solemn festival kicks off, you must donate a stake from your own supply and put it into the square's shipping bin, to act as firewood. Go to your lumber bin in the back of your house and take one of the stakes from there—purchase lumber beforehand at the Workshop if need be, so that you can convert a piece to a stake for donation.



## Starry Night Festival

Date: Winter 24

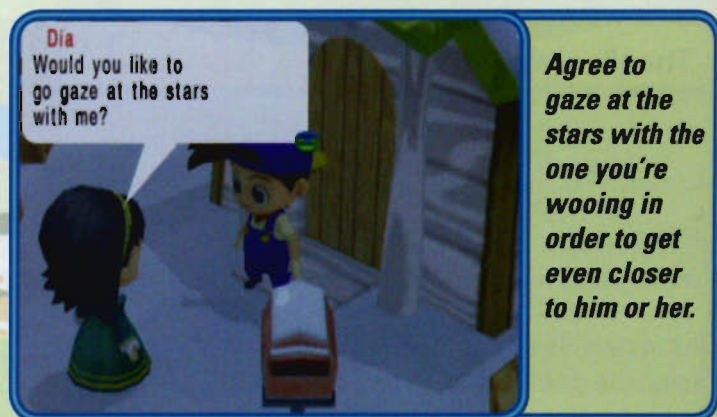
Location: Flower Bud Square (meeting)

Time: 6am-midnight

Note: Starlight Note (for attendance)

Because this is the night with the most spectacular view of the stars for all year, it has turned into a festival where couples meet and view the night sky together. As with two of the festivals before, you are asked out on the date by the potential bride or groom that likes you the most, depending on your gender. Accept to partake in this lovely festival with the girl or boy of your dreams.

Stop in at Flower Bud Square when your day's work is done sometime before midnight to meet up with your date, and you both head up to Starry Hill, to study the stars both in the sky and in your date's eyes. So sweet.



## Year End

Date: Winter 30

Location: Flower Bud Square (meet)

Time: 6am to 5am

Note: New Year's Sunrise Note (for attendance)

One of two celebrations marking the death of one year and birth of the next, this first New Year's celebration is another of the date festivals.

This time around it's the Harvest Sprites that come to your door in the morning, and they give you a choice between the three opposite-gender spouses that have the most affection for you. Choose one to have the Sprites send a message to them, arranging for the usual meeting in Flower Bud Square.

This particular celebration lasts until 5am, so be especially sure to finish everything, and don't expect to recover a lot of stamina or alertness in the one hour you'll have to sleep before the next day. Eat or drink something homemade to restore a bit of energy if you get the chance, then meet up with your date in the square to go view the first sunrise of the new year together



*Instead of the usual potential spouse on your doorstep, this time you have the Harvest Sprites, and a more broad choice of dates.*

## Villager Birthdays

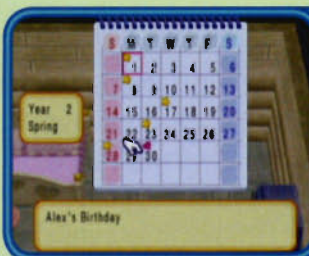
As with real life, each townspeople has one special day of the year when they were born that's a bit different from normal days. Townspeople don't tell you when their birthday is offhand—you have to happen across it, or use this handy guide as a useful source.

On a birthday, giving a gift that the NPC likes or loves results in them accepting it as a birthday gift. This gives double the affection that they'd normally have for such a gift, and they say something different, thanking you for the birthday gift. If you're trying to make friends with someone, make sure you find their birthday and give them their most-loved item that you have available!

On your own birthday there's really nothing very special that happens. Other characters wish you a happy birthday when you speak with them, but you don't actually receive any gifts or anything else nice.



*Giving gifts on birthdays adds even more affection, as well as a different response.*



*Once you get married your spouse's birthday is marked on the calendar with a heart to make it easier to remember.*

### Birthdays

Name	Date	Name	Date	Name	Date
Theodore	Spring 4	Ann	Summer 18	Liz	Fall 21
Meryl	Spring 6	Woody	Summer 21	Ray	Fall 27
Ronald	Spring 11	Tai	Summer 25	Katie	Fall 29
Henry	Spring 12	Dan	Summer 26	Saibara	Winter 2
Basil	Spring 16	Gourmet	Fall 1	Maria	Winter 5
Nina	Spring 20	Louis	Fall 2	Dia	Winter 9
Lyle	Spring 27	Michael	Fall 3	Kurt	Winter 10
Alex	Spring 30	Doug	Fall 7	Eve	Winter 16
Bob	Summer 1	Ellen	Fall 8	Blue	Winter 20
Gwen	Summer 8	Tim	Fall 12	Terry	Winter 21
Joe	Summer 10	Carl	Fall 16	Martha	Winter 25
Hank	Summer 14	Gina	Fall 20	Duke	Winter 28





# The Changing Seasons

Time and the seasons are an important factor in *Harvest Moon: Magical Melody*, as is the natural bounty you can collect as they progress. Learn how to make the most out of every season as it comes and goes, and how to collect the items that appear without having to work much harder than you have to.

## The March of Time

The world of *Harvest Moon* proceeds in years much like in the real world, but each year consists of four seasons which also act as months—Spring, Summer, Fall, then Winter which ends the year. Once the New Year celebration rolls along, it is immediately the start of Spring. Each month/season consists of 30 days, which (like our typical days) each have 24 hours.

The clock works much like our own, with the light increasing to peak during the afternoon, and a steadily growing darkness once late afternoon starts to swing into night. This is important because the townspeople all follow their own schedules, and these change as the day wears on. Most shops close for the day at around 6pm, so your options are limited later at night. If you stay up too late, your character may start to grow sleepy. If this happens, you will wear your character down too far and you won't really recover for the next day's work.

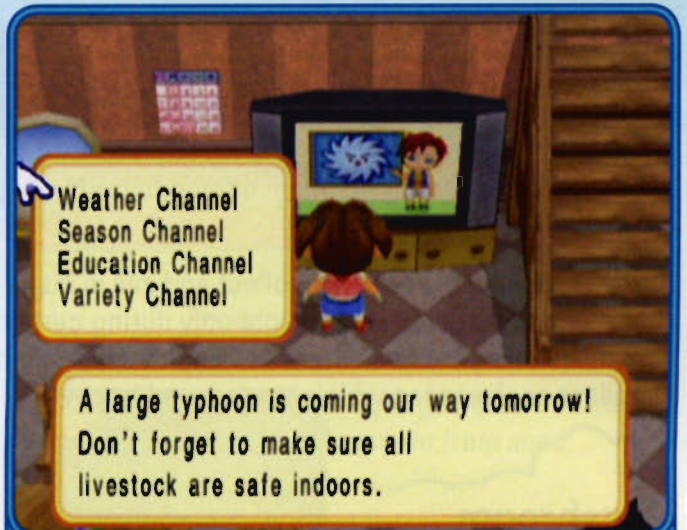
***It's important to pay attention to time as well as season and weather, to catch shops during their open times and find some of the wild creatures.***



Seasons affect a lot during the course of the game, so you should always be aware of them. Different crops are available during Spring, Summer, and Fall, and no crops grown during Winter. There are natural items that you can collect to use or sell as well, and these also change for the most part according to season. A few other aspects of the game change with the season, such as different fish being available, some characters only coming around during certain seasons, and one area (the Lake Cave) that is only available during the Winter.

# Stormy Weather

Aside from the seasons, you should also keep an eye on the daily weather. There are a few different types of weather, which has an affect on different things you do. To check the weather for the next day, watch the weather *channel* on your TV at home. The weather for the current day is represented by an icon next to the time of day at the upper left of the screen.



*The TV's weather channel gives you advance notice of the worst weather, which keeps you indoors for an entire day.*



## Sunny

Sunny weather is bright and fun for people to be outside in. More characters are out and about in fine weather, and you can earn the Sun Note on such days. Holidays always take place in sunny weather.



## Cloudy

This isn't much different from sunny weather, except that you can earn the Cloud Note instead.



## Rainy

Rain means that you must be careful to put your animals inside and out of the bad weather, but it does mean you don't need to water your crops. Seeds may be washed away in the rain, but this seldom happens, and not to a large extent. Very few people come outside in the rain, but you can collect the Rain Note on such days.



## Snowy

This is a poor weather day like a rainy day. Since there are no crops in the fields, and your animals cannot graze anyhow, it doesn't make as much of an impact. You can earn your Snow Note on a snowy day.



## Hurricane

Hurricanes take place randomly during the Summer, with an average of around two hurricanes per season. On hurricane days you cannot go outside at all, so just do anything you would like to do inside the house such as improving a tool's upgrade bar, then go back to sleep. Check some of the fishing spots the day after a storm, and you may be pleasantly surprised...



## Blizzard

Blizzards have the same effect as hurricanes, but take place during the Winter, when the snow and wind becomes so bad that you cannot venture outside.

## STORMS and YOUR STOCK

Animals won't grow sick and surly over one day if you neglect them for a hurricane or blizzard. However, if you want to make sure they don't lose any affection, or get ill if the storm lasts for days, feed them by hand and stock an extra day's food in their mangers. They will eat this extra food the next day while the weather is bad.

## Nature's Bounty

Seasons affect what you can collect and sell in many ways. Different crops are grown during different seasons, and some fish are caught only during certain times of the year, while some shop menus change with the passing months. These are each covered in their respective chapters, but there are also wild crops to collect each season which are covered below.

### Mushroom



Mushrooms are one of the most common bits of wild bounty around Flower Bud Village. These fungi grow during every season, although they are more infrequent during the Winter.

You can find mushrooms all over the village itself, usually between or behind some of the stakes along the village pathways. Check around the Perch Inn and Café Calloway areas along the paths, or in the area up and right from the Mayor's House near the closed-off mine. They can be found in all seasons and sell for 50G.

### Toadstool



The toadstool is similar to the mushroom, except purple in color, and dangerous. Not many people like to receive it as a gift, and it's seldom used for cooking. It's found in the same

general areas as the Mushroom and times, and sells for slightly more. They can be found in all seasons and sell for 60G.

### Truffle



The rarest of all the fungi, the truffle is found around the roots of the mora trees in the Fall. They can be dug up with a hoe, but they're tough to find.

To dig up a truffle, you must either use a pet pig, or trust to luck. To use the pig raise its affection as much as possible, carry it near to a group of mora trees, and set it down. The pig sniffs around on the ground and if it comes across a truffle it squeals repeatedly in delight and you can then dig that spot with your hoe. Don't leave it alone for long, or the pig may eat the truffle! Of course pigs are lazy and fall asleep often during the search, so it can be difficult to use this method.

If you have no luck with your pet pig, you can also trust to luck and try to just dig around the mora trees with a hoe and hope to get lucky. With a starting hoe this is very difficult indeed, but as you upgrade your hoe more and can unearth many squares at once, it's not as bad. Dig not only next to the trees but two squares away as well, as this is where the truffles tend to appear. Once you do have a lot of ground dug up in this fashion, if you notice a square revert to normal one day it may be because a truffle has appeared underneath, so keep a close watch. They can be found in the Fall and sell for 1000G.

## Green Herb



All of the herbs are similar in type, but grow during different seasons. Because of their different colors, they also are used to make different types of dye, and their effect in medicine is slightly different. But all restore both a small amount of stamina and alertness, and all are considered “herbs” for cooking.

The green herb can also be grown from seed. All of the herbs can be found both in town or, even more frequently, throughout the mountains. They can be found in the Spring and sell for 100G.

## Purple Herb



Spring  
Sell Price: 75G

## Red Herb



Summer  
Sell Price: 80G

## Orange Herb



Fall  
Sell Price: 130G

Orange herbs can also be grown from seed.

## Moondrop Flower



A pale yellow flower, the moondrop flower isn't especially rare, but it is lovely, and makes a good yellow dye. It can also be grown from seed. Growing wild, it can be found in both Flower Bud Village and in the mountains. They can be found in the Spring and sell for 40G.

## Pinkcat Flower



Well-liked by many girls in town, the Pinkcat flower is as pink as its name, with bell-like blossoms. It makes a soft pink dye, and can also be grown from seed. It grows down in the village and in the mountain paths. They can be found in the Summer and sell for 150G.

## Blue Mist Flower



This elusive flower is the only one in Flower Bud Village that cannot be grown from seed, and even in the wild it blooms rarely. It pays a lot to ship, but it's also valuable as a gift, or for its blue dye. Look for it in secluded spots up in the mountains. They can be found in the Fall and sell for 500G.

## Very Berry



A simple orange berry useful in cooking, the very berry is cheap but plentiful. While not extremely valuable in itself, it can be used for jams, juice and sodas. You can find very berries in various spots throughout Flower Bud Village, as well as the mountain paths. As they can be eaten as you pick them, and they make a valuable resource for restoring stamina during the tough first season of your stay in the village. They can be found in the Spring and sell for 45G.

## Blueberry



Wild blueberries are also delicious as a jam, and sell for just slightly more than the berries growing during the Spring. Like very berries, blueberries grow along the mountain paths and in some areas of the village, and can be eaten raw. They can be found in the Summer and sell for 50G.

## Orange



While oranges are best grown as a tree crop planted by your character, there is a cluster of trees that grows to the lower left of town, below the Blacksmith. Oranges are valuable as a fruit to ship, and for use in cooking. Oranges can be eaten as-is, but it's usually a waste of gold. They can be found in the Summer and sell for 200G.

## Chestnut



The chestnut is another crop that can be grown from either your own trees or in the wild. There is a large number of chestnut trees in the mountains, especially thick near the entrance to the Harvest Goddess Spring. These are the cheapest of the tree crops when you sell them, but they are useful in some recipes. They can be found in the Fall and sell for 50G.

## Cayenne



This spice is crucial in some of the hotter dishes that you can cook. It grows throughout the mountain paths during the Summer, although it doesn't sell for much. You can eat it, but it doesn't restore much stamina. They can be found in the Summer and sell for 40G.

## Honey



A gift from the bees of the area in every season but Winter, honey is used in many dishes, including some medicines. It's also sweet to eat raw and can pick you up nicely when your stamina is feeling low. Look for it beneath the trees all throughout the mountains. They can be found in the Spring, Summer and Fall and sell for 83G.

## Coral



This wild resource isn't a food, but instead a lovely product of the sea that is washed ashore year-round. Check the beach to pick up multiple pieces of coral per day. Coral can be shipped normally, or used to create jewelry and make a nice profit within two days. They can be found in all seasons and sell for 35G.

## Clam



The clam, like the truffle, requires digging with a hoe, but in this case it's a lot easier to find. To dig up clams go to the very edge of the seashore and use your hoe on the squares of beach closest to the water, and you may find a clam. Try your luck where the beach dips farthest down into the water for good results. Clams show up every day in the Spring through the Fall, and are required for some recipes. They can be found in the Spring, Summer and Fall and sell for 40G.

## A Seasonal Overview

### Spring

A time of rebirth for Flower Bud Village and belong, Spring marks the beginning of the growing season. You also arrive in the village for the first time at the beginning of the Spring, during which time you'll be especially eager to make use of the natural crops grown.



Wild Crops: Clam, Coral, Green Herb, Honey, Moondrop Flower, Mushroom, Purple Herb, Toadstool, Very Berry.

Crops: Breadfruit, Cabbage, Green Herb, Moonflower, Potato, Strawberry, Turnip.

Fish: Amago, Blowfish, Bonito, Char, Chulowfish, Crawfish, Crucian Carp, Cureall, Dace, Flounder, Halfbeak, Huchen, Rainbow Trout, Silver Carp, Sardine, Shrimp, Smelt, Snadore, Snapper, Squid, Yamame.

Festivals: New Year Festival, Egg Festival, Spring Horse Race, Flower Festival, Cow Festival.

### Fall

A time of year associated with the harvest, many delicious foods are grown and celebrated at this time, with the community drawing together as the weather starts to get colder and the nights longer. This is your last chance to grow crops and enjoy the sunshine before Winter sets in, and it's a good season for collecting various tree crops, planted or wild.



Wild Crops: Blue Mist Flower, Chestnut, Clam, Coral, Honey, Mushroom, Orange Herb, Toadstool, Truffle.

Crops: Apple, Bell Pepper, Carrot, Chestnut, Eggplant, Grape, Orange Herb, Pumpkin, Spinach, Yam.

Fish: Amago, Blowfish, Bonito, Char, Chulowfish, Crucian Carp, Crawfish, Dace, Halibut, Huchen, Lampsquid, Lobster, Maple Flounder, Mackerel, Opaleye, Rainbow Trout, Salmon, Sardine, Saury, Shrimp, Silver Carp, Smelt, Snadore, Squid, Yamame, Yellowtail.

Festivals: Moon Festival, Fall Horse Race, Harvest Festival, Pumpkin Festival.

The following is a handy guide of what you can find and do over the course of each season.

### Summer

The hottest part of the year, Summer also usually brings many rainstorms and even a few of the wild hurricanes that keep you trapped indoors for a while. On its finer days though brave the heat of Summer to take part in outdoor activities, such as the swimming competition at the yearly Beach Festival.



Wild Crops: Blueberry, Cayenne, Clam, Coral, Honey, Mushroom, Orange, Pinkcat Flower, Red Herb, Toadstool.

Crops: Cocoa, Corn, Onion, Orange, Pinkcat Flower, Tomato.

Fish: Amago, Blowfish, Bonito, Char, Chulowfish, Crawfish, Crucian Carp, Cureall, Dace, Huchen, Lampsquid, Opaleye, Rainbow Trout, Sardine, Saury, Shrimp, Silver Carp, Smelt, Snadore, Snapper, Squid, Squid Prince, Tuna, Yamame.

Festivals: Beach Festival, Star Festival, Firefly Festival, Fireworks, Sheep Festival.

### Winter

A time for nature to sleep beneath her blanket of snow, Winter is a time for rest, recovery, and taking stock of your life before the new year to come. Snowfalls and blizzards both take place in this month, crops cannot be grown, and animals should be kept snugly indoors. On the bright side you can explore the Lake Cave this season, thanks to the frozen surface of Sunny Lake.



Wild Crops: Coral, Mushroom, Toadstool, Truffle.

Crops: None.

Fish: Blowfish, Chulowfish, Crucian Carp, Dace, Flounder, Halfbeak, Halibut, Jamasquid, Lampsquid,

Lobster, Mackerel, Opaleye, Rainbow Trout, Saury, Shinapper, Shrimp, Silver Carp, Smelt, Snadore, Squid, Tuna, Yellowtail.

Festivals: Chicken Festival, Thanksgiving, Fire Festival, Starry Night Festival, Year End.

# Making Music

To wake the Harvest Goddess from her petrified state you must collect 50 out of 100 maximum musical notes. These notes are received for meeting a wide variety of goals, not all of them obviously positive, but all marking an important step in your journey to become a valuable member of Flower Bud Village.



*Collect 50 notes to create enough musical instruments to wake the Harvest Goddess from her stony slumber.*

The following table lists each of the notes, and how you receive them. For tips and other detailed information on specific notes, see the tables in the this section. At the end of the chapter is a listing of what you unlock for different numbers of notes obtained.

## Note Listing

### Musical Notes

#	Note	Received	#	Note	Received	#	Note	Received
1	First Step Note	When you got your pedometer	8	Night Owl Note	For staying up until dawn	15	Hesle-and-Besile Note	After meeting 35 villagers
2	First Shipping Note	With your first shipping box shipment	9	Rain Note	For working 10 hours non-stop in the rain	16	Poor Note	For having 100G or less in the morning
3	10,000 Steps Note	After 10,000 steps with your pedometer	10	Sun Note	For working 10 hours non-stop in the sun	17	Lucky Note	For finding more than 1000G from coins
4	Cooking Note	When you made your first food	11	Stationary Note	For no controller inputs for a long time	18	High Spirit Note	For drinking 10 sodas
5	Island Note	When you went to the island for the first time	12	Lonely Wolf Note	For not talking to anyone all day	19	Birth of Life Note	For your first baby animal birth
6	Rock Climber Note	The first time you scaled Mt. Moon	13	Whistle Note	For finger whistling 50 times	20	Owner of Mother Earth Note	For owning 10 or more divisions
7	Underground Lake Note	At the 100th underground level	14	Limitation note	For a zero strength	21	Snow Note	For working 10 hours straight in





## Musical Notes

#	Note	Received	#	Note	Received	#	Note	Received
22	Fodder Note	For cutting the grass 20 times	49	Bluebird Note	For getting a Blue Feather	74	Expert Angler Note	For catching each type of fish
23	Brushing Note	For grooming livestock 20 times	50	Wedding Day Note	For holding a wedding	75	Master Angler Note	For catching 100 or more fish
24	Egg Note	For 10 eggs shipped	51	Stork Note	For having a baby	76	Rubber Boots Note	For catching 10 pieces of garbage
25	Milking Note	For 10 milk units shipped	52	Baby is Born Note	For a baby being born	77	Wild Note	For a wild animal visiting your home
26	Shearing Note	For 10 wool units shipped	53	You Can Walk Note	For your baby's first steps	78	Art Note	By getting a picture and an aging pot
27	Dyeing Note	For 1 colored yarn ball shipped	54	Spring Footsteps Note	For attending New Year Festival	79	Very Rich Note	When you have more than 100,000G
28	Gem note	For shipping any one gem	55	Egg Dish Note	For attending the Egg Festival	80	Flower Girl Note	When Nina gives you a present
29	Colling Animals Note	For ringing the cow bell 20 times	56	Spring Fragrance Note	For attending the Flower Festival	81	Explosive Girl Note	When Ann gives you a present
30	Cultivation Note	For tilling 100 squares	57	Blue Sea, White Clouds Note	For winning at the Beach Festival	82	Apron Girl Note	When Ellen gives you a present
31	Big Eater Note	For eating 50 meals	58	Boat Sailing Note	For attending the Star Festival	83	Talented Girl Note	When Maria gives you a present
32	Woodcutter Note	For cutting 20 trees or stumps	59	Firefly Flower Note	For attending the Firefly Festival	84	Night Moon Note	When Eve gives you a present
33	Cloud Note	For working 10 hours on a cloudy day	60	Fireworks Note	For attending the Fireworks	85	Girl with Glasses Note	When Gina gives you a present
34	Garbage Can Note	For throwing away garbage 20 times	61	Moon Viewing Note	For attending the Moon Festival	86	Princess Note	When Dia gives you a present
35	Weed Note	For pulling 100 weeds	62	Harvest Note	For attending the Harvest Festival	87	Waitress Note	When Katie gives you a present
36	Gardening Note	For five flowers blooming at once	63	Pumpkin Note	For attending the Pumpkin Festival	88	Ponytail Note	When Gwen gives you a present
37	Forest Note	For planting one tree	64	Flame Note	For attending the Fire Festival	89	Heartfelt Note	When Lyla gives you a present
38	Destruction Note	For crushing 20 stones, rocks, stakes, etc.	65	Popular Note	For receiving 5 cakes at Thanksgiving	90	Cowboy Note	When Blue gives you a present
39	Diary Note	For 30 diary saves	66	Starlight Note	For attending the Starry Night Festival	91	Social Craftsman Note	When Joe gives you a present
40	Cock-A-Doodle-Do Note	For winning at the Chicken Festival	67	New Year's Sunrise Note	For seeing the first sunrise of the year	92	Cool Craftsman Note	When Kurt gives you a present
41	Moo Note	For winning the Cow Contest	68	Full Bloom Flowers Note	For shipping each type of flower and herb	93	Doctor Note	When Alex gives you a present
42	Baa Note	For winning the Sheep Contest	69	Treasure Hoard Note	For shipping each type of ore	94	Patisserie Note	When Carl gives you a present
43	Horse Race Note	For winning the Horse Race	70	Animal Kingdom Note	For raising barn animals and a chicken	95	Master Pick-Up Artist Note	When Dan gives you a present
44	Bow-Wow Note	For a dog friendliness level with ♥♥♥	71	Book Note	For reading all the books	96	Fisherman Note	When Ray gives you a present
45	Clink-Clank Note	For your first truffle shipment	72	Super Chef Note	For collecting 100 or more recipes	97	Traveler Note	When Basil gives you a present
46	Fire Prevention Note	For putting out your first bonfire	73	Second House Note	For constructing a second home	98	Male Note	When Bob gives you a present
47	Lost Child Note	For finding a lost child				99	Shy Guy Note	When Louis gives you a present
48	Mole-Whacking Note	For whacking !@ moles				100	Meek Heart Note	When Jamie gives you a present

## Tips on Obtaining Notes

### #3: 10,000 Steps Note

Until you get this note keep your pedometer with you unless you especially need the room. After you receive the note however you have no reason to carry it any longer, so you can put it away in your tool box and free up the inventory space.



### #5: Island Note

To reach the island, go to the end of the pier off the beach at the bottom of town and stand at the end, waiting for the dolphin to approach you. You can speak with the dolphin and feed it fish once per day to befriend it.

Once you have the dolphin at one heart, speaking with it gives you the option to ride it to the island. When you do this for the first time you receive your musical note.



## #6: Rock Climber Note

To reach Mt. Moon make sure you have your hammer upgraded at least once, and carry it with you. Climb the mountain paths to just before the suspension bridge, then go up to the cliff and "hug" it while you follow the paths leading continuously upward.

Eventually, you reach places blocked by too many stones and boulders to continue. Destroy as many as needed to go past—these stones and boulders remain destroyed, so if it's too much for your current stamina, go back home and rest to finish the job later.

Once you get past all of the stones and boulders you find what seems to be a cave entrance. Enter here to start a mini-game and climb the cliff. (See the relevant "Mini-games Roundup" chapter for more information.)

When you reach the top of the cliff for the first time and stand on the peak of Mt. Moon you receive the musical note.

## #7: Underground Lake Note

To receive this note you must reach the very bottom of the Lake Cave, accessible during the winter in the middle of Sunny Lake. Check the "Mining for Riches" chapter for more information on reaching the bottom. Once you enter level 100 of the Cave, you obtain the note

## #8: Night Owl Note

You receive this note when you are still awake at 5am, at which point you automatically return home and are put to bed for an hour.

Because this gives you almost no rest before the next day, wait to obtain it until you see a hurricane or blizzard forecast for the next day. Since you must sleep the entire day of such a storm, this is a good opportunity to stay up the night before without affecting your productivity.

## #9: Rain Note/#10: Sun Note

Both of these notes require your character to stay out and moving in the relevant weather for a long time. You can't enter any buildings, but instead must just stay outside for the whole stretch. Pick a day when you don't need to purchase seeds or other items, make sure you have all the tools that you need for the day, step outside, and wander around fishing, harvesting crops, and foraging for wild products until you receive the note. Then you can step inside to take care of any of your animals as needed.

## #11: Stationary Note

You don't actually need to be outside to obtain this note. If you want to avoid wasting precious game time, just place your character inside the house and set your controller down for a while. You don't lose your character's day, and you obtain the note after only a short while.

## #12: Lonely Wolf Note

Like the weather-related notes, this note is best to try for when you have nothing to purchase for the day. Just go about your business fishing, mining, and gathering crops, and ignore everyone around you.

### #13: Whistle Note

For this note you don't actually need to be outside, or near your animals. Whistling does take a small amount of stamina, which builds up over 50 whistles, but by placing your character inside the house and whistling repeatedly at the end of the day until you're about out of stamina, you can still obtain the note fairly quickly and easily.

### #14: Limitation Note

Since it's fairly easy to collapse when you're first starting, and may not be paying close attention to your stamina, you can easily wait to see if you obtain this note naturally.

If you're careful and don't gain it by accident, make sure you wait until the end of the day when you don't have anything else to accomplish, then use a tool inside a building until you reach zero stamina, and forcefully visit the clinic.



### #16: Poor Note

Since this note requires that you have only 100 gold or less at the start of a day, it means that you must not only spend any gold on hand, but cannot ship more than a few gold coins' worth of items on the day before you receive the note. Because of this, the note is best obtained very early in the game. Purchase your seeds and anything else you need to use at the start of the season before you get any crops ready to ship, then if you fish or collect other resources that day, put them in your furniture and store them to ship the next day, after receiving the note.

You may also wish to collect limestone or good clay to ship if you need them on that day, since those ship very cheaply. If you are careful, they won't take you over the limit.

### #17: Lucky Note

The coins referred to in this note's description are those that you unearth while using your hoe in the fields or mines.

If you don't receive the note naturally while tilling fields or mining, do your best to reach the bottom of the Moonlight Mine (see the "Mining for Riches" chapter for tips on that). On level 100 after you see the event and receive the power berry, you are free to explore, and the floor of this level is completely filled with coins for you to dig up with your hoe. This should take you over the top, if you haven't reached it already.

### #18: High Spirit Note

This can be obtained by drinking any of the sodas—from the Perch Inn, from the Moonlight Café, or even created at home. The cheapest option is usually to cook them up at home, if you have an aging pot and can afford to use so many ingredients. Otherwise purchase Very Berry Sodas at Moonlight Café for the cheapest option.

Since sodas make you sleepy, make sure you drink them at the very end of the day, when you have nothing else to do. You don't need to drink them all at one time, so feel free to work on the note bit by bit as you have a bit of spare money at hand.

### #19: BIRTH OF LIFE NOTE

Chickens do not count toward the requirement for this note, so you need to buy a horse, cow, or sheep and take it through a pregnancy to gain this note.

### #20: OWNER OF MOTHER EARTH NOTE

In this case, "divisions" are sections of land bought at the Workshop. Once you buy nine land purchases at that shop (since you start out with one), you gain the note. Cost doesn't matter, so if you just want the note and don't care about the land, go for the cheapest options.

### #21: SNOW NOTE

The generalities for this note are the same as for notes #9 and #10, but the main thing to keep in mind here is that you have only during the Winter each year to earn it. Thus you should make especially sure to take advantage of a snowy day when you have the chance.

### #24: EGG NOTE/#25: MILKING NOTE/#26: SHEARING NOTE

All of these notes deal with specifically the eggs, milk, and wool, and **not** their more expensive products such as mayonnaise and cheese. Even if you have the "maker" items that turn animal products into their more finished states, just ship the eggs, milk, and wool alone until you gain these notes. Any type of eggs, milk, and wool are good for it, so you can also ship good eggs and special eggs along with the normal eggs, for example.

### #28: GEM NOTE

Gems are separate from ores, and are mostly found in the Lake Cave accessible in Winter. There are gems available in the normal Moonlight Mine, especially the Moonstone, so you don't need to wait for Winter to receive this note. Check the "Mining for Riches" chapter for more details.

### #29: CALLING ANIMALS NOTE

As with the Whistle Note, you don't need to be out and near animals to obtain it. Once you have the bell, you only need to equip it inside the house and ring it twenty times. The bell does take a bit of stamina each time it's used, so make sure you have the stamina to spare, and do it over multiple days if necessary.

### #31: Big Eater Note

In this context, "meals" refers to anything that you eat, not necessarily cooked foods that you might normally think of as meals. If you're using foods to recover stamina at all, this note should come naturally over the course of the game.

### #32: Garbage Can Note

As the name of this note implies, you must actually throw the trash away into a garbage can. Just picking up an item and destroying it against the ground does not count toward this note.

### #36: Gardening Note

In this case, the flowers blooming can grow in the wild, not necessarily in your garden. It's still easy to gain the note regardless by growing a normal plot of 8 or 9 flowers from seed. If you have multiple types of soil in the plot just remember to leave the early-blooming flowers alone until enough others bloom to give you the musical note.

### #43: Horse Race Note

This note can be earned by winning **any** horse race, not just the highest-level one. See the "Mini-games Roundup" chapter on tips for winning one of these races and earning the note.

### #44: Bow-Wow Note

The Bow-Wow Note can be earned just by picking up your dog every day eventually, but you can speed up the process by feeding your dog food that he likes (not onions), and brushing him with the brush every day. Be careful not to strike him with any of your tools, which includes letting him get under the spray of a highly-leveled watering can.

### #45: Oink-Oink Note

As the text of the note says, you gain the note for actually shipping the truffle, not just finding it. Of course, this also means that you don't **need** to use your pig to find the truffle—if you happen upon it by luck and skill alone, you still get the note as soon as you ship the item.



## #46: Fire Prevention Note

Although the title "fire prevention" makes it sound like there is a large risk involved in creating a bonfire, really the only reason to put out such a fire is to earn this note. To accomplish this task equip the bonfire set, go outside the perimeter around your house, and use the set on a clear spot to create a bonfire. Then with water in your watering can, use the can on the same square that the bonfire is on to put it out. This gives you your musical note.

## #47: Lost Child Note

The text of this note refers to a special event that you unlock when you get both Tim and Meryl to two hearts each on their friendship meters. The event then triggers the next time you enter the door of your house. See the "Friend and Neighbors" chapter for more detail on this event.



## #48: Mole-Whacking Note

The moles sometimes wander around the more overgrown, less-public areas of Flower Bud Village. You can tell a mole is near by the strange digging sounds they make as they travel through the earth. When you hear a mole run around within the sound's perimeter until you find the actual animal, then equip your hammer and give it a good whack on the head! You usually have to pin the animal against a tree or other solid object in order to actually strike it.



## #49: Bluebird Note

This note is only available once you are eligible to propose to one of the potential spouses, which requires a friendship level of eight hearts with that spouse, as well as having a large bed actually laid out in your house. Mayor Theodore knocks on your door the next morning, and shows you how to get the feather needed for proposal. Once you win the mini-game to actually lay hands upon the feather, you gain the note at the same time.

## #50: Wedding Day Note

To hold the wedding for this note you need to gain the blue feather (see the previous note) and have your proposal accepted by one of the potential spouses. The day after your successful proposal you automatically hold a wedding, although holidays move the wedding ceremonies back until the next day.

## #51: Stork Note

Although the text for this note is a bit misleading, this note is actually received when you discover that your character or spouse (depending on your character's gender) is pregnant. This happens naturally around twenty days after a character's marriage.

## #52: Baby Is Born Note

Once your character or wife is discovered to be pregnant (again depending on character gender), the baby is born two months later. You are automatically given an event in the morning when you wake up, at the end of which you have both a new baby and this note.

## #53: You Can Walk Note

After your baby is born you must wait two months and increase its affection, and at the end you are rewarded with an event when you first wake up in the morning. It's time for your child's checkup, and thanks to your loving care your child takes its first steps.



## #68: Full Bloom Flowers Note

To earn this note you must ship at least one each of: moondrop flower, pinkcat flower, blue mist flower, green herb, purple herb, red herb, and orange herb. This note can be obtained your first Fall at the earliest.

## #69: Treasure Hoard Note

The ores needed for this note are: junk ore, copper ore, silver ore, gold ore, and rare ore. All can be found within the Moonlight Mine.

## #70: Animal Kingdom Note

Although it's not apparent by the brief description, to earn this musical note you must have your buildings filled completely to maximum with animals, and the barn must be at level 2.

## #71: Book Note

Here you must make sure you visit the Flower Bud Library during the Spring or Summer, and then again during Fall or Winter, reading each book on every shelf both times.

## #72: Super Chef Note

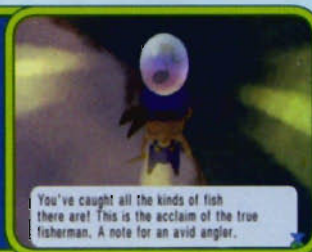
While it's called the "Super Chef Note," you don't actually have to cook a single meal to earn it. You only need to unlock 100 different recipes, which can be done simply by purchasing a few of the utensils at the Junk Shop.

## #73: Second House Note

To earn this note you must first purchase more land at the Workshop, then earn enough gold and lumber to purchase an extra house under "New Construction," also at the Workshop. This refers to a second physical house, not just an upgrade of the old one.

## #74: Expert Angler Note

For this note you must just catch each type of fish, not necessarily ship it. If you don't seem to be able to find the last fish or two, check the "Gone Fishin'" chapter for a full list and locations.



## #75: Master Angler Note

This is obtained after catching 100 separate fish, not 100 different **kinds** of fish. (In fact, there are less than 100 types of fish in the game.) Don't try to do this all at once, but instead make sure you fish a little in a day fairly often, and you'll gain the note before you know it.

## #76: Rubber Boots Note

This note refers to the left boot, right boot, and can that can be caught randomly when you successfully fish. Remember to throw this garbage in the garbage can, rather than littering on the road and annoying your neighbors.

## #77: Wild Note

To have a wild animal visit your home, get it to four hearts on its friendship meter. This works only for those creatures that have a friendship meter in the first place, and not for the dolphin which has a meter but is stuck in the ocean. To befriend an animal pick it up every time you see it, and to hasten the process feed it foods that it likes.



## #78: Art Note

To receive an aging pot you must view a certain event with Saibara, and for the painting you must have other events with Henry take place. See those two characters' information in the "Friend and Neighbors" chapter for details.

## #79: Very Rich Note

To get this note more quickly, stop purchasing land unless you really need it, and hold off on increasing your house to level five since this gives you no extra furniture to purchase anyhow. Once you reach 100,000 gold and gain the note you can then go on a shopping spree and purchase all that your heart desires.

If you're still having trouble saving up such money normally, wait until Winter, then make multiple runs to the Lake Cave per day to load up on gems and ship them out. Don't bother going too deep into the cave, since the most expensive jewels aren't so expensive that it's worth taking up so much precious time, when you can be shipping out more of the slightly cheaper but still costly gems in bulk.

## Notes #80-#99

All of these notes refer to the present you receive when you get a potential spouse up to just under three hearts, and receive a visit from them along with a present when you leave the house in the morning. While you can only marry someone of the opposite gender, you can get these lower-level presents and associated notes from **any** of the potential spouses, including those that you cannot actually marry in the current play-through due to your character's gender.

## Note #100: Meek Heart Note

Although it's found at the end of the regular present list, you don't get the present for Jamie and its note when you get him (or her) to just under three hearts. Instead for this note you must collect every other note on the list. Once you have 99 musical notes go to the Harvest Goddess Spring, where you view an event with Jamie, and receive the final note as a present.



## Note Rewards

After you reach certain note thresholds, you gain a reward the next time you enter the Harvest Goddess Spring. Usually these rewards are musical instruments which have no real effect, other than marking that you are closer to reviving the Harvest Goddess. If you collect ten or more notes between visits you must leave the spring and re-enter to get the second event.

Gaining 30 notes and 50 notes marks a more notable occurrence and better reward. Once you pick up 30 notes, you receive and eat a power berry, one of the most treasured items of the game. At 50 notes you awaken the Harvest Goddess, and from this point on you can enter the Harvest Goddess Spring to instantly restore all of your stamina (but not alertness).



*Every five notes gives you a new musical instrument, marking your progress toward your overall goal.*

Goddess  
Great work!  
I will replenish  
your energy.



*Once you've awoken the Goddess, you can return to the Spring to have your energy restored at any time.*

At 100 notes you also view a special event, but gain no real tangible reward.

## Note Thresholds

Reward	Received
Marimba	After 5 Notes
Timpani	After 10 Notes
Harp	After 15 Notes
Piano	After 20 Notes
Violin	After 25 Notes
Celli, Power Berry	After 30 Notes
Flute	After 35 Notes
Acoustic Guitar	After 40 Notes
Trumpet	After 45 Notes
Harvest Goddess Awakens	After 50 Notes
Final Note Collection Event	After 100 Notes



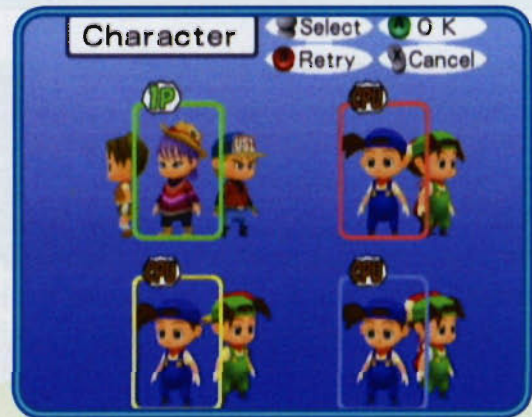




# Minigames Roundup

Along with starting a new game, loading a saved game, or changing options, you may also choose to play some of *Harvest Moon: Magical Melody's* mini-games right from the title screen.

Some of these are unique to this particular section. Others are unlocked through playing the game, but don't actually take place in mini-game form except in this section. There also the actual mini-games that occur within the game that can be played from this menu against computer or other human opponents. Each game consists of four characters pitted against each other, with those not played by humans being run by the computer.



From the title screen choose the "Mini Games" option and load the saved data from your memory card to play games that you have unlocked. You can choose any of the following mini-games you've unlocked thus far, or select the "choose randomly" option. Select "finish" to return to the title screen.

Once you've chosen your game, choose the character you wish to use. The computer uses the male or female main character sprites, so if you want to stand out, choose one of the other characters you have unlocked.

## Count Coliseum

This is one of the two games available that doesn't need to be unlocked via saved data. The game is simple in concept—as the title suggests, you count different objects to win.

There are five rounds to this game, with each player gaining points for a correct answer depending on how quickly they find it. When the game begins you are given an area (pen, pond, etc.) with a type of creature or fish roaming around inside. You are given a specific object to count, and only 20 seconds to do it in. Sometimes that particular creature is the only type of thing inside the enclosure, other times you have to count out the given animal while ignoring a second type also roaming around. For this purpose baby animals are separate animals from their parents—for instance if it tells you to count the cows inside a pen, do not include any calves in the total.



Once you have the total that you think is correct, press **1** to add one to the total, and **0** to add ten. The trick here is that you cannot see what you've currently got entered so far, so you have to count your button presses carefully. The totals next to each character are the points they've earned thus far in the game, not answers for each round. If you lose track or think you've messed up press **C** to clear the total and restart. When you have your answer keyed in, press **A** to give the response.

You gain 10 points for being first to respond correctly, 6 for being second, 4 for third, and 2 points as the last player to respond correctly. If you respond incorrectly, or don't answer, you get no points for that round. There isn't a penalty for answering wrong, but the limited time means that you may not get a second chance to respond. Characters must stand in line to give their responses and if the time runs out when someone is still waiting, they lose the chance to answer for that round.



Points are added to a character's total automatically as he or she gets a correct response, and the one with the most points at the end of the fifth round wins.

## Turf Battles

The second of the two games (that you don't need to unlock beforehand) revolves around using your hoe to dig up and claim your own turf. The goal is to have the most territory at the end of the three minutes.

The game starts with each character in a separate corner of the field, and four monkeys in the center grouped together. Once the timer starts, you have three minutes to turn as much of the turf to your own color as possible. The hoe your character uses is a goddess-level hoe from the game, which you can charge up in up to four stages to hit a progressively larger section of turf. Press **1** to use the hoe immediately, or press **1** and hold it to charge the hoe, releasing the button to release the charge. See the "Tools and Their Use" chapter for more details on charging tools if needed.



Be careful, if an opponent uses a hoe on turf that you have claimed, it's turned to their own color. Likewise, if a monkey is left alone on a section of claimed turf, it can turn up to 5 squares in a "+" shape back to neutral territory.

It's simple to win against the computer, although human opponents may be more difficult to beat. It's best, in general, to charge up your hoe as high as possible to change as much turf at once. Use a lower charge if you have only a smaller area left to turn in front of you. Change your opponents' turf in preference to changing neutral ground, since you are both benefiting yourself and penalizing them.



For the most part you can ignore the monkeys—the turf they turn neutral is a lot less than the turf you can change to your color with a quick charge, and they're slow about it to boot. If you're moving from a section of your turf with a monkey on it to a section of your opponent's turf go ahead and grab the monkey on the way past and drop it where it might do your opponent some harm, but otherwise leave them to go about their business.

The one other trick to watch out for (or use for your benefit) is interrupting a charge. If you are charging your hoe and someone else uses their hoe to change the turf you're standing on, it interrupts your charge and forces you to immediately swing the hoe as if you'd released **Ⓚ**. If it looks like an opponent is charging up to change a large sweep of your land and you're nearby, use this trick to break their momentum.

The game keeps a running total of the number of squares currently showing your color at the top next to your character's icon. At the end of 3 minutes the game ends, and the player with the most squares wins.



## Horse Race

The Horse Race is the first of the mini-games brought over from the main game, where you may participate in it each Spring and Fall 17th if you own an adult horse.

There are four races that you may enter adult horses in, and the race that they can enter is determined by their affection meters. Their stamina within the race is determined by their training meter ("T" meter), which increases slowly as you ride the horses around town and thus give them training.

When the race starts there are four jockeys lined up, with your own horse at the bottom of the screen. You have a few seconds while the fanfare sounds to prepare before the gate opens and the race starts. Before and during the race there are three speeds that a horse can race at. From slowest to fastest these are "Conserve," "Gettin' Along," and "Flying."

You can switch between speeds by pressing **⬆** to go faster and **⬇** to go slower. You can change speeds even before the gates open, allowing you to get off to a quicker or slower start. You can also get an additional quick burst of speed by pressing **ⓐ** to use the whip. The trade-off is that the faster you go, the more quickly you burn stamina, measured by the green bar beneath the horse's speed. If you run out of stamina you switch to "Conserve" and run even more slowly than normal, as the horse becomes totally winded.

Over the course of the race itself there are different objects to watch for along the four lanes. Grass appears in some spots, which slows you down slightly, so take the shortest route through grass when possible, but only if it won't cause you to miss a power-up.



The power-ups themselves are marked with an "X" in the radar along the bottom of the screen, and take the form of fruits and vegetables. Turnips and pontata roots restore stamina, while apples and carrots raise your speed. Many of these are scattered along the course when you start, and more may grow from spots along the course as you run the race.



If you use the right tactics you can win even against horses noticeably more well-trained than your own. The idea is to get out of the gate at "Flying" speed and position your horse to grab the nearest power-up, using the radar as a reference. Use the whip if you really must pull ahead of someone else trying for the same power-up, and pull over in front. Even the least-trained horse should usually be able to start reaching stamina power-ups before running out of steam, and this refreshes the meter, allowing you to reach the next one.

You should make sure that you stay in front throughout the race. Use the whip as needed to pull slightly ahead, rather than miss power-ups. Keep referencing the radar to see which lane you should switch over to for the next power-ups, but also keep an eye on the ground in case more power-ups come up right beside or in front of you unexpectedly.

There are a few slight differences in the version of the game that you access from the "Mini Games" option on the title menu. For starters, your horse's position depends on which controller port you use. The first player is at the top of the screen rather than the bottom. Each horse has an equal amount of stamina to start with, since you're not raising your own horses for the race. Also, watch the name of the race itself, as it may offer only one type of power-up, such as an all-stamina-bonus race.

In any case, the horse to reach the far left end of the course first is the winner. In the game version, this allows you to win a special prize and, for your first win, a musical note.



## Fishing Masters

This mini-game doesn't actually occur within the main game, but it is similar to the fishing that takes place whenever you use your fishing rod.

In this version, you are pitted against three other people, trying to win the most points within three minutes. Each fish you catch is worth a number of points based on its rarity. Whoever has the most points at the end of three minutes wins.

Freshwater fish are on the right, while the saltwater fish are on the left. The fishermen all stand on a long structure in the center and cast lines from there. Press **X** to cast your line, and press **X** again to set the hook when a fish bites, marked by a "!" sign and a brief vibration as the bobber dips under the water. Press and hold down **X** with a fish on your line to bring it in. See the "Gone Fishin'" chapter for more detailed instructions on fishing in general.



Once you have a fish in your hands, run toward the judge, Ray, at the bottom of the dock. Do not press **A** to hand the fish to him. Instead, just brush against him to get your points. If someone else is having a fish judged you have to wait your turn before he notices your fish, so be patient. If you happen to catch garbage (a can or boot), take it up to the top of the dock and the garbage can. If you throw it away without taking it to the trash you can lose points.



If you're playing against the computer, you may be able to block the other characters away from the judge to keep them from gaining more points. The computer characters tend to run straight down in a line toward the judge, so if you stand directly in front of their path they may just keep running in space instead of going around. Stand right next to the judge, and you can keep handing in fish and blocking the opponents at the same time, without even moving.

## Swimming Festival



The second mini-game taken directly from the main game, the Swimming Festival is a competition that takes place on the day of the Beach Festival, Summer 3rd. Four characters are pitted against one another, attempting to be the first to touch each of four colored buoys scattered around a pen of water.

Each of the four characters begins at a separate corner, and the buoys may be close to each corner, clustered toward the center, or anything in between. Your job is to swim using the **A** button to stroke and the control stick to choose your direction, and touch each of the four buoys in turn.

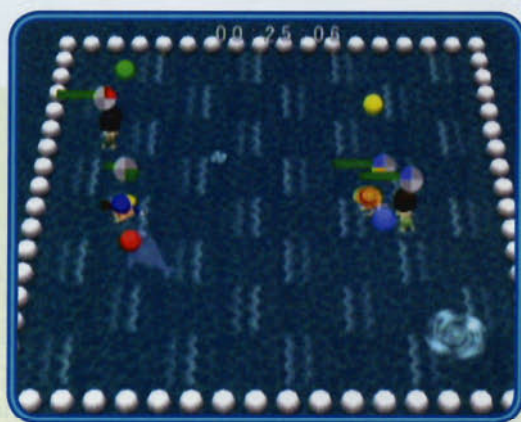


There are extra tricks to this. First off is your stamina, represented by a green bar over your head. Your stamina runs out fairly quickly and while it's gone, you move forward only very slightly if at all until the stamina recharges over a short period of time.

The water can also be a barrier to your progress. First, small whirlpools appear in some places, disappearing after a short time to perhaps pop up again elsewhere. If you touch one of these whirlpools even slightly you are dragged into the center, and kept there until the whirlpool vanishes.

Aside from the whirlpools, currents may also appear and disappear at random, although in this case all currents appear or vanish at the same time. Watch which direction the ripple of water in the current is moving, and if you enter that current you are dragged in that direction. This can be a benefit or a curse, depending on which direction you're trying to swim at the time.

Finally, there is a dolphin that swims around the pen with the characters. If it gets under you, it picks you up and carries you in a random direction. This can be beneficial as it moves you across the pen quickly, but there's also a big risk that the dolphin may move you in exactly the wrong direction, so try to avoid it unless you know you're going to lose unless you get the added boost.



To be quickest to reach all four buoys, immediately start swimming toward the closest one. Quickly plan out a path that takes you to each buoy in turn, so you don't have to backtrack across the entire pen. You can do this by going to each buoy in a clockwise direction, as opposed to swimming diagonally across to reach the next buoy.

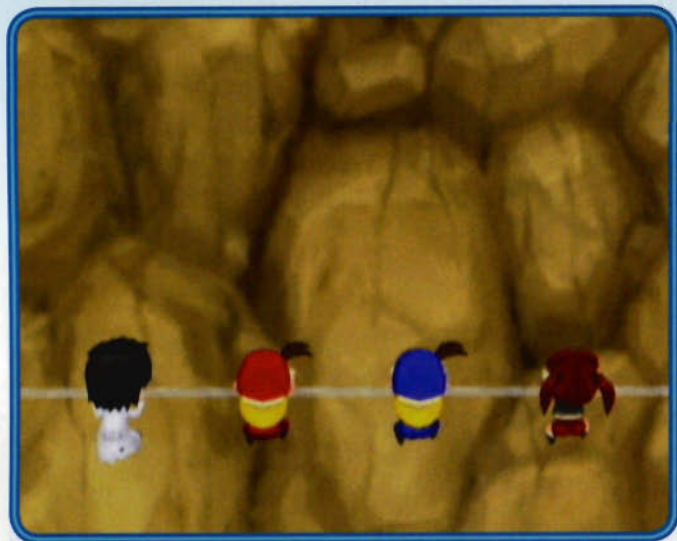
When swimming, time your **A** presses to swim in smooth, regular strokes. Your stamina runs out fairly quickly, but it also recharges quickly. If you need to wait for a whirlpool to move out of your way, you should have the time to recharge it anyway. Do your best to avoid the swirls of water, and use any currents you find to your benefit.

As you touch the buoys, each one lights up one-fourth of the colored pie above your stamina meter. If you are first to get all four colors wait for the match to end, and you win. Win during the actual game, and you receive a Power Berry the first time.

## Climb Hustle

The third and last mini-game taken from the game itself, the Climb Hustle is the activity you have to successfully navigate whenever you wish to climb Mt. Moon. In the game you are one sole climber just pitted against the rocks and loss of stamina, while in the mini-game you play from the title screen, you are pitted against other characters instead.

The match starts at one solid line stretching across a face cliff. To climb higher, press **A**, and you must press it repeatedly to keep up a steady climbing rhythm. You have clear sailing for a short while, but don't expect this to last for long!



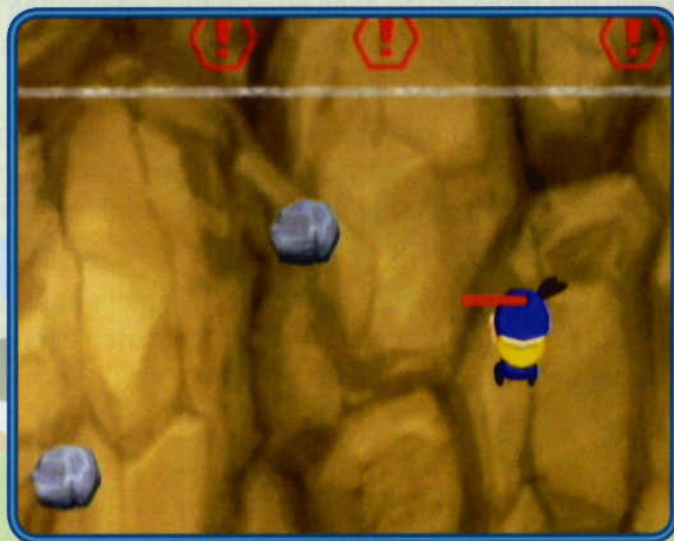
After a short time you start to see red warning signs flash on the cliff face above, a "!" inside a hexagon. This marks the spot where, in a few seconds, a boulder will fly down and smash into anyone directly below. Whenever you see this mark, move out of its path quickly before continuing your climb. If you're precise in your movements you can even squeeze in the single space between two boulders, though if you have a choice in the matter it's better to just give them a wide berth.



Another thing to watch out for is the wind along the cliff face. From time to time the action becomes slightly blurred by the wind blowing, and if you watch very carefully you can see small leaves and debris floating, showing you which direction the wind is going. Whenever you climb while a strong wind is gusting, it pushes you slightly in the direction it blows whenever you climb. Make sure that the wind doesn't push you into the path of a falling boulder—stand still if need be, and the wind cannot push you as long as you're not moving.

The path up the cliff face takes you past a single dotted line, and then finally the second solid line that marks the end of the climb. As soon as the lowest part of your legs goes above that line you are safe from rocks, and have crossed the finish line.

In the main game version of the mini-game, you have a stamina bar over your head, and you lose stamina whenever you are hit by a rock. If you lose all of your stamina, you are pushed down to the bottom of the cliff and forced to try again. In the version of the game off the title screen you struggle in a race against three other characters instead, with the rocks just causing you a precious lead against your opponents.



## Hammer Mine

This final game uses the mining activity as a basis, but turns it into a mini-game that isn't in the actual main game itself. Here, your goal is to pick up various gems and ores to earn points, with the more expensive and rare items giving more points. The character with the most points at the end wins.

Each character has a certain amount of stamina, measured by a bar under his or her icon. When your stamina runs out, you're done. To break crystals, or rocks, use your goddess-level hammer as you would in the game—press **B** to swing it, or hold **B** down until it charges to gold or goddess level (3 and 4 stages) to break open larger sections of rocks.

As soon as you break open a rock or crystal, run over the gems and ores that appear to pick them up. Charging your hammer is easier on your stamina and quicker, but make sure your opponents aren't too close and waiting to snatch up your prizes before you get to them.



You also have to watch out for your opponents' hammers. Strike a character with a hammer, and one of the gems or ores that they picked up flies out of their inventory and back onto the ground. Run over this quickly to pick it up and get the points instead. This means that they can do the same to you, so once you've got a comfortable lead spend your time and energy keeping away from your opponents before they can strike you.



Also, watch out for the mine gas trapped within some of the stones and crystals. Orange gas paralyzes you for a while, which is something you definitely want to avoid. White gas nullifies the effects of any other gas.

You have three minutes before the clock runs out and the game stops. Whoever has the most points at the end of the match wins.







# Shipping Price List

Following is a full list of items that can be shipped, to allow you to compare and contrast for the best prices and decide just what you'd like to focus on.

## Normal Crops

Name	Description	Shipping Price
Bell Pepper	Grows in Fall from seeds	49 / 70G / 140G
Breadfruit	Grows in Spring from seeds	105G / 150G / 300G
Cabbage	Grows in Spring from seeds	119G / 170G / 340G
Carrot	Grows in Fall from seeds	77G / 110G / 220G
Cocoa	Grows in Summer from seeds	112G / 160G / 320G
Corn	Grows in Summer from seeds	105G / 150G / 300G
Eggplant	Grows in Fall from seeds	84G / 120G / 240G
Onion	Grows in Summer from seeds	63G / 90G / 180G
Potato	Grows in Spring from seeds	100G (all)
Pumpkin	Grows in Fall from seeds	126G / 180G / 360G
Spinach	Grows in Fall from seeds	91G / 130G / 260G
Strawberry	Grows in Spring from seeds	140G / 200G / 400G
Tomato	Grows in Summer from seeds	150G (all)
Turnip	Grows in Spring from seeds	63G / 90G / 180G
Yam	Grows in Fall from seeds	80G (all)

*\*Most normal crop prices vary depending on the type of soil they are grown in.*

## Flowers

Name	Description	Shipping Price
Blue Mist Flower	Grows wild during the Fall	500G
Moondrop Flower	Grows in Spring from seeds or in the wild	40G (same)
Pinkcat Flower	Grows in Summer from seeds	150G

## Herbs

Name	Description	Shipping Price
Green Herb	Grows in Spring from seeds or in the wild	100G
Orange Herb	Grows in Fall from seeds or in the wild	130G
Purple Herb	Grows wild during the Spring	75G
Red Herb	Grows wild during the Summer	80G

## Tree Crops

Name	Description	Shipping Price
Apple	Grows in Fall	300G
Chestnut	Grows in Fall, sometimes wild	50G
Grape	Grows in Fall	220G
Orange	Grows in Summer, sometimes wild	200G

## Wild Crops

Name	Description	Shipping Price
Blueberry	Grows wild during the Summer	50G
Cayenne	Grows wild during the Summer	40G
Clam	Dug beside the shore from Spring to Fall	40G
Coral	Collected from the beach	35G
Honey	Collected in the mountains during Spring, Summer, Fall	83G
Mushroom	Grows wild all year	50G
Toadstool	Grows wild all year	60G
Truffle	Grows wild underground near trees during Fall and Winter	1000G
Very Berry	Grows wild during the Spring	45G

*\*Some wild crops are found under "herbs," "flowers" or "tree crop" tables.*

## Animal Products



Name	Description	Shipping Price
Blue Yarn	Yarn dyed with a blue mist flower	1700G
Butter	Made from milk	161G
Cheese	Made from milk	175G
Dull Wool	Clipped from a normal sheep	630G
Dull Yarn	Made from dull wool	840G
Egg	Laid by a chicken	56G
Failed Yarn	Yarn that wasn't dyed quite right...	810G
Good Butter	Made from good milk	230G
Good Cheese	Made from good milk	250G
Good Egg	Laid by a happy chicken	80G
Good Mayonnaise	Made from a good egg	120G
Good Milk	Milk from a happy cow	200G
Green Yarn	Yarn dyed with a green herb	1300G
Mayonnaise	Made from an egg	84G
Milk	Milk from a normal cow	140G
Orange Yarn	Yarn dyed with an orange herb	1330G
Pink Yarn	Yarn dyed with a pinkcat flower	1350G
Purple Yarn	Yarn dyed with a purple herb	1275G
Red Yarn	Yarn dyed with a red herb	1280G
Shiny Wool	Wool from a sheep with 4 hearts or more	1800G
Special Butter	Made from special milk	460G
Special Cheese	Made from special milk	500G
Special Egg	Egg from a chicken with 4 hearts or more	160G
Special Mayonnaise	Made from a special egg	240G
Special Milk	Milk from a cow with 4 hearts or more	400G
Special Yarn	Made from shiny wool	2400G
Wool	Clipped from a happy sheep	900G
Yarn	Made from wool	1200G
Yellow Yarn	Yarn dyed with a moondrop flower	1240G

## Fish



Name	Description	Shipping Price
Amago	Swims in the streams in Spring through Fall	100G
Blowfish	Swims in the ocean and near the island all year	3G
Bonito	Swims near the island during Spring through Fall	140G
Char	Swims in mountain streams during Spring to Fall	90G
Chulowfish	Swims in the ocean all year	5G
Crawfish	Swims in the river and lakes during Spring to Fall	10G
Crucian Carp	Swims in lakes all year	30G
Cureall	Swims in the streams from Spring to Summer	50G
Dace	Swims in the streams all year	15G
Flounder	Swims in the ocean during Spring and Winter	45G
Halfbeak	Swims near the island during Winter and Spring	35G
Halibut	Swims in the ocean during the Fall and Winter	50G
Huchen	Swims in the Sunny Lake from Spring to Fall	1000G
Jamasquid	Swims in the underground lake	1000G
Lampsquid	Swims near the island during the Summer to Winter	60G
Lobster	Swims in the ocean during the Winter	90G
Mackerel	Swims near the island during Fall and Winter	30G
Maple Flounder	Swims in the ocean during the Fall	60G
Opaleye	Swims near the island during Summer through Winter	60G
Rainbow Trout	Swims in the streams all year	35G
Salmon	Swims in the river during Fall	120G
Sardine	Swims near the island from Spring to Fall	25G
Saury	Swims near the island during Summer through Winter	30G
Shinapper	Swims near the island in Winter	200G
Shrimp	Swims near the island all year	100G
Silver Carp	Swims in ponds, lakes and streams all year	20G
Smelt	Swims in lakes all year	10G
Snadore	Swims near the island all year	250G
Snapper	Swims near the island during Spring and Summer	150G
Squid	Swims near the island all year	35G
Squid Prince	Swims near the island during Summer	1000G
Tuna	Swims near the island during Summer and Winter	300G
Yamame	Swims in the streams from Spring to Fall	80G
Yellowtail	Swims near the island during Fall and Winter	150G

## Other



Name	Description	Shipping Price
Branch	Split with an axe for a resource	10G
Old Stake	A weathered stake	5G
Stake	Used for making a fence	30G

## Mined Items



Name	Description	Shipping Price
Amethyst	A purple gem	220G
Aquamarine	A light blue, rounded gem	230G
Copper Ore	A cheap ore used for upgrading tools	50G
Diamond	A very expensive clear gem	500G
Emerald	A lovely green gem	330G
Gold Ore	An ore used for upgrading tools and making jewelry	150G
Good Clay	Cheap, but used in various pottery	10G
Junk Ore	An almost worthless ore	1G
Limestone	A stone needed for making fertilizer	5G
Moonstone	A common but lovely gem used for its glow	50G
Pontata Root	An herbal root used in medicines	30G
Rare Ore	An expensive ore used for upgrading tools, prized by some villagers	200G
Ruby	An expensive red stone	350G
Sapphire	A dark blue stone	250G
Silver Ore	An ore used for upgrading tools and making jewelry	100G
Topaz	An uncommon yellow stone	240G

## Accessories



Item	Cost	Sell Price
Amethyst Ring	750G	1320G
Amethyst Brooch	700G	1220G
Aquamarine Ring	800G	1330G
Aquamarine Brooch	750G	1230G
Coral Ring	550G	1135G
Coral Brooch	500G	1035G
Diamond Ring	1000G	1600G
Diamond Brooch	1000G	1500G
Emerald Ring	850G	1430G
Emerald Brooch	800G	1330G
Gold Ring	700G	1250G
Gold Brooch	650G	1150G
Moonstone Ring	550G	1150G
Moonstone Brooch	500G	1050G
Ruby Ring	850G	1450G
Ruby Brooch	850G	1350G
Sapphire Ring	800G	1350G
Sapphire Brooch	750G	1250G
Silver Ring	600G	1200G
Silver Brooch	500G	1050G
Topaz Ring	750G	1340G
Topaz Brooch	700G	1240G

## Foods



Name	Description	Shipping Price
Amago Sashimi	Raw amago prepared with a knife	110G
Anchovy	Sardine baked on a bonfire	35G
Apple Jam	Two apples boiled down in a pot	690G
Apple Juice	An apple mixed in a mixer	350G
Apple Pie	Pie dough, egg and an apple baked in an oven	1150G
Apple Soda	Two apples aged in an aging pot	740G
Baked Chestnut	Chestnut baked on a bonfire	60G
Baked Corn	Corn baked on a bonfire	160G
Baked Potato	Potato and butter in a frying pan	190G
Baked Yam	Yam baked on a bonfire	90G
Blowfish Sashimi	Raw blowfish prepared with a knife	113G
Blueberry Jam	Two blueberries boiled down in a pot into jam	190G
Blueberry Juice	Blueberry mixed in a mixer	100G
Boiled Egg	An egg boiled in a pot	140G
Boiled Spinach	Spinach boiled in a pot	190G
Bonito Sashimi	Raw bonito prepared with a knife	150G
Bonito Steak	Bonito prepared on a bonfire	250G
Bouillabaise	Tomato, onion, herb, shrimp, clam, and fish boiled in a pot	695G
Bread	Egg, butter, and breadfruit baked in an oven	610G
Broiled Blowfish	A blowfish prepared on a bonfire	113G
Broiled C. Carp	Crucian carp prepared on a bonfire	40G
Broiled Chulowfish	Chulowfish prepared on a bonfire	15G
Broiled Clam	Clam prepared on a bonfire	60G
Broiled Crawfish	Crawfish prepared on a bonfire	20G
Broiled Flounder	Flounder prepared on a bonfire	55G
Broiled Halibut	Halibut prepared on a bonfire	60G
Broiled Jamasquid	Jamasquid prepared on a bonfire	1010G
Broiled Lampsquid	Lampsquid prepared on a bonfire	70G
Broiled Lobster	Lobster prepared on a bonfire	100G
Broiled Mackerel	Mackerel prepared on a bonfire	40G
Broiled M. Flounder	Maple flounder prepared on a bonfire	70G
Broiled Nice Squid	Squid prince prepared on a bonfire	1010G
Broiled Opaleye	Opaleye prepared on a bonfire	70G
Broiled S. Carp	Silver carp prepared on a bonfire	30G
Broiled Shinapper	Shinapper prepared on a bonfire	210G
Broiled Shrimp	Shrimp prepared on a bonfire	110G
Broiled Snadore	Snadore prepared on a bonfire	260G
Broiled Snapper	Snapper prepared on a bonfire	160G
Broiled Squid	Squid prepared on a bonfire	45G
Broiled Tuna	Tuna prepared on a bonfire	310G
Broiled Yellowtail	Yellowtail prepared on a bonfire	160G
Cake	Breadfruit, egg, butter, and milk baked in an oven	810G
Caramelized Amago	Two amago stewed in a pot	290G
Caramelized C. Carp	Two crucian carp stewed in a pot	150G

## Foods

Name	Description	Shipping Price
Caramelized S. Carp	Two silver carp stewed in a pot	130G
Caramelized Smelt	Two smelt stewed in a pot	110G
Char Sashimi	Raw char prepared with a knife	100G
Char Meuniere	Char, breadfruit, and butter fried in a frying pan	580G
Cheesecake	Breadfruit, egg, butter, milk, and cheese baked in an oven	1080G
Cheese Omelette	Milk, butter, egg, and cheese fried in a pan	890G
Chestnut Cake	Breadfruit, egg, butter, milk, and chestnut baked in an oven	880G
Chestnut Pie	Pie dough, egg, and chestnut baked in an oven	900G
Chulowfish Sashimi	Raw chulowfish prepared with a knife	15G
Cocoa	Cocoa boiled in a pot with milk	470G
Cocoa Cake	Breadfruit, milk, egg, butter, and cocoa baked in an oven	990G
Cocoa Pudding	Cocoa, milk, and egg baked in an oven	570G
Corn Bread	Corn, butter, and an egg baked in an oven	590G
Corn Soup	Corn and milk stewed in a pot	410G
Cream Salmon	Salmon, butter, milk, breadfruit, onion, and carrot stewed in a pot	1530G
Deviled Egg	Boiled egg aged in an aging pot	250G
Eggplant Gratin	Butter, cheese, eggplant, and tomato baked in an oven	900G
Egg Sandwich	Bread, butter, mayonnaise, and boiled egg prepared with a knife	1120G
Flounder Meuniere	Flounder, breadfruit, and butter fried in a frying pan	535G
Flounder Sashimi	Raw flounder prepared with a knife	55G
Fried Veggies	Various veggies fried in a frying pan	310G
Grape Juice	Grape mixed in a mixer	270G
Grape Soda	Two grapes aged in an aging pot	580G
Grass Juice	Cabbage, bell pepper, spinach, and green herb mixed in a mixer	590G
Grilled Clam	Clam and butter fried in a frying pan	400G
Grilled Crawfish	Crawfish grilled in an oven	120G
Grilled Halibut	Halibut and herbs grilled in an oven	235G
Grilled Lobster	Lobster grilled in an oven	200G
Grilled Mackerel	Mackerel and herbs grilled in an oven	215G
Grilled R. Trout	Rainbow trout and herbs grilled in an oven	220G
Grilled Salmon	Salmon and herbs grilled in an oven	305G
Grilled Sardine	Sardine and herbs grilled in an oven	210G
Grilled Saury	Saury and herbs grilled in an oven	215G
Grilled Shrimp	Shrimp grilled in an oven	210G
Grilled Smelt	Smelt and herbs grilled in an oven	195G
Grilled Snapper	Snapper and herbs grilled in an oven	335G
Grilled Tuna	Tuna and herb grilled in an oven	485G
Halfbeak Sashimi	Raw halfbeak prepared with a knife	45G
Halibut Meuniere	Halibut, breadfruit, and butter fried in a frying pan	495G
Halibut Sashimi	Raw halibut prepared with a knife	60G
Herb Tea	Green herb heated in a pot	160G
Honey Cake	Breadfruit, milk, egg, butter, and honey baked in an oven	913G

## Foods

Name	Description	Shipping Price
Hot Milk	Milk heated in a pot	260G
Huchen Sashimi	Raw huchen prepared with a knife	1010G
Jamasquid Sashimi	Raw jamasquid prepared with a knife	1110G
Jamasquid Teriyaki	Jamasquid baked in an oven	1110G
Lampsquid Sashimi	Raw lampsquid prepared with a knife	170G
Lampsquid Teriyaki	Lampsquid baked in an oven	170G
Loyster Sashimi	Raw lobster prepared with a knife	100G
Marmalade	Two oranges boiled down in a pot into jam	490G
M. Flounder Meuniere	Maple flounder, breadfruit, and butter fried in a frying pan	700G
M. Flounder Sashimi	Raw maple flounder prepared with a knife	70G
Milkshake	Milk and egg mixed in a mixer	360G
Miso Mackerel	Mackerel stewed in a pot	140G
Mushroom Gratin	Butter, cheese, milk, and mushroom baked in an oven	880G
Mushroom Saute	Mushroom and butter fried in a frying pan	140G
Mushroom Soup	Mushroom stewed in a pot with milk	340G
Nice Squid Sashimi	Squid Prince prepared with a knife	1110G
Nice Squid Teriyaki	Squid Prince baked in an oven	1110G
Onion Soup	Onion, bread, butter, and cheese stewed in a pot	1310G
Opaleye Sashimi	Raw opaleye prepared with a knife	70G
Orange Cake	Breadfruit, egg, butter, milk, and orange baked in an oven	1030G
Orange Juice	Orange mixed in a mixer	250G
Pancake	Butter, breadfruit, milk, egg, and honey prepared in a frying pan	893G
Pickled Cabbage	Cabbage aged in an aging pot	280G
Pickled Eggplant	Eggplant aged in an aging pot	230G
Pickled Turnip	Turnip aged in an aging pot	200G
Pie Dough	Breadfruit, egg, and butter prepared with a knife	640G
Pizza	Pie dough, tomato, corn, onion, bell pepper and Cheese baked in an oven	1465G
Plain Omelet	Egg, milk, and butter fried in a pan	620G
Popcorn	Corn heated in a frying pan	210G
Potage Soup	Potato stewed in a pot in milk	390G
Potato Gratin	Potato, cheese, milk, and butter baked in an oven	930G
Pudding	Milk and egg baked in an oven	390G
Pumpkin Pie	Pie dough, egg, and pumpkin baked in an oven	1030G
Pumpkin Pudding	Pumpkin baked with milk and egg in an oven	590G
Pumpkin Soup	A pumpkin stewed in a pot with milk	470G
Quesadilla	Tortilla, tomato, onion, bell pepper, and cheese prepared with a knife	1100G
R. Trout Meuniere	Rainbow trout, breadfruit, and butter fried in a frying pan	675G
R. Trout Sashimi	Rainbow trout prepared with a knife	45G
Salmon Meuniere	Salmon, breadfruit, and butter fried in a frying pan	610G
Salmon Sashimi	Raw sashimi prepared with a knife	130G

## Foods

Name	Description	Shipping Price
Salted Amago	Amago baked on a bonfire	110G
Salted Char	Char baked on a bonfire	100G
Salted Cureall	Cureall baked on a bonfire	60G
Salted Dace	Dace baked on a bonfire	25G
Salted Halfbeak	Halfbeak prepared on a bonfire	45G
Salted Huchen	Huchen prepared on a bonfire	1010G
Salted R. Trout	Rainbow trout baked on a bonfire	45G
Salted Salmon	Salmon baked on a bonfire	230G
Salted Saury	Saury baked on a bonfire	40G
Salted Smelt	Smelt baked on a bonfire	20G
Salted Yamame	Yamame baked on a bonfire	90G
Sardine Meuniere	Sardine, breadfruit, and butter fried in a frying pan	515G
Sardine Sashimi	Raw sardine prepared with a knife	35G
Saury Sashimi	Raw saury prepared with a knife	40G
Seafood Gratin	Shrimp, clam, squid, butter, milk, and cheese cooked in an oven	975G
Seafood Pizza	Pie Dough, tomato, shrimp, clam, squid, and cheese cooked in an oven	1355G
Shinapper Sashimi	Raw shinapper prepared with a knife	210G
Shrimp Sashimi	Raw shrimp prepared with a knife	110G
Snadore Sashimi	Raw snadore prepared with a knife	260G
Snapper Sashimi	Raw snapper prepared with a knife	260G
Spicy Fried Veggies	Various veggies and cayenne fried in a frying pan	370G
Spicy Stew	Butter, carrot, onion, potato, and cayenne stewed in a pot	490G
Spinach Sauté	Spinach fried in butter in a frying pan	220G
Squid Sashimi	Raw squid prepared with a knife	145G
Squid Teriyaki	Squid prepared in an oven	145G
Steamed Clam	Grape soda and clam fried in a frying pan	750G
Stew	Milk, butter, breadfruit, onion, carrot, and potato stewed in a pot	1510G
Stewed Eggplant	Eggplant stewed in a pot	260G
Stewed Flounder	Flounder stewed in a pot	105G
Stewed Potato	Potato stewed in a pot	160G
Stewed Pumpkin	Pumpkin stewed in a pot	240G
Stewed Snapper	Snapper stewed in a pot	210G
Stewed Yam	Yam stewed in a pot	140G
Stewed Yellowtail	Yellowtail stewed in a pot	210G
Strawberry Jam	Two strawberries boiled down in a pot	490G
Strawberry Milk	Strawberry and milk mixed in a mixer	480G
Sunny-Side Up	Egg fried in a frying pan	140G
Toadstool Sauté	Toadstool fried in a frying pan with butter	150G
Tomato Juice	Tomato mixed in a mixer	200G
Tomato Omelette	Egg, milk, butter, and tomato fried in a frying pan	790G
Tomato Sandwich	Bread, butter, tomato, mayonnaise	1190G
Tomato Sardine	Sardine, tomato, and herb boiled in a pot	360G
Tomato Soup	Tomato and milk boiled in a pot	440G
Tomato Squid	Tomato, squid, and an herb boiled in a pot	370G

## Foods

Name	Description	Shipping Price
Tortilla	Corn and milk fried in a frying pan	440G
Truffle Sauté	Truffle and butter fried in a frying pan	1090G
Tuna Sashimi	Raw tuna prepared with a knife	410G
Tuna Steak	Tuna fried in a frying pan	450G
Veggie Juice	Carrot and spinach blended in a mixer	320G
Veggie Salad	Tomato, cabbage, corn, onion, mayonnaise and a boiled egg prepared with a knife	280G
Very Berry Jam	Two very berries boiled down in a pot	180G
Very Berry Juice	Very berry mixed in a mixer	95G
Very Berry Soda	Two very berries aged in an aging pot	230G
Yamame Meuniere	Yamame, breadfruit, and butter fried in a frying pan	570G
Yamame Sashimi	Raw yamame prepared with a knife	90G
Yam Pie	Yam, egg, milk, and butter baked in an oven	1300G
Yellowtail Sashimi	Raw yellowtail prepared with a knife	160G
Yellowtail Teriyaki	Yellowtail fried in a frying pan	300G
Yogurt	Two milk aged in an aging pot	540G

## Medicines

Name	Description	Shipping Price
Bravo Drink	Egg, pontata root, honey, and purple herb blended in a mixing pot	498G
Caffeine	Cocoa, milk, and cayenne blended in a mixing pot	610G
Potion	Green herb, honey, and pontata root mixed in a mixing pot	423G
Stamina Drink	Red herb, honey, and pontata root mixed in a mixing pot	403G

## Balms

Name	Description	Shipping Price
Blue Balm	A blue mist flower mixed in a mixing pot	1200G
Green Balm	Three green herbs mixed in a mixing pot	400G
Moon Balm	Three moonflower flowers mixed in a mixing pot	280G
Orange Balm	Three orange herbs mixed in a mixing pot	460G
Pink Balm	Three pinkcat flowers mixed in a mixing pot	500G
Purple Balm	Three purple herbs mixed in a mixing pot	350G

The following section covers the Gameboy DS™ version of Harvest Moon®

# Help Rescue the Harvest Goddess!

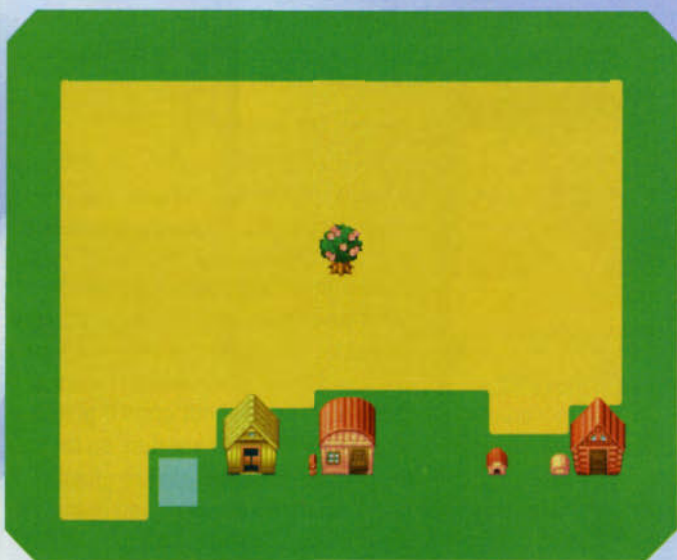


Even though the Harvest Goddess is kind and gentle, not everyone loves her. The Witch Princess is annoyed by her cheery disposition and hates that she says "Tadaa!" all the time. In an effort to get her to stop, the Witch Princess casts a spell. The spell goes wrong and the Harvest Goddess is teleported to parts unknown. This actually upsets the Witch Princess, since she no longer has a nemesis around to fight with. She decides to send the Harvest Sprites in search of her and this is where you enter. The Witch Princess tells you that the only way to rescue all of them is to work hard on your farm.



Harvest Moon: DS

## Your Farm



### Adding Buildings



When you start a new game, the majority of your farm consists of undeveloped land. There is a small house, horse stable, water well and a shipping bin located next to Takakura's house. When, where and from what materials (fodder, lumber, stone, or gold lumber) you choose to build the rest of your farm is up to you.

### Gather Materials



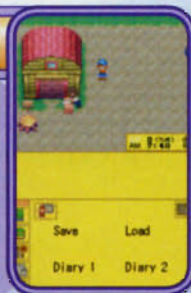
The first step in developing your farm is gathering materials. You can purchase any of the building materials from Gotz, however it costs considerably less to cultivate/gather them yourself. Gather fodder by growing grass in your fields and harvesting it when it is ready. Lumber and stone can be found on your farm and throughout the Valley. Gold lumber can only be obtained from a special event with Thomas or by purchasing it from Gotz.



### Materials

#### Fodder

Fodder is the most unstable material available. Fodder buildings are inexpensive to construct, but are also the least likely to make it through a storm. Rainy and even sunny days have seen fodder buildings collapse.





## Lumber

You can easily find lumber throughout the Valley. While sturdier than Fodder, a building made with lumber will most likely fall apart in a heavy storm.

## Stone

Stone is the most durable and economic material to build with. There is a very small chance that a building constructed with stone will sustain damage in a storm, but overall it is very stable.



## Gold Lumber

Gold lumber is indestructible, but at 100,000 G per piece, it really isn't practical.



## Growing Crops



Growing crops is integral part of having a successful farm. Harvested crops can be sold, used in recipes or given as gifts. There are four types of fields that you can plant your crops, and they each have a different rate at which they grow.

The first type of field, which is located around town, has a slow growth rate. The second type of growing fields are located on your farm, this includes the spaces you gain when you add basements to your home. Any crops planted here will grow at a normal rate. The third type are the fields located around the waterfall and the mine. Crops will grow at a faster rate here than those planted on your farm. The fourth and final field type is located through a secret entrance behind the waterfall and will yield the fastest growth rate. To get to it, you must travel to the 255 level of the second mine and obtain the legendary sword. Once you have the sword you can break the surrounding rocks to access the field.

The rate of growth for these fields vary by one day, so if it takes cucumbers ten days to grow on your farm, it takes eleven if you plant in the town fields, nine if you plant by the waterfall and eight if you plant in the field through the secret entrance.

## Crop Growth Normal Speed



Season	Seed Type	Days of Growth	Days to Re-growth
Spring	Turnip	5	
Spring	Potato	8	
Spring	Strawberry	9	2
Spring	Cucumber	10	2
Spring	Moondrop Flower	7	
Spring	Toy Flower	13	
Summer	Onion	8	
Summer	Tomato	10	2
Summer	Corn	15	3
Summer	Pumpkin	15	
Summer	Pineapple	21	5
Summer	Pinklot Flower	7	
Fall	Spinach	6	
Fall	Yam	6	2
Fall	Carrot	8	
Fall	Pepper	8	2
Fall	Eggplant	10	3
Fall	Magic Red Flower	11	

Crops can be planted in a 3x3 area, but until you have the Mystrile watering can, it is recommended that you leave one square open on the outer edge so that you can water and harvest all of your crops.



In addition to vegetables, you can plant tree seeds and harvest fruit. One bag of seeds yields one tree and you will need to till a 2x2 area for each one planted. Trees will not grow if planted directly next to one another, so be sure to leave at least one square of soil

between them. When you sow your tree seeds, stand in the top left square of your 2x2 area. Until they are saplings they should be watered daily. It takes several seasons before they mature and bear fruit.

You can use the Seed Maker to increase your seeds level. Seeds start at level one and can go all the way to level one hundred. As you may have guessed, the higher the seed level, the more money you will make on your harvest. You can upgrade vegetables, flowers and fruit seeds.

Before you can get the Seed Maker, Gotz must build a Maker Barn to store it in. The Maker Barn uses 360 pieces of material and the cost breakdown is as follows:

### Gather Your Own Materials



Fodder	Lumber	Stone	Gold Lumber
3,000 G	30,000 G	60,000 G	600,000 G

### Buy Materials from Gotz



Fodder	Lumber	Stone	Gold Lumber
10,200 G	48,000 G	132,000 G	36,600,000 G



To purchase a Seed Maker, call Saibara's shop and have Gray make it for you. You must have one piece of Adamantite (mine 3) and 20,000 G. You can also purchase a Can Food Maker to can grown crops and sell at a higher value.



### Shipping Values Level 1



Crop	Normal Shipping	Canned Shipping
Apple	100	150
Banana	300	450
Cabbage	250	375
Carrot	120	180
Corn	100	150
Cucumber	60	90
Eggplant	80	120
Grapes	200	300
Magic Rad (blue)	80	120
Magic Rad (red)	200	300
Moondrop Flower	60	90
Onion	80	120
Orange	200	300
Peach	250	375
Pepper	40	60
Pineapple	500	750
Pinkcat Flower	70	105
Potato	80	120
Pumpkin	250	375
Spinach	80	120
Strawberry	30	45
Yam	100	150
Tomato	60	90
Joy flower	130	195
Turnip	60	90

### Raising Livestock



There are several animals your farm can sustain. When you first start the game, you already have a dog and a cat. If you train your dog with the ball that Thomas gives you, your dog chases away any stray dogs that may come to your farm after 8:00 pm.

Once you've shipped 1,000 items, Takakura brings you a horse. Your horse can be used to ship items and ride around the valley, which is great because your travel times are much faster than by foot.

If you add a bird shed and a barn to your farm, you can purchase Chickens, Cows and Sheep. If you have a pond built, Ducks become available to purchase as well. You can have up to twenty eight different animals but you must make sure you have enough barns/sheds to hold them.

### Chickens and Ducks

You can raise both chickens and ducks on your farm. You need to have bird sheds for them to live in.





## Poultry Barn

### Gather Your Own Materials

Fodder	Lumber	Stone	Gold Lumber
500 G	5,000 G	10,000 G	100,000 G

### Buy Materials from Gotz

Fodder	Lumber	Stone	Gold Lumber
8,900 G	26,000 G	94,000 G	42,100,000 G

## Duck Pond

### Gather Your Own Materials

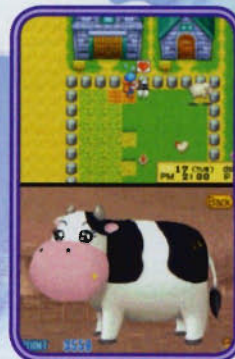
Fodder	Lumber	Stone	Gold Lumber
n/a	n/a	100,000 G	n/a

### Buy Materials from Gotz

Fodder	Lumber	Stone	Gold Lumber
n/a	n/a	220,000 G	n/a

## Cows and Sheep

Once you've had Gotz build a barn for you—you can purchase cows and sheep from Rick at the Yodel Ranch. If your grass is fully grown you can leave your cows and sheep outside, but if it is going to rain be sure to put them inside the barn, leaving them out makes them sick.



## Barn

### Gather Your Own Materials

Fodder	Lumber	Stone	Gold Lumber
600 G	6,800 G	13,000 G	130,000 G

### Buy Materials from Gotz

Fodder	Lumber	Stone	Gold Lumber
10,480 G	31,800 G	101,300 G	50,130,000 G

# The Valley



## The People of the Valley

### Kai

**Birthday: Summer 22**



Kai is a happy-go-lucky traveler that visits the Valley in the summer. He runs a concession stand on the beach. He loves to receive Pineapple, Eggs, Yogurt and Wine. He is not fond of Mushrooms, Bamboo Shoots and Turnips.

### Nina

**Birthday: Spring 28**



Nina is Galen's wife, she has a sweet disposition and loves to chat about the Valley and how great it is. To get on her good side, give her Wool, Bodigizer XL, Diamonds and Greens. She doesn't like Mayonnaise or Chocolate.

**Marlin****Birthday: Spring 24**

Marlin is Vesta's brother who moved to the valley to live a less stressful life. If you aren't his friend he is a bit stand-offish, but once you've gotten to know him, you'll find that he is a good guy. Marlin likes Wine, Rice Cakes and Colored Grass. Tempura puts him in a bad mood.

**Gotz****Birthday: Fall 02**

Gotz is a carpenter that lives in Mineral Town but often works in the Valley. He loves Apples, Truffles and most Vegetables. He really doesn't like any of the Accessories, Ores and most of the Gems.

**Wally****Birthday: Fall 10**

Wally moved his family to the Valley so that they could exercise in the clean air and wide open spaces. Being a health nut, he loves Yogurt, Grape Juice and Vegetable Stir-fry. He is not fond of Mayonnaise or Wine.

**Griffin****Birthday: Summer 13**

Griffin runs the local bar and mixes up some really good stamina building drinks. He likes to receive Fish and Wine as gifts and would rather you didn't offer him Truffles, Colored Grass or Jam.

**Dr. Hardy****Birthday: Spring 12**

Though Dr. Hardy seems a bit creepy, he's actually harmless. He is Romana's personal physician and has good tips about staying healthy. Give him any Colored Grass, Truffles or Fish and he'll be in heaven. Toy Flowers, Fried Potatoes and Curry dishes will really disappoint him.

**Galen****Birthday: Winter 09**

Galen looks a bit grumpy, but once you talk to him you realize he is really just a nice old man with plenty of stories. He loves Fish (especially if it is boiled), Buckwheat dishes and Tempura dishes. He isn't fond of Mayonnaise, Chocolate and Curry dishes.

**Van****Birthday: Fall 01**

Van is a traveling salesman that is in town on days that end with three or eight. You can find him upstairs at the Inner Inn. He likes Truffles, Mayonnaise, Chocolate and Cookies. He hates flowers, Colored Grass and Jam.

**Cody****Birthday: Winter 28**

A true artist at heart this shy mammoth of a man is perfectly content living the quiet life in the Valley. If you befriend him, he gladly teaches your son his craft. His favorites are Wool, all Ores and Vegetable Stir-fry. He doesn't like Fish and Curry dishes.

**Barney****Birthday: Summer 04**

Barney is the ringmaster of the circus that moves to town after your son is born. He likes Wine, Rice Cakes and Jambuns. Don't give him Colored Grass, Ore or Gems.

**Gustafa****Birthday: Spring 03**

Gustafa is the local Bohemian. He plays many instruments and if you are good friends with him he teaches your son to play music. He is fond of Popcorn and Curry dishes. He doesn't like Mushrooms, Bamboo Shoots and Fish.

**Vesta****Birthday: Summer 28**

Vesta runs the only other farm in the Valley. She really likes Pinkcat Flowers, Magic Grass and Curry dishes. She does not like Colored Grass, Bodigizer and Wine.

**Darryl****Birthday: Summer 29**

Darryl is a scientist, some might say a mad scientist, but mostly he's just preoccupied. If you are friends with Darryl, he teaches your son about the sciences. He loves Fish and Omelets. He does not enjoy Milk, all Accessories and Curry dishes.

**Chris**

**Birthday: Spring 20**



Chris works in another town but lives in the Valley with her husband Wally and their son Hugh. She likes Diamonds, Chocolate and Cake. She doesn't like Fish or Curry dishes.

**MukuMuku**

**Winter: 01**



MukuMuku is a yeti that comes down into the Valley in the winter. It likes Flowers, Egg dishes and Baked Potatoes. It doesn't like Chocolate or Colored grass.

**Carter**

**Birthday: Spring 11**



Carter runs the dig site at the mines. If you are his friend he teaches your son all the wonders of discovery through excavation. He likes Lithographs, Vegetable Stir-fry and Sob dishes. He hates Strawberries and Curry dishes.

**Patrick**

**Birthday: Winter 11**



Patrick is the other half of the Pyrotechnic Twins. He likes Diamonds, Wine and Curry dishes. He doesn't like Truffles or Chocolate.

**Kate**

**Birthday: Summer 15**



Kate is a little girl that lives with her father Grant. She's a bit precocious, but cute nonetheless. She likes Cheese, Minerals and Curry dishes. She Doesn't like Cucumbers, Eggplant or Carrots.

**Romana**

**Birthday: Spring 02**



Romana is the matron of the Valley. From her mansion on the hill she watches over the inhabitants. She likes Flowers, Grapes and Relax Tea Leaves.

**Kassey**

**Birthday: Winter 11**



Kassey is one half of the Pyrotechnic Brothers. Together they make fireworks that are the talk of the area. He enjoys receiving Jewelry, Rice Cakes and Grape Wine as gifts. He doesn't like Mushrooms, Mayonnaise or Tempura dishes.

**Rock**

**Birthday: Spring 09**



Rock is a happy go lucky young man. He is Ruby's son and lives his life without a care in the world. He likes Truffles, Cheese and Yogurt. He does not like Wool, Happy Eggplant and Tempura dishes.

**Mimi**

**Birthday: Fall 04**



Mimi is a member of the traveling circus that comes to town. She likes Grapes, Truffles and Cake. She doesn't like Fish and Colored grass.

**Ruby**

**Birthday: Summer 11**



Ruby runs the Inner Inn. She's a master chef with a wealth of knowledge about the local dishes. She likes all Frying Pan dishes, Pot dishes and Oven dishes. She isn't fond of Flowers, Wool or Ores.

**Murrey**

**Birthday: Fall 29**



Murrey is a mountain man with a limited vocabulary. He likes Eggs, Milk and Cheese. He doesn't like Flowers, Ores or Minerals.

**Grant**

**Birthday: Winter 03**



Grant moved to the Valley with his daughter Kate to enjoy a slower paced lifestyle. He likes Wine, Noodle dishes and Toast. He des not like Ores, Minerals or Jams.

## Sebastian

**Birthday: Fall 23**



Sebastian is Romana's butler. He has taken care of her since she was a young woman and is not so secretly in love with her. He likes all Flowers, Boiled Fish and Curry dishes. He's not fond of Mayonnaise, Fried Potatoes and dishes made with Corn.

## Takakura

**Summer 18**



Takakura is the farm hand that lives on your ranch. He knows a lot about farming and is always ready to answer your questions. He really likes Bananas, Fish and Stew. He doesn't like Carrots or Chocolate.

## Hugh

**Birthday: Fall 28**



Hugh is Wally and Chris's son, he spends his days exploring the Valley. He is especially intrigued by the rumors about Sprites that live by the Goddess Pond. He likes Milk, Curry dishes and Cake. He doesn't like Carrots, Cheese and Greens.

## Thomas

**Birthday: Summer 25**



Thomas is the Mayor of Mineral Town. He lost at Rock—Paper—Scissors and must now pick up your shipping. If you help him out when he asks, he gives you a piece of Gold Lumber. He likes Jewelry and Cheese Fondue. He really doesn't like Ores and Gems.

## Potential Brides

There are nine potential brides, each of them has their own distinct personality and they each make good wives for different reasons. All nine of them have other gentlemen already courting their affection. These rivals won't cause you much grief, but it is harder to become their friends if you go after their love interest. If you insert Harvest Moon® Friends of Mineral Town or Harvest Moon® More Friends of Mineral Town into Slot 2 of your Nintendo® DS, the girls of Mineral Town become potential brides as well. You can earn 800 love points a day, and when your girlfriends heart beats bright red she is ready for a proposal with the blue feather. To better your chances try to take part in her Heart Events.



## Valley Girls

### Flora

**Birthday: Winter 16**

**Rival: Carter**



Flora works at the dig site with Carter. She's not a great cook, but appreciates a good home cooked meal, especially if you have prepared it for her. Flora likes Rainbow Curry the most and absolutely hates Red Grass.

### Heart Events

**Black**—Visit the dig site between 10:00 pm and midnight to view this event. Flora thinks you are a suspicious person for visiting so late.

**Purple**—Go to the Inn on any day other than Tuesday between 11:00 am and 1:00 pm. Flora thinks the Inn sells her favorite drink but it does not.

**Blue**—Walk into the dig site area between 9:00 pm and 11:00 pm on any day except Monday. Flora has discovered the hot springs and wants to share it with you.

**Yellow**—Go into the dig site any day but Tuesday. Flora will share her deep thoughts.

### The Harvest Goddess

**Birthday: Spring 08**

**Rival: None**



Getting the Harvest Goddess to marry you is no easy task. You must find all one hundred and one of the Harvest Sprites, ship over 10,000 pieces of produce, give her 500 Gifts, and find one of every item in the mines. In addition, you must also be in your 5th year of game play, have shipped at least 1 of every possible item, and have found the Super field behind the waterfall. The Harvest Goddess loves Strawberries and be sure not to give her Chocolate.

### Heart Events

**Black**—Unlock 60 Harvest Sprites.

**Purple**—Walk 10,000 steps, ship 10,000 produce items, catch 10,000 fish, reach 10th floor of the first mine, and then throw an item into the Goddess Pond.

**Blue**—Unlock all 9 Harvest Sprite Station channels, visit the Witch Princess and then throw an item into her pond.

**Yellow**—Give her at least 500 gifts and then throw an item into her pond.

**Keria**

**Birthday: Winter 26**

**Rival: None**



Keria lives on the two hundred and fifty fifth floor of the second mine. Though not quite as difficult to marry as the Harvest Goddess, it is a very big commitment to try for her love. Her favorite gift is Golden Lumber and she despises Rice Balls.

**Heart Events**

**Black**—Dig your way down to the 255th floor of the second mine and give her Ultimate Curry.

**Purple**—Head down into the second mine again, when you get to her floor give her Relax Tea.

**Blue**—Go to her room, there is a sign next to her bed that will tell you that she wants a jewel and what that jewel is. It is random, so you might want to bring one of each with you.

**Yellow**—Take Keria her favorite, Golden Lumber.

**Birthday: Summer 05**

**Muffy**

**Rival: Griffin**



Muffy works and lives at the Blue Bar. She is a cute and cheerful young woman and loves receiving gifts that you can find around the Valley. Her favorite is homemade Apple Pie but you can get by on giving her the jewelry you dig up at the dig site. Be sure not to give her a small fish because it does not impress her.

**Heart Events**

**Black**—Head over to the Blue Bar between 3:00 pm and 5:00 pm. Muffy inquires about what girl is your type.

**Purple**—Visit the beach on any rainy day other than Wednesday between 10:00 am and 11:00 am. Muffy asks for your advice about a problem she has.

**Blue**—Go to the Blue Bar between 6:00 pm and 8:00 pm on any day except Wednesday. There's a new menu item for sale at the Bar and she wants you to try it.

**Yellow**—Enter your house and then exit on a Summer day between 6:00 am and noon. Muffy asks you on a date.

**Birthday: Summer 30**

**Leia**

**Rival: Darryl**



To meet Leia, you must be good enough friends with Darryl to be invited into his basement for a tour. When you are down there you are introduced to Leia. When she returns to the ocean, look for her along the beach on Wednesdays after midnight. Make sure you have a pond before you propose. She loves large Fish and Sashimi and dislikes pretty much everything else, especially Weeds.

**Heart Events**

**Black**—Raise Darryl's friendship level to 100 and he will invite you on a tour. Leia will introduce herself to you.

**Purple**—On your way past Darryl's house you overhear a conversation and draw the wrong conclusion.

**Blue**—Head to Darryl's basement and assist Leia with a cooking experiment.

**Yellow**—Take her the message in a bottle that you find and she will return to the ocean.

**Birthday: Fall 24**

**Nami**

**Rival: Gustafa**



Nami is a hardened world traveler who seems to have not much interest in making friends. You'll know once you've gotten on her sweet side as her sarcasm is replaced with caring. Her favorite gift is Gratin but be sure not to give her Grape Jam.

**Heart Events**

**Black**—On a rainy Tuesday go to the Inner Inn and ring the front desk bell until Nami comes out and gives you her two cents.

**Purple**—go to the Inner Inn between six a.m. and Noon, Nami asks you about farming.

**Blue**—Nami will visit your farm.

**Yellow**—In the Spring, exit your house between six a.m. and Noon, Nami asks you on a date.

**Birthday: Winter 29**

**The Witch Princess**

**Rival: None**



To win the heart of the Witch Princess, you need to be a mischievous and careless farmer. You must, in fact, pass-out one hundred times before she considers marrying you. Her favorite gift is Rainbow Curry and she hates Peaches.

**Heart Events**

**Black**—Visit the Witch Princess, at her home, between six a.m. and Midnight.

**Purple**—Go to the Harvest Goddess pond between six a.m. and midnight. To trigger this event, you must also have littered ten times, neglected at least fifty of your sick animals, offered a poisonous mushroom five times at the Harvest Festival, tried to leave the Valley at least ten times, freed the Harvest Goddess, passed out at least five times, and given the Witch Princess ten or more presents.

**Blue**—After you have given the Witch Princess one hundred gifts, visit her at home between six a.m. and midnight.

**Yellow**—After you learn the recipe for Elli Leaves, empty your rucksack and head over to the Witch's house between six a.m. and midnight.

**Birthday: Spring 29**

**Lumina**

**Rival: Rock**



Lumina is Romana's granddaughter and lives in the Villa. She is an accomplished piano player but doesn't have a lot of life experiences. She loves Relax Tea and hates Elli Leaves.

**Heart Events**

**Black**—Enter the Villa between 4:00 p.m. and 8:00 p.m., you find Lumina arguing with Romana.

**Purple**—After you purchase the DVD player and some DVD's from Van, Lumina comes by the farm and asks to watch them.

**Blue**—Go to the Goddess Pond between 1:00 p.m. and 8:00 p.m., Lumina has lost her necklace and asks you to help her find it.

**Yellow**—Visit Lumina in her room at the Villa between 9:00 p.m. and 11:00 p.m. You find her waiting for Van to deliver her very own DVD player.

**Celia**

**Birthday: Spring 06**

**Rival: Marlin**



Celia is one of the easier girls to court in the Valley. She doesn't need to be impressed by fancy gifts and doesn't require much maintenance. Bring her Cake and she'll be happy, be sure to not give her Pickles though.

**Heart Events**

Black—Visit Vesta's house between 6:00 p.m. and 7:00 p.m. on any day except Monday. See Celia try to help Vesta out with the dishes.

Purple—Go to the Goddess Pond between 3:00 p.m. and 6:00 p.m. on any day except Monday. She ask that you to walk her home.

Blue—Go to Dr. Hardy's clinic on a rainy day between 6:00 a.m. and noon.

Yellow—Go drinking at the Bar when Celia and Griffin are inside.

**Elli**

**Birthday: Spring 16**

**Rival: Dr. Trent**



Elli, like Celia, is easy to court. She's not very picky about gifts, just don't give her Tomato Juice. She takes care of her grandmother and younger brother back in Mineral Town and work's for Dr. Trent.

**Heart Events**

Black—On Wednesday, use up your stamina until you pass out. Elli will help you recover your strength.

Purple—Walk towards the Villa on a rainy Wednesday between 3:00 p.m. and 6:00 p.m.

Blue—Go into Romana's room in the Villa on Wednesday between 1:00 p.m. and 7:00 p.m. Elli is there to massage Romana's legs.

Yellow—Exit your farmhouse between 6:00 a.m. and 10:00 a.m. Elli is there to give you Elli Leaves.

**Mineral Town Girls**

If you choose to go after the heart of a Mineral Town girl be aware that once you are married, you move to Mineral Town and your game is over!

**Ann**

**Birthday: Summer 17**

**Rival: Cliff**



Ann is the stressed out daughter of Doug, the owner of the Inn in Mineral Town. She's a decent cook, but doesn't have much self esteem. Her favorite gift is Cheese Fondue and will not accept Golden Lumber.

**Heart Events**

Black—Go to the Inn on Friday between 1:00 p.m. and 9:00 p.m. Ann is there to help Ruby cook.

Purple—Go to the Inn on a rainy Friday between 1:00 p.m. and Midnight. She's in town to do a little shopping.

Blue—You bump into her as you leave your house on a Friday between noon and 6:00 p.m. Walk with her to Kassey and Patrick's house.

Yellow—Go to the Blue Bar on Friday between 5:00 p.m. and 8:00 p.m. Ann and Muffy are arguing with one another.

**Karen**

**Birthday: Fall 15**

**Rival: Rick**



Karen works at the supermarket in Mineral Town. She's not a great cook, but at least she tries. To win her heart, give her homemade Pizza. She's not much of a health nut so don't try giving her Elli Leaves.

**Heart Events**

Black—Visit Vesta's seed store on Tuesday between 3:00 p.m. and 5:00 p.m. Meet Celia and Karen.

Purple—Go to the Blue Bar on Tuesday between 6:00 p.m. and 10:00 p.m. and spend the evening drinking with her.

Blue—Go to the 2nd floor of the Inner Inn on a Tuesday between 6:00 a.m. and 9:00 a.m. She invites you to go on a walk.

Yellow—Visit the Blue bar on a Tuesday between 6:00 p.m. and 10:00 p.m.

**Popuri**

**Birthday: Summer 03**

**Rival: Kai**



Popuri works at the Poultry Farm in Mineral Town. She's not the smartest girl but means well. Being that she works with chickens, Omelet Rice is her favorite present. Be sure not to give her Wine.

**Heart Events**

Black—She appears outside your house on Sunday. Popuri thanks you for purchasing items from the poultry Farm.

Purple—Visit Takakura's house on Sunday between 8:00 a.m. and 4:00 p.m. Popuri is there learning from Takakura.

Blue—Go to the Inner Inn on a rainy Sunday between 4:00 p.m. and 9:00 p.m.—Rick is teasing her about her knowledge of raising chickens.

Yellow—Enter the kitchen of the Inner Inn on Sunday between noon and 3:00 p.m. Ruby and Popuri are cooking an unusual recipe they got from Popuri's mother.

**Mary**

**Birthday: Winter 20**

**Rival: Gray**



Mary is the timid but very intelligent librarian of Mineral Town. She loves Relax Tea and hates Buckwheat Chips.

**Heart Events**

Black—Visit Lumina's bedroom at the Villa on a Monday between 8:00 a.m. and 11:00 a.m. Mary introduces herself to you.

Purple—Go into your Mushroom House on a Monday between 8:00 a.m. and 11:00 a.m. Mary is very interested in how you are growing the mushrooms and asks you about them.

Blue—Grow a giant crop (random) and she will come by to view it. You don't have to harvest a giant crop when you see it the first time, just be sure to water it.

Yellow—Go to the dig site on a Monday. Mary is there investigating a legendary story she's heard about.

## Marriage Requirements

Marriage is optional, but if you want to get married there are some milestones you must pass first. In addition to viewing your prospective mates heart events, you also need to raise her heart level to red. Her heart turns red at 60,000 love points earned. Giving her gifts she loves is the easiest way to raise her love points. Only one item a day counts toward her love points so if you have extra items save them for the next day.

You also need to upgrade your house and buy items from the shopping channel. You must have purchased enough to have the Big Bed in your home.

You have to have brought back the Harvest Goddess. In order for her to return to the Goddess Pond, you need to have found 60 of the Harvest Sprites.

When you are close to being able to propose, the Blue Feather becomes available at the supermarket. Make sure once you have it you hold onto it, if you accidentally drop it you cannot buy a new one.

## The Harvest Sprites

The Harvest Sprites were sent away by the Witch Princess to rescue the Harvest Goddess, so you need to find them. Once you start locating members of a Harvest Sprite Teams, they will help you out around the farm. Go to the Harvest Sprite Company Tree and Talk to Guts, you can hire a team for one, three or seven days. NOTE: You can only hire one team at a time so choose wisely.

### The Harvest Sprite

The Harvest Sprite Stations function is like the TV in previous Harvest Moon games. You kind find out about the weather, change the background music and learn about various aspects of the Valley. When you start your game, channel one and channel eight are already available, but you have to unlock the rest of the stations.



### The Channels

**Channel 1 Weather**—This station is open at the beginning of game play. It informs you of what the weather will be like on the following day.

**Channel 2 TV Shopping**—Once you unlock this station, you can purchase items for your home. Not everything shown on this channel is available for purchase. Watch the channel on Saturdays to see what you can buy, then go to your phone and call the TV shopping channel. To unlock the next item for sale you must buy the previous item.

**Channel 3 Sprite Profile**—This station gives you information on all of the harvest sprites you have found. You can learn what they like, dislike and their birthdays.

**Channel 4 Farm Information**—This channel gives you tips on how to manage your farm effectively. It also lets you know if there is a wild dog on your property.

**Channel 5 DJ**—This channel lets you check out all of the music in the game. If you're in Summer but like the Spring music better you can change it here if you own the record.

**Channel 6 News**—This channel tells you about the festivals that take place in season you are in.

**Channel 7 Variety**—Each day, this channel broadcasts different entertainment shows. The cooking and fishing shows, where you can learn new recipes and information about the different types of fish you can catch, can be very helpful. Others, like the ramen eating and wrestling shows, only offer entertainment.

**Channel 8 Tutorials**—If you ever have questions about a task you can't figure out how to complete, turn on Channel 8. It more than likely has a tutorial on what you need to know.

**Channel 9 Quiz Show**—When you unlock this channel you are quizzed on your knowledge of Harvest Moon® A Wonderful Life.



you



## Finding The 101 Harvest Sprites

### Red Harvest Sprites: Animal Team (ship and feed)

Name	How To Unlock
Red Ribbon (Leader)	Have more than 10 adult cows and sheep.
Wooly	Ship 300 milk, wool, and eggs.
Liam	Ship 500 milk, wool, and eggs.
Enzo	Ship 1,000 milk, wool, and eggs.
Bade	Shear a sheep 100 times.
Chamy	Shear a sheep 300 times.
Ole	Shear a sheep 700 times.
Stuart	Milk a cow using the touch panel gloves 100 times.
Magic	Milk a cow using the touch panel gloves 300 times.
Bali	Milk a cow using the touch panel gloves 700 times.
Mick	Own 10 ducks and 10 chickens.
Woohoo	Own 20 ducks and 20 chickens.

### Orange Harvest Sprites: Harvest Team (collect resources)



Name	How To Unlock
Oran (Leader)	Complete Thomas' Winter request.
Bran	Cut 100 pieces of lumber.
Decay	Cut 250 pieces of lumber.
Woody	Cut 500 pieces of lumber.
Pierre	Cut down 15 stumps.
Tilus	Break 100 stones.
Stone	Break 250 stones.
Rosh	Break 500 stones.
Alpen	Break 5 boulders.
Rocky	Break 15 boulders.
Valie	Use the Mystrile Axe.
Fen	Have the Cursed Hammer blessed.

### Dark Blue Harvest Sprites: Fishing Team (catch and ship fish)



Name	How To Unlock
Blue (Leader)	Fish in the Hot Spring by the Circus.
Rod	Fish in the Hot Springs near the Harvest Goddess pond.
Paolo	Catch 50 fish.
Fry	Catch 500 fish.
Pedro	Catch 1,000 fish.
Gerik	Catch 5,000 fish.
Reese	Catch 10,000 fish.
Tricky	Catch 50,000 fish.
Sammy	Have the Cursed Fishing Rod blessed.
Fisher	Use the Mystrile Fishing Rod.
Yacht	Fish in your farm's pond.
Riviera	Fish in your farm's watering hole.

### Yellow Harvest Sprites: Animal Team (brush and pet)



Name	How To Unlock
Canary (Leader)	After any combination of your animals have given birth 15 times.
Kali	Brush, pick up, and speak to your animals 50 times without using the touch panel gloves.
Johnny	Brush, pick up, and speak to your animals to your animals 350 times without using the touch panel gloves.
Brushy	Brush, pick up, and speak to your animals to your animals 900 times without using the touch panel gloves.
Mouton	Pet your animals with the touch panel gloves 50 times.
Boohoo	Pet your animals with the touch panel gloves 100 times.
Canal	Pet your animals with the touch panel gloves 300 times.
Meow	Pet your animals with the touch panel gloves 500 times.
Beta	Wash your animals with the touch panel gloves 50 times.
Aaron	Wash your animals with the touch panel gloves 100 times.
Pompom	Wash your animals with the touch panel gloves 300 times.
Zoo	Wash your animals using the touch panel gloves 500 times.

### Purple Harvest Sprites: Heal Team (recover stamina)



Name	How To Unlock
Violetto (Leader)	Use the Hot Springs by the Circus 200 times for more than an hour.
Nette	Have the Heal Team work for you 100 times.
Holt	Have the Heal Team work for you 500 times.
Junior	Have the Heal Team work for you 750 times.
Sante	Have the Heal Team work for you 1000 times
Anime	Eat colored grass 30 times.
Powery	Eat colored grass 80 times.
Koto	Eat colored grass 150 times.
Spirity	Have a drink at the Blue Bar.
Souly	have 50 drinks at the Blue Bar.
Carey	Use the hot springs by the Harvest Goddess Pond 200 times for at least 1 hour.
Sage	Use the hot springs by the Harvest Goddess Pond 500 times for at least 1 hour.

### Green Harvest Sprites: Harvest Team (ship crops and wild plants)



Name	How To Unlock
Forest (Leader)	Use the Mystrile Sickle.
Fraw	Ship 1,000 items.
Ridge	Ship 5,000 items.
Ali	Ship 10,000 items.
Cady	Ship 30,000 items.
Paddy	Ship 50,000 items.
Veggie	Buy the shipping basket and put an item in it.
Kevin	Ship an item using your horse.
Kamar	Ship a Cabbage.
Moor	Ship a Pineapple.
Vail	Ship a Pepper.
Matthew	Have the Cursed Sickle Blessed.

### Light Blue Harvest Sprites: Watering Team (water crops)



Name	How To Unlock
Ceruleano (Leader)	Water a (random) secret square located somewhere in the Valley.
Chorori	Water 1000 squares.
Walter	Water 5000 squares.
Rainy	Water 10,000 squares.
Jaro	Water 30,000 squares.
Patty	Water 50,000 squares.
Misty	Collect water 10 times.
Roli	Use the Mystrile Watering Can.
Maddox	Have the Cursed Watering Can blessed.
Karaf	Investigate your watering hole.
Eviran	Water a (random) secret square located somewhere in the Valley.
Owen	Water a (random) secret square located somewhere in the Valley.





## White Harvest Sprite: Baby

Find 60 sprites then go to the Harvest Sprite Company Tree and look in the big pot.

## Brown Harvest Sprites: Helper Team

Name	How To Unlock
Jet (Sprite Shop)	Inspect the top of the crate on the second floor of the Inner Inn.
Roller (Pit Boss)	Cross bridge to Vesta's Ranch after the eighth of Spring.
Hops (Poker Dealer)	Inspect the well next to the Blue Bar.
Tep (Blackjack Dealer)	Inspect the chimenea outside the Inner Inn.
Jum (Memory Dealer)	Inspect the fountain outside the Villa.
Guts	No need to unlock, he is around from the beginning of the game.
Jackie	Try to take the path to Mineral Town.

## Black Harvest Sprites: Sprite Stations

Name	How To Unlock
Mercury (channel 1)	No need to unlock, he is around from the beginning of the game.
Venus (channel 2)	Purchase at least 1 item every day for 10 days from the Supermarket.
Earth (channel 3)	Find 20 sprites.
Mars (channel 4)	Ship 300 crops, flowers, fruit, milk, eggs, or wool.
Jupiter (channel 5)	buy 5 records from Tenjin.
Saturn (channel 6)	View three events.
Uranus (channel 7)	Have 100 friend points with any of the people in the Valley.
Neptune (channel 8)	No need to unlock, he is around from the beginning of the game.
Pluto (channel 9)	Ship 100,000 of the same item.

# Birthday and Events Calendar

## Spring

01	New Years Festival
02	Romana
03	Gustafa, Woody (Orange Sprite)
04	Tricky (Blue Sprite)
05	Stuart (Red Sprite)
06	Celia
07	Johany (Yellow Sprite)
08	Harvest Goddess
09	Rock, Kamar (Green Sprite)
10	Owen (Aqua Sprite)
11	Carter
12	Dr. Hardy, Sante (Purple Sprite)
13	Charari (Aqua Sprite)
14	Spring Thanksgiving Festival
15	Chamy (Red Sprite)
16	Elli
17	Rainy (Aqua Sprite)
18	Duck Festival
19	Ridge (Green Sprite)
20	Chris, Nette (Purple Sprite)
21	Joro (Aqua Sprite)
22	Cooking Festival
23	Kali (Yellow Sprite)
24	Marlin, Fry (Blue Sprite)
25	—
26	Enzo (Red Sprite)
27	Beta (Yellow Sprite)
28	Nina, Paddy (Green Sprite)
29	Lumina
30	Canary (Yellow Sprite Leader)

## Summer

01	Beach Opening
02	Ceruleano (Aqua Sprite Leader)
03	Popuri, Blue (Blue Sprite Leader)
04	Barney
05	Muffy, Pompom (Yellow Sprite)
06	Cliff, Pierre (Orange Sprite)
07	Chicken Festival
08	Patty (Aqua Sprite)
09	Forest (Green Sprite Leader)
10	Bado (Red Sprite)
11	Ruby
12	Liam (Red Sprite)
13	Griffin
14	Misty (Aqua Sprite)
15	Katie
16	Kevin (Green Sprite)
17	Ann
18	Takakura, Magic (Red Sprite)
19	Canal (Yellow Sprite)
20	Cow Festival
21	Sammy (Blue Sprite)
22	Kai, Wooly (Red Sprite)
23	Valie (Orange Sprite)
24	Fireworks
25	Thomas, Rosh (Orange Sprite)
26	Ali (Green Sprite)
27	Aaron (Yellow Sprite)
28	Vesta, Anime (Purple Sprite)
29	Darryl, Fisher (Blue Sprite)
30	Leia

## Fall

01	Van, Zoo (Yellow Sprite)
02	Gotz, Alpen (Orange Sprite)
03	Roli (Aqua Sprite)
04	Mimi, Moor (Green Sprite)
05	Mick (Red Sprite)
06	Baby (White sprite)
07	Woohoo (Red Sprite)
08	Koto (Purple Sprite)
09	Harvest Festival
10	Wally, Rocky (Orange Sprite)
11	Maddox (Aqua Sprite)
12	—
13	Vail (Green Sprite)
14	Gerik (Blue Sprite)
15	Karen
16	Ole (Red Sprite)
17	Violetta (Purple Sprite Leader)
18	Stone (Orange Sprite)
19	Dr. Trent
20	Junior (Purple Sprite)
21	Sheep Festival
22	Oran (Orange Sprite Leader)
23	Sebastian, Eviron (Aqua Sprite)
24	Nami, Veggio (Green Sprite)
25	Yacht (Blue Sprite)
26	Spirity (Purple Sprite)
27	Rick
28	Hugh, Brushy (Yellow Sprite)
29	Murrey, Karaf (Aqua Sprite)
30	Pumpkin Festival

## Winter

01	Mukumuku, Holt (Purple Sprite)
02	Riviera (Blue Sprite)
03	Grant, Bali (Red Sprite)
04	Decay (Orange Sprite)
05	Walter (Aqua Sprite)
06	Gray, Powery (Purple Sprite)
07	Rod (Blue Sprite)
08	Tilus (Orange Sprite)
09	Galen, Fraw (Green Sprite)
10	Paolo (Blue Sprite)
11	Kassey and Patrick, Meow (Yellow Sprite)
12	Red Ribbon (Red Sprite Leader)
13	Carey (Purple Sprite)
14	Winter Thanksgiving Festival
15	Mouton (Yellow Sprite)
16	Flora
17	Matthew (Green Sprite)
18	Reese (Blue Sprite)
19	Bran (Orange Sprite)
20	Mary, Boohee (Yellow Sprite)
21	Sage (Purple Sprite)
22	Fen (Orange Sprite)
23	Padro (Blue Sprite)
24	Starry Night Festival
25	Stocking Festival
26	Keria
27	Cody (Green Sprite)
28	Cody, Souly (Purple Sprite)
29	Witch Princess
30	New Year Celebration

## Tools



There are five basic tools—the axe, hoe, sickle, hammer and watering can. Later in the game you can acquire the Fishing Pole from Galen (see Fishing section). Each of these tools can be upgraded. As you upgrade them, they become more powerful and use less energy.

There is also a set of cursed tools that you can find in mine three. You must have all of your basic tools fully upgraded before they appear. When they do appear you can find them on floors 24, 35, 48, 52, 68, 71, 87, 99, 106, 118, 124, 135, 142, 153, 162, 178, 185, and 197.

## Fishing



To get the fishing pole you must visit Galen and Nina on Saturday between 11:00 a.m. and 1:00 p.m. but be sure you don't have a tool equipped. Galen tells you that he got a new fishing pole and wants to pass his old one down to you.

There are seven areas you can fish at, each one has different varieties that change with the seasons. As you upgrade your fishing pole even more varieties become available.



Fresh Water Areas	Spring	Summer	Fall	Winter
Harvest Goddess Pond	Loach, Silver Crucian Carp, Crucian Carp, Char, Gold Crucian Carp, Snakehead, Dace, Pond Smelt, Yamame	Loach, Silver Crucian Carp, Crucian Carp, Char, Gold Crucian Carp, Snakehead, Dace, Yamame	Loach, Silver Crucian Carp, Crucian Carp, Char, Gold Crucian Carp, Snakehead, Dace, Pond Smelt, Yamame	Silver Crucian Carp, Crucian Carp, Gold Crucian Carp, Dace, Pond Smelt, Yamame
Waterfall	Prawn, Amago Trout, Bluegill, Darter, Crucian Carp, Char, Rainbow Trout, Pond Smelt, Yamame	Prawn, Amago Trout, Bluegill, Darter, Crucian Carp, Char, Rainbow Trout, Yamame	Prawn, Amago Trout, Bluegill, Darter, Crucian Carp, Char, Rainbow Trout, Pond Smelt, Yamame	Prawn, Amago Trout, Bluegill, Darter, Crucian Carp, Rainbow Trout, Pond Smelt, Yamame
Upstream (Waterfall to Bridge)	Prawn, Amago Trout, Bluegill, Darter, Char, Rainbow Trout, Yamame	Prawn, Amago Trout, Bluegill, Darter, Char, Rainbow Trout, Yamame	Prawn, Amago Trout, Bluegill, Darter, Char, Rainbow Trout, Yamame	Prawn, Amago Trout, Bluegill, Darter, Rainbow Trout, Yamame
Downstream (Bridge to Ocean)	Black Bass, Bluegill, Loach, Darter, Silver Crucian Carp, Silver Carp, Gold Crucian Carp, Bighead Carp, Pale Chub, Snakehead, Halfbeck, Dace, Eel	Black Bass, Bluegill, Loach, Darter, Silver Crucian Carp, Silver Carp, Gold Crucian Carp, Bighead Carp, Pale Chub, Salmon, Halfbeck, Dace, Eel	Black Bass, Bluegill, Loach, Darter, Silver Crucian Carp, Silver Carp, Gold Crucian Carp, Bighead Carp, Pale Chub, Salmon, Halfbeck, Dace, Eel	Black Bass, Bluegill, Darter, Silver Crucian Carp, Silver Carp, Gold Crucian Carp, Bighead Carp, Pale Chub, Halfbeck, Dace, Eel
Turtle Pond	Black Bass, Bluegill, Doiyou, Donko, Ginbuna, Hakuren, Herabuna, Kinbuna, Kokuren, Oikawa, Raigyo, Ugui, Unagi, Wakasagi	Black Bass, Loach, Silver Carp, Crucian Carp, Gold Crucian Carp, Snakehead, Dace	Black Bass, Loach, Silver Carp, Crucian Carp, Gold Crucian Carp, Snakehead, Dace, Pond Smelt	Black Bass, Silver Carp, Crucian Carp, Gold Crucian Carp, Dace, Eel, Pond Smelt

Salt Water Areas	Spring	Summer	Fall	Winter
Ocean	Greenling, Horse Mackerel, Yellowtail, Blowfish, Sailfin Sandfish, Halibut, Okhotsk Mackerel, Grunt, Sole, Filefish, Sandfish, Rockfish, Loin Fish, Herring, Mackerel, Wahoo, Halfbeck, Pollack	Greenling, Horse Mackerel, Grunt, Sole, Filefish, Rockfish, Loin Fish, Herring, Mackerel, Wahoo, Halfbeck	Greenling, Horse Mackerel, Grunt, Sardine, Sole, Filefish, Rockfish, Loin Fish, Herring, Mackerel, Wahoo, Halfbeck	Greenling, Horse Mackerel, Yellowtail, Blowfish, Sailfin Sandfish, Halibut, Okhotsk Mackerel, Grunt, Sole, Filefish, Sandfish, Rockfish, Loin Fish, Herring, Mackerel, Wahoo, Pollack, Snapper, Sardine
Island (purchased from Thomas)	Yellowtail, Blowfish, Grunt, Sardine, Sole, Bonito, Tuna, Sunfish, Loin Fish, Snapper, Pollack	Horse Mackerel, Grunt, Sardine, Bonito, Tuna, Sunfish, Rockfish, Loin Fish, Herring, Mackerel, Dorado, Snapper	Horse Mackerel, Sailfin Sandfish, Sardine, Bonito, Sandfish, Tuna, Sunfish, Rockfish, Loin Fish, Herring, Mackerel, Dorado, Snapper	Horse Mackerel, Yellowtail, Blowfish, Sailfin Sandfish, Sardine, Sandfish, Tuna, Sunfish, Rockfish, Loin Fish, Herring, Mackerel, Snapper, Pollack

Fish Kings	Season	Area	Requirements
Angler	Winter, Spring	Ocean	Catch 15 or more types of Salt Water fish
Huchen	Winter, Spring	Turtle Pond	Catch 10 more types of fish from the Turtle Pond
Squid	Winter, Spring	Ocean	Throw a small fish into the water
Carp	Spring, Summer, Fall	Waterfall	Catch 5 or more types of fish from the Waterfall
Spa Catfish	Winter	Hot Spring	Unlock the Hot Spring from Flora's Blue Heart Event
Coelacanth	All Seasons	Island	Catch 5 Fish Kings

Non-fish Items	Season	Area
Boat	All	All
Branch	All	All
Empty Can	All	All
Fish Bones	All	All
Bottled Message	Ocean	Spring
Pirate Treasure	Ocean	Summer
Fossil of Fish	Ocean	Fall

## Accessories

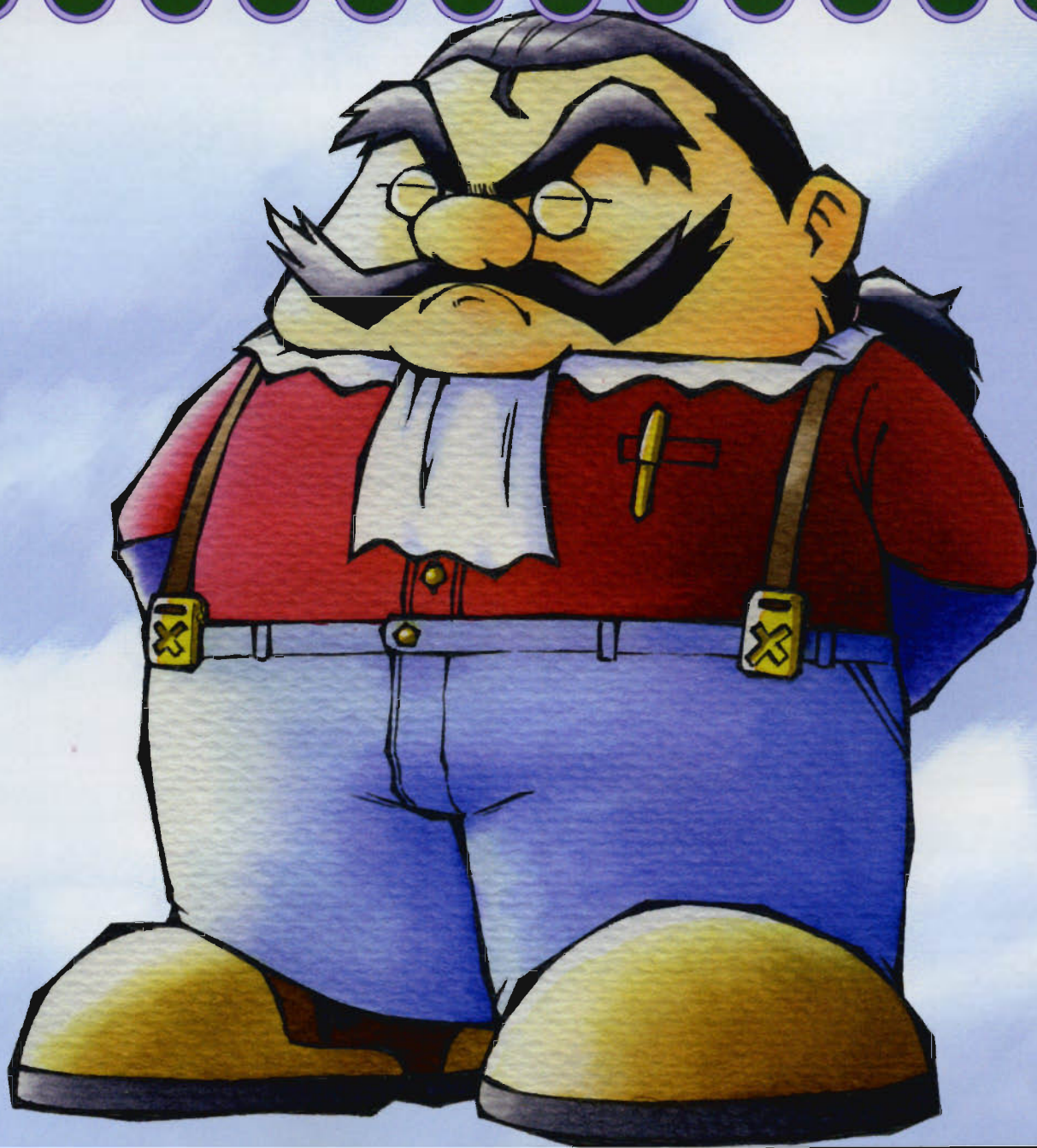


Accessories help you manage your strength and fatigue. You can only have one accessory equipped at a time so choose wisely. Note: there are many cursed accessories that you will find in the 3rd mine.

Cursed accessories are on floors 324, 335, 348, 352, 368, 371, 387, 399, 406, 418, 424, 435, 442, 453, 462, 478, 485, 497, 724, 735, 748, 752, 768, 771, 787, 799, 806, 818, 824, 835, 842, 853, 862, 878, 885, 897

Accessory Name	Location	Cost	Description
Copper Necklace	Jet, Sprite Company	1000 G	Equip to use a Copper Tool anywhere in the valley.
Silver Necklace	Jet, Sprite Company	2000 G	Equip to use a Silver Tool anywhere in the valley.
Gold Necklace	Jet, Sprite Company	3000 G	Equip to use a Gold Tool anywhere in the valley.
Mystrile Necklace	Jet, Sprite Company	5000 G	Equip to use a Mystrile Tool anywhere in the valley.
Blessed Necklace	Jet, Sprite Company	10,000 G	Equip to use a Blessed Tool anywhere in the valley.
Mythic Necklace	Jet, Sprite Company	50,000 G	Equip to use a Mythic Tool anywhere in the valley.
Goddess Hat (red)	Van, Inn, 2nd floor	200,000 G	Your strength will deplete slower when you use tools.
Goddess Hat (blue)	Van, Inn, 3rd floor	500,000 G	Your strength will deplete even slower when you use tools.
Goddess Hat (black)	3rd Mine	--	Your strength will deplete faster when you use tools.
Goddess Hat (green)	---	---	Have the black Goddess Hat Blessed, Your strength will deplete the slowest when you use tools.
Kappa Hat (red)	Van, Inn, 2nd floor	200,000 G	You will gain fatigue slower when you use tools.
Kappa Hat (blue)	Van, Inn, 2nd floor	500,000 G	You will gain fatigue even slower when you use tools.
Kappa Hat (black)	3rd mine	---	You will gain fatigue faster when you use tools.
Kappa Hat (green)	---	---	Have the green Kappa Hat Blessed, You will gain fatigue the slowest when you use tools.
Teleport Stone	Casino, Sprite Company	1000 Medals	Go anywhere in the Valley instantly, you will gain a little fatigue each time you use it.
Truth Ring	Casino, Sprite Company	2000 Medals	Equipping this ring allows you to see the current values of your Strength and Fatigue.
Love Ring	Casino, Sprite Company	5000 Medals	When you talk to a person you can see their friendship and love points toward you.
Red Cape	Casino, Sprite Company	65,535 Medals	Move your animals anywhere outside using the stylus.
Godhand	Casino, Sprite Company	100,000,000 Medals	Use the world map to view you crops, now with the stylus you can harvest your crops. You will gain a little fatigue each time you use it.
Miracle Glove	Casino, Sprite Company	100,000,000 Medals	Harvest crops when equipped. The crops will instantly go into your shipping bin. You will gain a little fatigue each time you use it.
Touch Panel Gloves	Poultry Farm	10,000 G	When equipped, use the stylus to pet, wash, shear and milk you animals.
Goddess Earrings (red)	Jet, Sprite Company	400,000 G	Equip if you have at least 1 strength point. As long as you are outside you will slowly regain strength points.
Goddess Earrings (blue)	Jet, Sprite Company	700,000 G	Equip if you have at least 1 strength point. As long as you are outside you will regain strength points slightly faster than the red Goddess Earrings.
Goddess Earrings (black)	3rd mine	---	Do not equip these!
Goddess Earrings (green)	---	---	Have the black Goddess Earrings blessed and then equip them. As long as you are outside and have at least one strength point when you equip them, you will gain strength points rapidly.
Kappa Earrings (red)	Jet, Sprite Company	500,000 G	Equip these outside and your fatigue points will slowly return to zero.
Kappa Earrings (blue)	Jet, Sprite Company	900,000 G	Equip these outside and your fatigue points will slightly faster return to zero.
Kappa Earrings (black)	3rd mine	---	Do not equip these!
Kappa Earrings (green)	---	---	Have the black Kappa Earrings blessed and then equip them to rapidly return your fatigue to zero.
Pedometer	Gift from Thomas	---	When equipped it counts the steps you take.
Time Ring (black)	3rd Mine	---	If equipped, time will pass faster than normal.
Time Ring (red)	---	---	Have the red Time Ring blessed, when equipped time will pass slower than normal.
Slow Boots	3rd Mine	---	You will not be able to run.
Fast Boots	---	---	Have the Slow Boots blessed, you will run very fast when they are equipped.

Accessory Name	Location	Cost	Description
Goddess Broach (blue)	Van, Inn, 3rd floor	50,000 G	This will raise your total possible strength points when equipped. When removed your points will instantly go down.
Goddess Broach (green)	Van, Inn, 3rd floor	100,000 G	This will raise your total possible strength points slightly more than the blue Goddess Broach when equipped. When removed your points will instantly go down.
Goddess Broach (black)	3rd Mine	---	This will decrease your total possible strength points.
Goddess Broach (red)	---	---	Have the black Goddess Broach blessed, when equipped, it will greatly increase your total possible strength points.
Kappa Broach (blue)	Van, Inn, 3rd floor	50,000 G	This will raise your total possible fatigue points when equipped. When removed your points will instantly go down.
Kappa Broach (green)	Van, Inn, 3rd floor	100,000 G	This will raise your total possible fatigue points slightly more than the blue Goddess Broach when equipped. When removed your points will instantly go down.
Kappa Broach (black)	3rd mine	---	This will decrease your total possible fatigue points.
Kappa Broach (red)	---	---	Have the black Kappa Broach blessed, when equipped, it will greatly increase your total possible Fatigue points.
Friend Broach (blue)	Jet, Sprite Company	300,000 G	Equip this before going to bed. Some of your friend points with the townspeople may increase.
Friend Broach (green)	Jet, Sprite Company	500,000 G	Equip this before going to bed. The possibility of some of your friend points with the townspeople increasing is better than with the blue Friend Broach.
Friend Broach (black)	3rd Mine	---	Don't equip this!
Friend Broach (red)	---	---	Have the black Friend Broach blessed. Equip it before bed and your friendship points will increase with everyone by 2 points.



# Items



This is a list of shippable items. Crops are level 1.

Name	Location/Season/Ingredients	Sells For
Turnip	Spring	60 G
Potato	Spring	80 G
Cucumber	Spring	60 G
Strawberry	Spring	30 G
Cabbage	Spring	250 G
Tomato	Summer	60 G
Corn	Summer	100 G
Onion	Summer	80 G
Pumpkin	Summer	250 G
Pineapple	Summer	500 G
Eggplant	Fall	80 G
Carrot	Fall	120 G
Yam	Fall	100 G
Spinach	Fall	80 G
Pepper	Fall	40 G
Moondrop Flower	Spring	60 G
Pinkcat Flower	Summer	70 G
Magicgrass Blue Flower	Fall	80 G
Magicgrass Red Flower	Fall	200 G
Toy Flower	Spring	130 G
Peach	Summer	250 G
Banana	Summer	200 G
Orange	Summer	200 G
Apple	Fall	100 G
Grape	Fall	200 G
Small Chicken Egg	Poultry	50 G
Medium Chicken Egg	Poultry	60 G
Large Chicken Egg	Poultry	80 G
Small Duck Egg	Poultry	80 G
Medium Duck Egg	Poultry	100 G
Large Duck Egg	Poultry	150 G
Small Mayonnaise	Mayo Maker or Kitchen - No Utensil	100 G
Medium Mayonnaise	Mayo Maker or Kitchen - No Utensil	150 G
Large Mayonnaise	Mayo Maker or Kitchen - No Utensil	200 G
Small Milk	Cow Livestock	100 G
Medium Milk	Cow Livestock	150 G
Large Milk	Cow Livestock	200 G
Small Cheese	Cheese Maker	300 G
Medium Cheese	Cheese Maker	400 G
Large Cheese	Cheese Maker	500 G
Small Yogurt	Yogurt Maker	150 G

Name	Location/Season/Ingredients	Sells For
Medium Yogurt	Yogurt Maker	200 G
Large Yogurt	Yogurt Maker	300 G
Small Mushroom	Mushroom House	50 G
Medium Mushroom	Mushroom House	80 G
Large Mushroom	Mushroom House	120 G
Small P.Mushroom	Mushroom House or Found	100 G
Medium P.Mushroom	Mushroom House or Found	130 G
Large P.Mushroom	Mushroom House or Found	160 G
Small Truffle	Mushroom House or Found	350 G
Medium Truffle	Mushroom House or Found	
Large Truffle	Mushroom House or Found	
Small Wool	Sheep Livestock	100 G
Medium Wool	Sheep Livestock	400 G
Large Wool	Sheep Livestock	500 G
Small Yarn	Yarn Maker	300 G
Medium Yarn	Yarn Maker	700 G
Large Yarn	Yarn Maker	800 G
Spa Boiled Egg	Toss an Egg into the Hot Springs	80 G
Bamboo Shoots	Spring	50 G
Wild Grapes	Summer	50 G
Blue Grass	Summer	100 G
Green Grass	Summer	100 G
Red Grass	Summer and Fall	110 G
Yellow Grass	Spring	120 G
Orange Grass	Spring and Fall	100 G
Purple Grass	Summer	120 G
Indigo Grass	Summer	100 G
Black Grass	All Mines	10 G
White Grass	Winter	150 G
Turbojolt	Van or Kitchen - Pot	500 G
Turbojolt XL	Van or Kitchen - Mixer	1000 G
Bodigizer	Van Kitchen - Pot	250 G
Bodigizer XL	Van Kitchen - Mixer	500 G
Wine	Supermarket	150 G
Grape Juice	Supermarket	100 G
Riceballs	Supermarket	50 G
Bread	Supermarket	50 G
Oil	Supermarket	25 G
Flour	Supermarket	25 G
Curry Powder	Supermarket	25 G
Muffin Mix	Supermarket	50 G

Name	Location/Season/Ingredients	Sells For
Chocolate	Supermarket	50 G
Relax tea Leaves	Sprite Casino, Channel 9 quiz show, or Kitchen	1000 G
Rice Cakes	New Year Celebration	50 G
Small Fish	River or Ocean	50 G
Medium Fish	River or Ocean	120 G
Large Fish	River or Ocean	200 G
Junk Ore	Mines	1 G
Copper	Mine 1 and 3	15 G
Silver	Mine 1 and 3	20 G
Gold	Mine 1 and 3	25 G
Mystrile	Mine 1 and 3	40 G
Orihalcon	Mine 3	50 G
Adamantite	Mine 3	50 G
Moonstone	Mine 2	55 G
Sandrose	Mine 2	60 G
Pink Diamond	Mine 2	10,000 G
Alexandrite	Mine 2	10,000 G
Mythic Stone	Mine 3	20,000 G
Diamond	Mine 2	100 G
Emerald	Mine 2	80 G
Ruby	Mine 2	75 G
Topaz	Mine 2	70 G
Peridot	Mine 2	68 G
Firefly Stone	Mine 2	65 G
Agate	Mine 2	62 G
Amethyst	Mine 2	60 G
Spring Sun	Mine 3, floors ending in 1	1 G
Summer Sun	Mine 3, floors ending in 2	1 G
Fall Sun	Mine 3, floors ending in 3	1 G
Winter Sun	Mine 3, floors ending in 4	1 G
Bracelet	Dig Site	2000 G
Necklace	Dig Site	2000 G
Earrings	Dig Site	2000 G
Brooch	Dig Site	2000 G
Weed	In fields Spring, Summer, and Fall	1 G
Stone	In fields year round	1 G
Branch	In fields year round and River	1 G
Lithograph	Mine 2, 3, and 4, on floors ending in 50	1 G
Message in a Bottle	Spring Ocean	1 G
Dog Ball	Delivered by Thomas	1 G
Pirate Treasure	Summer Ocean	10,000 G

Name	Location/Season/Ingredients	Sells For
Fish Fossil	Fall Ocean	5000 G
Empty Can	River or Ocean	1 G
Rubber Boot	River or Ocean	1 G
Fish Bones	River or Ocean	1 G
Goddess' Present	Collect 9 Goddess Stones Mines	1 G
Witch's Present	Gift from Witch Princess	1 G
Prize Title	Win the 4:44 AM doghouse battle	1 G
Dress	Dig Site	50 G
Facepack	Dig Site	47 G
Skin Lotion	Dig Site	40 G
Suntan Lotion	Dig Site 43 G	
Lumber	Cut Branches and Stumps	1 G
Stone	Break Rocks and Boulders	1 G
Gold Lumber	Thomas's Winter Request event or Goiz's Shop	1 G
Fodder	Cut grass, weeds or Rick's Shop	1 G
Bird Feed	Popuri's Shop	1 G
10,000 G Ticket	Jet's Shop	10,000 G
100,000 G Ticket	Jet's Shop	100,000 G



# Recipes



## Frying Pan recipes



Name	Ingredients
Stir Fry	Oil + Cabbage
Fried Rice	Rice Balls + Oil + Egg
Savory Pancake	Cabbage + Flour + Egg + Oil
French Fries	Potato + Oil
Croquette	Potato + Onion + Egg + Flour + Oil
Popcorn	Corn
Corn Flakes	Corn + Milk
Happy Eggplant	Eggplant
Scrambled Eggs	Egg + Oil
Omelet	Egg + Milk + Oil
Omelet Rice	Egg + Milk + Oil + Rice Balls
Apple Souffle	Apple
Curry Bread	Bread + Curry Powder + Oil
French Toast	Egg + Bread + Oil
Doughnut	Egg + Milk + Butter + Flour + Oil
Grilled Fish	Medium Fish
Fried Thick Noodles	Noodle + Oil
Fried Noodles	Buckwheat Flour + Oil
Tempura	Egg + Flour + Oil
Pancake	Egg + Milk + Flour + Oil
Pot Sticker	Cabbage + Onion + Flour + Oil
Risotto	Tomato + Onion + Rice Balls + Oil
Dry Curry	Rice Balls + Curry Powder

## Pot Recipes



Name	Ingredients
Hot Milk	Milk
Hot Chocolate	Milk + Chocolate
Wild Grape Wine	Grape + Wine + Purple Grass
Pumpkin Stew	Pumpkin
Fish Stew	Medium Fish or Large Fish
Boiled Spinach	Spinach
Boiled Egg	Egg
Candied Potato	Yam
Dumplings	Cabbage + Onion + Flour + Oil
Strawberry Jam	Strawberry
Apple Jam	Apple
Grape Jam	Grape
Marmalade	Orange
Cheese Fondue	Cheese + Bread
Noodles	Flour
Curry Noodles	Noodle + Curry Powder
Tempura Noodles	Tempura + Noodle
Buckwheat Noodles	Buckwheat Flour
Tempura Buckwheat Noodles	Buckwheat Flour + Tempura
Mountain Stew	Carrot + Bamboo Shoots + Shitake Mushroom
Rice Soup	Rice Balls
Porridge	Milk + Rice Balls
Tempura Rice	Rice Balls + Tempura
Egg Over Rice	Egg + Rice Balls
Stew	Milk + Flour
Curry Rice	Rice Balls + Curry Powder
Blue Curry	Rice Balls + Curry Powder + Blue Grass
Green Curry	Rice Balls + Curry Powder + Green Grass
Red Curry	Rice Balls + Curry Powder + Red Grass
Yellow Curry	Rice Balls + Curry Powder + Yellow Grass
Orange Curry	Rice Balls + Curry Powder + Orange Grass
Purple Curry	Rice Balls + Curry Powder + Purple Grass
Indigo Curry	Rice Balls + Curry Powder + Indigo Grass
Black Curry	Rice Balls + Curry Powder + Black Grass
White Curry	Rice Balls + Curry Powder + White Grass
Rainbow Curry	Blue Curry + Green Curry + Red Curry + Yellow Curry + Orange Curry + Purple Curry + Indigo Curry + Curry Rice
Ultimate Curry	Rainbow Curry + Black Curry + 6 types of Burnt food
Finest Curry	Rainbow Curry + White Curry + 6 types of Burnt food
Relax Tea	Relax Tea Leaves



## Oven Recipes



Name	Ingredients
Baked Corn	Corn
Toasted Rice Balls	Rice Balls
Roasted Rice Cake	Rice Cake
Baked Yam	Yam
Toast	Bread
Jam Bun	Milk + Egg + Jam
Dinner Roll	Egg + Milk + Butter
Pizza	Cheese + Flour + Ketchup
Doria	Onion + Butter + Milk + Rice Balls + Flour
Gratin	Onion + Butter + Milk + Cheese + Flour
Buckwheat Ball	Egg + Flour + Buckwheat Flour
Sweet Potatoes	Egg + Butter + Yam
Cookies	Egg + Flour + Butter
Chocolate Cookies	Butter + Cookie + Chocolate
Cake	Egg + Flour + Butter + Fruit
Chocolate Cake	Egg + Flour + Butter + Chocolate + Fruit
Cheesecake	Egg + Cheese + Milk
Apple Pie	Apple + Egg + Butter + Flour

## Steamer Recipes



Name	Ingredients
Moon Dumplings	Dumpling Flour
Green Dumplings	Rice Cake + Weed
Bamboo Dumplings	Rice Cake + Bamboo Shoot
Steamed Bun	Flour + Oil
Cheese Steamed Bun	Cheese + Flour + Oil
Shaomi	Onion + Cabbage + Egg + Flour
Steamed Egg	Egg + Shitake Mushroom + Bamboo Shoots
Chinese Bun	Shitake mushroom + Komugi + Bamboo Shoots + Carrot
Curry Bun	Flour + Curry Powder
Steamed Dumplings	Cabbage + Onion + Flour + Oil
Sponge Cake	Egg + Flour
Steamed Cake	Egg + Milk + Flour + Oil
Pudding	Egg + Milk
Pumpkin Pudding	Chicken Egg + Milk + Pumpkin

## Mixer Recipes



Name	Ingredients
Pineapple Juice	Pineapple
Tomato Juice	Tomato
Peach Juice	Peach
Banana Juice	Banana
Orange Juice	Orange
Apple Juice	Apple
Strawberry Milk	Strawberry + Milk
Fruit Juice	More than one Fruit
Fruit Latte	Fruit Juice + Milk
Vegetable Juice	Vegetables
Vegetable Latte	Veggie Juice + Milk
Mix Juice	Fruit + Vegetable or Fruit Juice + Veggie Juice
Mix Latte	Milk + Fruit + Vegetable, Milk + Mixed Juice, or Milk + Fruit Juice + Veggie Juice
Ketchup	Tomato + Onion
Butter	Milk
Fish Sticks	Small Fish + Large Fish

## No Utensil Recipes



Name	Ingredients
Salad	Cucumber or Cabbage or Tomato or Carrot
Sandwich	Tomato + Cucumber + Boiled Egg + Bread
Fruit Sandwich	Orange + Banana + Apple + Strawberry + Peach + Pineapple + Bread
Pickled Turnips	Turnip
Pickled Cucumber	Cucumber
Bamboo Rice	Bamboo Shoots + Rice Balls
Matsutake Rice	Matsutake mushroom + Rice Balls
Mushroom Rice	Shitake mushroom + Rice Balls
Sushi	Sashimi + Rice Balls
Raisin Bread	Grapa + Bread
Sashimi	Medium Fish or Large Fish
Chirashi Sushi	Sashimi + Scrambled Eggs + Rice Balls + Carrot or Cucumber
Buckwheat Chips	Buckwheat flour
Ice Cream	Milk + Egg
Elli Leaves	Six types of Burnt Food + Turbojolt XL + Bodigizer XL







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# Harvest Goddess!

Realize your farming dreams. Grow crops, ranch cattle, raise chickens, start a family, and collect musical notes in an effort to break the curse on the Harvest Goddess. Our guide can help you get the most out of your farming experience. Learn how to maximize your profit, and your fun.



## Fence in your property!

Learn the essentials of ranching to produce milk, cheese, eggs, and many other products.



## Tend to your fields!

Study the weather and till the soil to yield a cash crop.



## Get your hands dirty!

Learn how to mine for valuable jewels, ore, and rare plants.



## Get to know the village!

Learn about all of the shops, upgrade your tools at the blacksmith, find a spouse and start a family.



## Cooking, festivals, and much, much more!



Plus full coverage of Harvest Moon : DS!



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