

Harvest Moon: Friends of Mineral Town FAQ/Walkthrough

by Mad Monarch Gyl

Updated to v5.6 on Dec 31, 2003

H A R V E S T M O O N : F R I E N D S O F M I N E R A L T O W N

Harvest Moon:Friends of Mineral Town FAQs
for GBA (Gameboy Advance)
FAQs created by Mad Monarch Gyl
Mad Monarch Gyl (evil_tyrant_gyl@hotmail.com)
Copyright 2003 by Mad Monarch Gyl
Created: June 14, 2003 (06.14.03)
MSN Contact: evil_tyrant_gyl@hotmail.com
Version: 5.6
Updated: Decemer 31, 2003 (12.31.03)

Disclaimer:

This FAQ/Walkthrough is created for personal use only, meaning it should not be used for anything that gains any money. Magazines, Game Guides, Websites in particular should not have this guide with out my permission. Ripping off part(s) of this FAQ/Walkthrough and putting it as your own results you to be guilty of the crime "Plagiarism".

Plagiarism is an act of stealing, ripping off, copying ideas or words of another person and taking it as your own without a crediting the real source the just way that he/she should have been thanked. To simply put it, Plagiarism is bad.

Also, you could never ever use this FAQ/Walkthrough to make your own FAQ/Walkthrough, you must do everything yourself or if you do somehow use this or any other guide you should give proper credit to the author. Also, you could have this FAQ/Walkthrough on your website provided that not a single character has been altered and you must have my permission before you could do so. If you didn't have my permission then you have crossed the lines of the copyrights law. By the way, you could print the whole thing/parts of the FAQ/Walkthroughthough.

"Walang nakawan pare..." (Please don't steal =P)

The guide is originally seen at:
www.gamefaqs.com

Contents:

- I. Introduction
- II. Revisions
- III. Game Basics
 - A. Controls
 - B. Starting a New Game
 - C. Game Menu
- IV. Farming Basics
- V. Basic Farming Tools
- VI. Crops Guide
- VII. Town Guide

June 17, 2003 (06.17.03) Version 2

- Completed the Crops Guide
- Filled all other written stuffs
- Changed all seen errors/mispelled words
- Changed the Gaming Tips to just a FAQs section

June 21, 2003 (06.21.03) Version 2.3

- Town Guide Updated
- Updated the Crops Guide
- FAQs update
- Carpenter's Upgrade *NEW*

June 24, 2003 (06.24.03) Version 2.6

- Added the translated names of the Villagers and Girls
- The Town Guide Updated with the Places
- Item Bestiary section placed currently on hold
- Cheats and Secrets section placed currently on hold
- FAQs updated
- Made some quick changes with the Crops Guide
- Carpenter's Upgrade updated

July 11, 2003 (07.11.03) Version 3

- Cheat and Secrets updated
- FAQs section updated

July 29, 2003 (07.29.03) Version 4

- Major Update! Check out most of the sections as each would have been updated
- Goddess' Info added
- The Codes&Secret Section revamped
- New Section Added

August 06, 2003 (08.06.03) Version 4.1

- Fixed minor typos and tabbed spaces
- FAQs list added
- Fixed minor errors with some infos

November 19, 2003 (11.19.03) Version 4.7

Who said that the guide is 'so-called-dead'? Okay, so I just got the english version so expect a lot of updates coming up which'll be a great news to all. BTW, forgive me for not answering mails some were automatically were sent into my trash/bulk mail. Since I tightened it up a bit coz' of floods of mails coming anyhow I'll be replying to your mails now, that is if I find a some time off. Anyway I can't point out what's new. Just check it out. BTW, I wasn't able to receive some contributions contributed long before i got the english version anyhow if you wouldn't mind sending em all again. PEACE! ^_^

BTW, there's this new section. I've replaced the Item Bestiary Section for a while for a Random HM stuffs section where them contributor (you) can uh... take up some space off my guide and post a random HM stuff that isn't in my guide or that doesn't fall under any categories or simply the FAQ Author put it there out of laziness. hahahaha PEACE OUT :D

November 22, 2003 (11.22.03) Version 5

I've updated a couple of stuffs... hehehe and I've compiled most of the most recent submissions. Honestly, I did loads of work to spell check all of this and hopefully my version haven't missed anything. BTW, I've made the whole guide fit a 79 character per line now since the late edition were like broken down in random. Check it out and enjoy. Shout out: I haven't found much time o place things to where they should be so they're probably in the Random HM tuff section right now.

I'm also currently working on likes and dislikes now. Hm... perhaps on nother separate 'In-depht Guide' Anyway I've completed only the Birthdays of each townsfolks meaning I've checked them all up and they're accurate. More of hich Coming soon. Hrm... check the Itme Bestiary part and help me out and send me stuffs in that form. Laterz all^^

Decemer 31, 2003 (12.31.03) Version 5.6

So the Holidays just rushed in and i became soooo lazy to even lift a finger anyway here's the much awaited update. Sorry for those unanswered email. It's o Okay enough chatters and let's get the show on the road. BTW, I've cleared out most of the Random HM Stuffs to their proper places.

```
*-*-*-*-*-*-*-*  
* Game Basics *  
*-*-*-*-*-*-*-*
```

```
*-          -*  
*- Controls -*  
*-          -*
```

This the default keys:

D-Pad - Directional Movement
A button - Talk/Examine/Pick up/Thrown/Give
B button - Cancel/Put Item in Backpack
L button - Whistle
R button - Run
Start - Open menu window
Select - View Status Window
A + B - Open up the backpack screen
L + A - Scroll through the backpack's tools
L + B - Scroll through the backpack's items/Eat current item
NOTE: After you have pressed L+A or L+B you could also
press L+up or L+left and L+down or L+right for the
same effect as L+A and L+B

Other key combinations (you can find it in the Game Help):

L + Start - Map of the whole area.
L + Select - Map of the farm (especially useful while
finding Dwarves and Cattles)

```
*-          -*  
*- Starting a New Game -*
```


[8]...

[(#)] - Denotes a festival. Move the cursor to it to learn about it.

Tool Box Screen

```
-----  
Equip |           Tools  
      |           1/8  
[_]   | [_][_][_][_] /\  
      |  
[_] [_] | [_][_][_][_] v  
      |
```

The equip section show the tools ready for use. It's the only tools you can use with out going back to the Tool Box Screen. You can get the tools from the tool section by simply choosing them there.

Backpack Screen

```
-----  
Equip |   Item  
      |  
[_]   | [_]  
      |  
[_] [_] | [_][_]  
      |
```

Everything's pretty straight forward here. Also, you could use the cursor to view the items/tools you've got.

Sel Screen

```
-----  
+ Screen 1 (Farm Menu)  
  
      [Farm Name]  
Money Icon      #####G.  
Farmer Icon [Farmer Name]  
Dog Icon [Dog Name]  
      [# of hearts] oooo  
  
Chicken Icon [# of chicken]   Chk.Feeds [# of Chk.Feeds]  
Cow Icon      [# of cow]       C/S Feeds [# of C/S Feeds]  
Sheep Icon [# of sheep]  
Fish Icon [# of fishes]       Wood Icon [# of Wood]
```

The Book Icon is not # of fishes, but the number of Ryori (Japanese, means meals, or dishes)

+ Screen 2 (Sprite Menu)

```
Sprite Icon [Sprite Name]  
      [# of hearts] o  
  
Watering[ _____ ]  
      _____
```

Harvesting[_____]

Livestock[_____]

+ Screen 3 (Daily Profit Menu)

[Current Date]

+ #####G.
- #####G.

M.Icon = 10000

M.Icon _____ M.Icon
[Date] [_____]

[Date] [_____]

+ Screen 4 (Tools Overview)

[Tool Icon] [##### _____] 20%

Mis. Screen

+ Screen 1 (Crops Sold)

[Turnip Icon]	Turnip	# of sold
[Potato Icon]	Potato	# of sold
[Cucumber Icon]	Cucumber	# of sold

+ Screen 2

Fishing Record: Consists of the stuffs you've got through fishing.

Name [Fish's Name] (Although something you get isn't fish at all)

Biggest Size [Biggest size of the fish]

Numbers [How many fish of this species you have caught]

+ Screen 3

MiniGames' Record###

Harvesting Game	[Best Record]
Feeding Game	[Best Record]
Watering Game	[Best Record]
Flying Sauce Game	[Best Record]

Incomes and Outcomes#####

Highest Income for one day

#####g

Highest Outcome for one day

#####g

Highest Income for one month

#####g

Highest Outcome for one month

#####g

How Screen

[Option 1][Option 2]
[Option 3][Exit/Cancel]

Option 1 - All about farming/planting crops and taking care of
weeds, rocks, and sticks
Option 2 - Some quick tips
Option 3 - Opens up livestock help
Exit/Cancel - Exit the How Screen

+ Option 3 list

[Chicken][Sheep]
[Cow] [Exit]

```
*-----*  
* Farming Basics -  
*-----*
```

I don't have a manual for the game or something so anything here written here is and surely is taken straight from my gaming experience. I'll be assuming that you have briefly understood the basic controls of Harvest Moon and has played even a little bit of the game.

Backpack

All throughout the game(even if you'll gona go to sleep) you'll find yourself always carrying that little backpack. Hit the A and B Button to quickly ummon the Backpack screen or choose it from the menu window. The pack allows you to carry tools and items. You can only carry a certain number of items and tools depending on the size. Holding an Item cancels the use of a tool. You can increase the number of tools you can store in your backpack by buying a etter one.

To switch from tools simply open the tool screen and either manually bring it to the activated tool or just press the A button twice. Don't worry time doesn't expire doing this.

Picking Up items

A basic skill that is very essential all through out the game. Simply face the item and press the A button to pick it up. This automatically makes the item on use or equipped so you should store them in your pack before you could throw them away. Equipping items gives you several choices:

(1) Throw it

Simply hit the A button to throw the equipped item away. This is rather frustrating if you're supposedly be shipping goods. Some items are not destructible in your farm. Meaning throwing them in the vicinity of the farm won't destroy them. Also, dropped goods are no longer available for selling or being picked up again.

(2) Dumping Garbages

This skill is related to cleaning up your farm. You could easily view this tutorial through the 'How' option on the menu screen. Here's the list of hose you cold find in your farm.

Branch (A orange branch)
Stone (A small stone)
Weed (Green grass like plant)
Lumber (A Vertical chopped log)

Tools are needed to destroy them. Weeds for example could already be removed by simply pulling it out and throwing it away. Branches are destroyed by an Axe and it'll automatically add up to your number of lumbers. Lumber and Branches could easily be destroyed by throwing them at the green portion of your field or in your pond. Destroyed Lumbers and easily dealt much like stones, simply hitting them with a hammer destroys them or could easily be thrown in your pond.

(3) Gifts

Items equipped could be handed as a gift. Simply go up to the certain person you wish to hand the item to and just talk to them like the usual. You'll automatically hand it over to him/her. Some items that isn't available for selling is good for giving gifts.

(4) Store in backpack

Simply hitting the 'B' button automatically puts items on hold in your pack. This should always be done if you should be careful when shipping lots of goods.

Mining Basics

In Mineral Town, there's a total of 2 mines. If you're a beginner you better just mine when you'll be needing an ore for upgrade if not it may take a lot of fatigue from you also certain items are adviseable to mine successfully.

1st Mine - Cave near the Spring

At the hot spring area there's a cave just near the Pond. It's pretty easy to spot and it's almost very open. It's not hard to spot as it's just standing there.

Possible Ores are:

kuzu(I don't know what it is either), Copper, Silver, Gold, Mythril, Orihalcon, Adamantite, Sage's Stone (Only after you've got all the Cursed Items), Goddess's Stone(9 in all)

2nd Mine - The Mine across the lake

This mine is and can be located and accessible near the mountain path and during Winter only. It could be seen on the map as well. During winter the lake would be frozen hard enough for people to walk on it. It's in the middle of the lake.

Possible Ores are:

kuzu, Moonstone, Sandrose, Emerald, Ruby, Topaz, Amethyst, Diamond, Pink diamond, and four other kinds of ores I couldn't translate properly. and Kappa's Stone(9 in all)

** you can get a Power Berry in 29th layer underground.

** one thing more to go, the coin bag you dug contains a random amount of money.

(1) Why Mine?

Mining is another way of providing yourself extra income. Specially during the winter season where your income should decrease by 1/10. Mining requires two distinct tools. A hammer and a hoe. The hoe is needed to go deeper or find a way to go down the mine for better ores as the hammer is used to destroy rocks and possibly acquire ores from it as well. Basically, If you mine you get easy bucks and in an unlimited ways. Also this is a requirement for you to upgrade certain tools or make certain items. Sometimes you'll find money (10G.) as you mine. If you'll mine you should be ready as having a basket and perhaps medicine for restoring fatigue would help a lot. At an early stage mining is not actually a good way to earn money as some forage-

able items gives you a lot more money rather than mining.

(2) Mining Tips

- + Upgraded tools has no effect on the mine so they still cover a block per use.
- + To go deeper smash/plow as much blocks as you can and find a hole. You could go deeper into the mine from there.
- + The hole changes position everytime you enter them though the odds are like 15:85.
- + A better pack or a basket is a great idea to be earning big bucks from it.
- + Pull out of the mine if your face has turned blue.
- + Bring along a medicine if you'll be mining long and hard.

(3) Ores are us!

Here are the items you could find they're arranged already.

Junk Ore	1G
Money Bag	10G - instant money
Copper Ore	15G
Silver Ore	20G
Gold Ore	25G
Mystrile Ore	30G
Orichalcum Ore	50G
Adamantite Ore	50G

Fishing Basics

Fishing is another way of earning extra income though the process itself is tedious and frustrating at times luckily you won't be starting the game to fish ASAP. You'll be needing a fishing rod (Of Course!). You can acquire it on the beach. Fishing could be done on bodies of waters only excluding ponds, and hot springs. Simply equip the rod and cast them out. Wait for the rod to vibrate a little then pull it in. There are ways to easily pull out fishes just refer to the stuffs below.

Fishes had a couple of purposes as they come in to the mineral town. Either sell them, give them as gifts, or cook them.

(1) Why Fish?

Fishing is fun. Is that not enough? Also, some people likes fish for present or simply they sell for a good price. They'll be ranging from 100 - 300G. according to their size. Fishing is a good way to burn time.

(2) Fishing Tips

- + Throwing Trash(I think weeds/destoyable is one) around will decrease the chance of fishing out a fish,
- + A bin or a basket is where you should throw your trash.
- + There are fish in the hot spring. but you won't be able to catch it without Cursed Rod.

(3) Fished Out?!

Unused Can

Boots

Fish Bone

Small Fish 50G.

Medium Fish 120G.

Large Fish 200G.

Shipping: The bin and beyond!

The Shipping bin is the place where you sell your goods. Just throw them in

and you'll notice it to budge a little. There are 3 shipping bins in total 1 situated in your farm and the other 2 are inside the chicken coop and the barn. There are an advanced way of shipping and it mainly makes your shipping job easier specially when you've almost filled your farm with crops.

(1) The beyond!

Do you know that time doesn't expire when you're inside a house? The shipping bin is located at the top left of the farm map but what about those you've planted away from it? There's the barn and the coop as an answer. You could use the bins in them to ship produce as well. Just pick as much crops and just hop in their hood and ship it there. This avoids spending 10 to 30 minutes of farming time by just shipping goods! This also helps if you're situated far from it.

(2) Advance Shipping Equipment

There are things that makes shipping easy as well. You've got the Horse's Saddle and a Basket.

The Basket is perhaps the best tool you'll ever need. It could store 30 items in it and shipping them of just requires one shot. The basket is really expensive but with the help of constant farming you could avail of this early on. This'll cut your shipping time and focus more on harvesting. To use the basket simply treat it as a normal shipping bin. One's you've filled or ready to sell the things inside just pour it over the bin much like selling normal crops. Items thrown in the bin can never be retrieved. It's much like a blackhole >.< They could also be taken anywhere and be left there for you to come back the other day. Even storm or bad whether couldn't tore them apart!

The horse's saddle is given when you've made your pony like you enough. The horse moves by itself and so using the horse as a bin should be just a second option since if you're not careful enough you can throw good money away as the horse suddenly move when you think he wouldn't.

Taking Santa's place

This is merely like Gift Giving and Making friends. Sure it's just a waste of good money but do you know that even if you befriend a normal villager they'll be of some use? Like if you befriend the old lady that lives near the Mayor he could give a recipe for you. Some of which could give you cool farming tips or give you hints on what to give a girl.

--*-*-*-*-*-*-*-*
* Basic Farming Tools *
--*-*-*-*-*-*-*-*

At the beginning of the game you'll find a hammer, an Ax, a Hoe, a sickle and a watering can inside your tool box. You can equip any of the three or depending on your backpack. The status screen shows the level of your tools and the like learning them gives you an advantage on your farming techniques.

The status screen should look like the one below:

- = Status Screen of Tools = -
Legend
(Tool Icon) [|||||] _____ [C] Copper Ore
[C] [S] [G] [M] [##%] [S] Silver Ore
[G] Gold Or
[M] Mystrile Ore

The bar reopresents the experience bar. The color of it would change depending on the tool level. To see whether the tool is available for an upgrade check the ores available for it.

The percentage reads this way.

[Percentage]	[Tool/Color/Type]	[Cost for Upgrade+Req]
001% to 099%	Default Tool	[N/A]
100% to 199%	Copper Tool	1000G. + Copper Ore
200% to 299%	Silver Tool	2000G. + Silver Ore
300% to 399%	Gold Tool	3000G. + Gold Ore
400%	Mystrile Tool	5000G. + Mystrile Ore

It's possible to jump unto a certain tool right away. Like skipping Copper then quickly upgrading it for a silver tool. It's economical that way though you should plan before hand when to upgrade certain tools. Like a sickle's job is still quite easy with out any upgrades. Or a Hammer should be upgdgraded to at least copper to smash rocks. All you have to do is to accumulate as much experience by constantly using the tools. How? read the next section. Anyway, the tools or the cost doesn't build up. It's rather fixed.

(1) How to upgrade?

All you need is to obtain a certain ore that is required for upgrade, ample amount of money and the tool itself!. Check the Mine section for the ores and for the basics. Also, tools needed a certain amount of experience for upgrade. This is done by using them on proper places. Like hoe would be earning it's experience by tilling soil or Hammers by breaking rocks. There's an advance way of earning experience though only applicable to Ax and Hammer as they're designed for it. Hoe, Sickle and Watering Can should be earning their experience from constant work as the two said tools could earn theirs by simply hitting Rocks or Large stones or stumps. At their level they won't be hurting it but they'll be gaining levels from it anyway.

(2) Effect Chart

Tool	Model	Effect
Ax	-----	Chop only branches/logs
	Copper	Chop logs/6 hits to a tree stump
	Silver	Chop logs/3 hits to a tree stump
	Gold	Chop logs/2 hits to a tree stump
	Mystrile	Chop logs/1 hit to a tree stump
Hammer	-----	You can only break small stones
	Copper	3 hits for large stone
	Silver	2 hits for large stone/5 hits for rocks
	Gold	1 hit for large stone/ 3 hits for rocks
	Mystrile	1 hit for large stone/ 2 hits for rocks
Hoe	-----	[Tills 1 tilled soil
	Copper	Tills 2 x 1 tilled soil
	Silver	Tills 3 x 1 tilled soil
	Gold	Tills 4 x 1 tilled soil
	Mystrile	Tills 6 x 1 tilled soil
Sickle	-----	Cuts 1 tilled soil
	Copper	Cuts 1 x 3 tilled soil
	Silver	Cuts 2 x 3 tilled soil
	Gold	Cuts 3 x 3 tilled soil

Mystrile Cuts 5 x 5 tilled soil

Watering Can ----- Water 1 tilled soil
Copper Water 1 x 3 tilled soil
Silver Water 2 x 3 tilled soil
Gold Water 3 x 3 tilled soil
Mystrile Water 3 x 5 tilled soil

To use their special function you should hold the B button and the hero would perform actions corresponding for each levels. The use of powerful tools doesn't take much energy now as they're more easy to use I presume.

(3) Tools Breakdown

AX

The Ax is extremely important as it's the only way for you to get a lumber or to avail for an upgrade. The ax could clear tree stumps or branches. Upgraded Ax still needs to charge up before being able to use their function.

HAMMER

Hammer is another essential tool when it comes to mining. It's used to break down rocks to earn ores and to destroy stones big and small to clear the farm. It also is used to destroy destroyed lumbers. Also has a function of removing or untilling tilled soil.

HOE

Hoe is a very important farming tool as it's the only way for you to plant seeds. With an Upgraded Hoe it'll be easier for you to outline youe crops and see a better way of farming with it. Hoe is also used to mine so that makes it's functiontwice as important.

SICKLE

Death's weapon, it's has a long sharp blade on the end and could swipe bodies as it is used. Oh! Anyway, the sickle is just used to cut grass or weeds or to lessen an animal's heart level. The sickle is an alternative of getting foddors for your animals.

WATERING CAN

Watering Can is another very important tool. You'll find yourself using this tool 400% of the time! A better Watering Can means that you'll be cutting your farming time a bit. It's mainly use to water crops. Grass doesn't need them so you should not use them on them. It also needed to be filled with water first. Just take it near a body water or your pond to be exact and use it there.

--*-*-*-*-*-*-
* Crops Guide *
--*-*-*-*-*-*-

Crops are the most important thing that you need to learn when farming. They're the heart and sould of it. To plant crops, you have to buy one from the grocery store or the chinese looking peddlar. Seeds are packed into 9 and is used ones. You need to till block of soil to be able to plant them and watering them everyday is a must.

(1)Using the land for your advantage

Be sure that you've learned everything about the basic farmings as well as the tools needed. Strategically tilling soils depends on how much you would like to earn as well as the crops you're planting. The following patterns suggests the type of watering can you should be using to be able to maximize and utilize every single bit of everything.

Legends:

[:] - tilled soil where the seeds would go

[X] - un-tilled soil/Blank space

[:][:][:]

[:][X][:]

[:][:][:]

This pattern is designed for a normal watering can and a copper watering can. Since you won't be able to reach the very center part ones the seeds began sprouting giving it a blank space at the center or reconsider the following:

[:][X][:] [[:][:][:] [[:][:][:] [[:][:][:]

[[:][:][:] [[:][:][X] [[:][:][:] [X][[:][:]

[[:][:][:] [[:][:][:] [[:][X][:] [[:][:][:]

By following these or any of these patterns you'll be utilizing the space without leaving one part waiting. These patterns allows you to water every single one of your crops till you could get a silver watering can or a higher one. Since in a 9 tilled block you'll surely fail watering the center without a higher leveled watering can. To have a maximum harvest an 8 crop pattern is followed till you've already upgraded your can. I suggest going straight to Silver or any other higher watering can to not waste money at the same time max out the time.

* - You can take on a 9 patterned block and just ask a harvest sprite to help you water/harvest it.

However having a Silver or a higher watering can you can follow the 9 pattern block as seen here:

[[:][:][:]

[[:][:][:]

[[:][:][:]

This applies to plants that grows once though you could enlist the harvest sprites to help you get to the center anytime. To scattter those seeds just walk on the center of the '3x3' block and use it there.

Planting seeds that is off season in your farm will kill it. Let say you've planted a turnip during another season or they're in a process of growing and the next season comes. They'll then automatically wither. Though I think planting summer-type seeds on the last day of spring then they'll live the next day.

TIPS: After you have sold over 100 turnip, potato and cucumber for each, you will get Strawberry Seed It goes the same way in summer and autumn. You will receive new seeds if you've sown 100 each of the 3 basic seeds that could be purchased in stores.

(2)Profit Formula

The profit from crops is calculated under this formula:

The crops profit margin is being calculated by this formula:

Legends:

A = Number of crops sown

B = Selling price of sown crops

C = Cost of the bag of seeds

D = Number of days for the crop to grow
E = Times a crop could be harvested
F = Profit per bag of seeds
G = Days before regrowing

Formula:

Profit per bag of seeds = (A x B) - C

It is then calculated for the number of times it could be harvested or the amount of profit you could gain for the entire season under these formula for non-regrowing crops:

Times a crop could be harvested = (30 days - D)

Total profit earned = (F x E)

For the regrowing plants here's the deal:

Profite per bag of seeds per season [(A x B) E] - C

Times a crop could be harvested = [(30 days - D) / G]

--- As Quoted from an email (Sorry I forgot your email add) ---

I was reading your FAQ and it was good until I got to the calculations... I noticed that you said the number of times a crop will grow in a season is equal to 30 days subtract the amount of days to grow... This is incorrect.

The real formula should be:

$R = \text{floor}(30/D)$, for example $R = \text{floor}(30/8) = \text{floor}(3.75) = 3 = R$, you would be able to regrow the crop 3 times for a season.

R: How many times the crop will grow in a season

D: Days to grow

This is of course assuming that you are able to buy the crop on the same day it was grown as well as growing the crop on the first day, of course the formula will be different if the crop is renewable...

That formula would like this:

$R = \text{floor}([30-O]/D) + 1$, for example $R = \text{floor}([30-10]/8) + 1 = \text{floor}(20/8) + 1 = \text{floor}(2.5) + 1 = 2 + 1 = 3$.

O: Original amount of time to grow at first before it regrows.

The same rules will of course apply to this as were mentioned above.

--- E N D Q U O T E ---

I hope this can help you out, sincerely Matt Shelley.

* - Color indicate the of the seed package. Each seed are packed into 9 seeds each. Refer below for the explanation: (Also is arranged in an order with the highest gained profit per max harvest)

[Crop name]

Color: [On what color does the seed is packed]

Season: [Season's specified]
Type: [Type of crop whether a Single or Multiple]
Cost: [Per bag of seeds]
Sell: [How much each crop is sold]
Growth Period: [The time before being able to be harvested]
Regrowth Period: [The time before a multiple type crop would regrow]
Maximum Harvest: [# of times it could be harvested per month]
Place: [Where it is bought]
Profit: [self explanatory]
+ A: per 8-seed harvest
+ B: per 9-seed harvest
+ C: 8-seed max harvest per month
+ D: 9-seed max harvest per month

- = S P R I N G = -

CABBAGE

Color Yellow-Green
Season Spring
Type Single
Cost 500G.
Sell 250G each
Growth Period 15 days
Regrowth Period N/A
Maximum Harvest 2 times
Place Won, Zak's place
Profits
+ A 1500G.
+ B 1750G.
+ C 3000G.
+ D 3500G.

TURNIPS

Color White
Season Spring
Type Single
Cost 120G.
Sell 60G each
Growth Period 4 days
Regrowth Period N/A
Maximum Harvest 7 times
Place Grocery Store
Profits
+ A 360G.
+ B 420G.
+ C 2520G.
+ D 2940G.

POTATO

Color Brown/Yellowish
Season Spring
Type Single
Cost 150G.
Sell 80G each
Growth Period 7 days
Regrowth Period N/A

Maximum Harvest 4 times
Place Grocery Store
Profits
+ A 490G.
+ B 570G.
+ C 1960G.
+ D 2280G.

CUCUMBER

Color Dark Green
Season Spring
Type Multiple
Cost 200G.
Sell 60G each
Growth Period 9 days
Regrowth Period 6 days
Maximum Harvest 4 times
Place Grocery Store
Profits
+ A 280G.
+ B 340G.
+ C 1520G.
+ D 1960G.

- = S U M M E R = -

PINEAPPLE

Color Yellowish
Season Summer
Type Multiple
Cost 1000G.
Sell 500G each
Growth Period 21 days
Regrowth Period 5 days
Maximum Harvest 2 times
Place Won, Zak's place
Profits
+ A 3000G.
+ B 3500G.
+ C 7000G.
+ D 8000G.

CORN

Color White/Yellowish-Brown
Season Summer
Type Multiple
Cost 300G.
Sell 100G each
Growth Period 13 days
Regrowth Period 4 days
Maximum Harvest 5 times
Place Grocery Store
Profits
+ A 500G.
+ B 600G.
+ C 3700G.
+ D 4200G.

TOMATO

Color Red
Season Summer
Type Multiple
Cost 200G.
Sell 60G each
Growth Period 10 days
Regrowth Period 3 days
Maximum Harvest 7 times
Place Grocery Store
Profits
+ A 280G.
+ B 600G.
+ C 3160G.
+ D 3580G.

ONION

Color Brown
Season Summer
Type Single
Cost 150G.
Sell 80G each
Growth Period 8 days
Regrowth Period N/A
Maximum Harvest 3 times
Place Grocery Store
Profits
+ A 490G.
+ B 570G.
+ C 1470G.
+ D 1710G.

- = F A L L = -

SWEET POTATOES

Color Red Orange
Season Fall
Type Multiple
Cost 300G.
Sell 120G each
Growth Period 6 days
Regrowth Period 3 days
Maximum Harvest 9 times
Place Grocery Store
Profits
+ A 660G.
+ B 780G.
+ C 8340G.
+ D 9420G.

EGGPLANT

Color Purple

Season Fall
 Type Multiple
 Cost 120G.
 Sell 80G each
 Growth Period 8 days
 Regrowth Period 3 days
 Maximum Harvest 7 times
 Place Grocery Store
 Profits
 + A 520G.
 + B 600G.
 + C 4360G.
 + D 4980G.

GREEN PEPPER

Color Dark Green(different from cucumber)
 Season Fall
 Type Multiple
 Cost 150G.
 Sell 40G each
 Growth Period 8 days
 Regrowth Period 2 days
 Maximum Harvest 12 times
 Place Won, Zak's place
 Profits
 + A 170G.
 + B 210G.
 + C 3690G.
 + D 4170G.

CARROT

Color Orange
 Season Fall
 Type Single
 Cost 300G.
 Sell 120G each
 Growth Period 8 days
 Regrowth Period N/A
 Maximum Harvest 3 times
 Place Grocery Store
 Profits
 + A 660G.
 + B 780G.
 + C 1980G.
 + D 2340G.

--*-*-*-*-*-
 * Town Guide -
 --*-*-*-*-*-

- -
 - Places -
 - -

Inn, Mayor's House, Library, Market, Vineyard, Carpenters House Your Farm,
 Poultry Farm, Barn, Sea Town Square, Goddess Pond/1st mine, 2nd mine
 Kapps location(green guy), Summit, Doctor's Office, Smith's Shop

Note: More info soon!

- -
- The People -
- -

(Ana?)

Ana - Ana, Mar's mother, is just your ordinary housewife. She has a bushy like hair that covers her ear and has a quite great smile on her face all the time.

(Barley?)

Mug - An old man who resides and still is working to tend to their livestock. He's the Cow and Sheep farmer. He's rather old and has a bent structure. He wears a green shirt and has a small white glasses. He's daughter left him May to take care.

(Bazil)

Baz - He's an explorer and a plant/flower expert. I think he's some kind of botanist as he specializes on plants. He has a very masculine built and has a backpack carried. Wearing a green vest over a white shirt and a feather on his head.

(Carter)

Cartr - The local priest of mineral town. He hears confession every now and then and would be out of his parish church every now and then. He's fond of children and would always be found in a cheerful mood. Cartr always wears his black priestly robe.

(Gray)

Gra - He's some guy who's wearing a blue cap and wears a worker overall. He's always muttering about something and is rather a very sad guy. He would be found loitering by the square or be found inside the bar. He's a blacksmith in training.

(Doctor)

Doctr - The town's local doctor. A melancholic person. He always shows authority in his work and would sound rather annoying at times. He's usually in the clinic working and under his white doctor shirt.

(Dud?)

Dud - He's Ann's dad. He has an orange hair and a noticeable mustache, he wears a white shirt the resides under a leather like vest. He's very desperate for a man to marry his tomboy daughter. He's always in the bar working.

(Duke)

Duke - Duke is dressed up in a bartender like vest. A cool white streaks by his hair and a very noticeable bow on his neck and a white suit. Duke loves wine and is always looking at them.

(Ellen)

Eln - Eln is an old lady who lives with his grandson Yew and Eli. She's too old as she's stuck in his rocking chair. He would want to be out in the outdoors though his condition forbids it.

(Goz)

Goz - Goz is the woodsman who lives by the wood. He's a carpenter in profession and is always checking out the mountains for lumber. He has a rowdy look wearing a brown beard and a white shirt.

(Harris)

Har - Har is the very friendly policeman who is out to search for a suspicious person. He wears a dark blue police uniform and a mailman-like cap.

(Jeff)

Jef - Jef is Sara's husband. He's a very kind person who wears a white waiter-like shirt and supports a black mustache. He works and owns the grocery store.

(Lil)

Lil - Lil's Pop's mother. She's sick as it stops her from going out to much though that doesn't stop her from working in her poultry farm.

(Manna)

Mim - A very talkative lady. She's Duke's wife and she works for the winery as well. She would be seen constantly chattering around the square if not she's always found in the winery.

(May)

May - May is Mug's granddaughter. She's always playing around or near the church with Yew. She wears a cute little pigtail and a red shirt.

(Tommy/Thomas)

Tommy - He's the mayor of the town that resembles a certain Nintendo character. He could be identified quickly through his unique mustache and his red nose.

(Rick)

Rik - Rik's Pop's elder brother. He dislike those who are not worthy of her sister Pop. He works at the Poultry Farm and looks like a crazy guy in glasses.

(Saibara)

Sabre - Sabre is the blacksmith of the town. He is one of the old people that resides the town. He's currently training his apprentice Gra.

(Zack)

Zak - Zak is the shipper. He'll be visiting your town most of the time and take those stuffs you've shipped and pay you on the spot. He has this big masculine build and a spiked like brown hair.

(Won)

Won - He'll greet you early in the game. He's the chinese merchant selling cool goods/bag of seeds. He wears a yellow chinese-styled shirt and a mustache of the heritage. He resides at Zak's place.

(Stu)

Yew - Yew's Eln granchild. He has this helmet-styled hair and wears a white shirt. He loves playing with the local priest and/or May.

(Sasha)

Sara - Sara's Kar's mother and Jef's wife. She's usually around the square if not tending around the store. She has a blond hair and a white shirt under her blue apron.

- -

- Girls -

- -

There are five total girls and 1 you can marry in this game. You should make them like you first before they accept your proposal and at the same time a larger house is needed. There are ways to them to like you either talk to them often, give them gifts or participate events with them. Here are the heart indications:

Black - You're just a stranger to them.

Purple - She knew of you now.

Blue - You're considered as her friend

Green - She thinks of you as a Good Friend

Yellow - You two will be more than just friends now.

Orange - She's in love with you.

Red - She's madly deeply in love with you.

(Lan? or Anne?)

Ann - 17th of Summer

Rival: Cliff

Ann's a tomboy. Her dad's the owner of the bar, Dud. She's mostly found out doors if not in her room. She likes mostly anything and is rather thankful for anything. She's cheerful and loves nature.

(Elli)

Eli - 16th of Spring

Rival: Doc

Eli's the local nurse. She loves little kids and is hoping to someday have one. She's always working in the Hospital. She loves mostly anything possibly animals. She aspires being much like her grandmother Eln and is hoping to be a good nurse.

(Karen)

Kar - 15th of Fall

Rival: Rick

Karen is the daughter of Sara and Jef. She sports a very anime like hairstyle taking after her mother's blonde hair. She's a cool girl and is always in her room if not just by the bench near the store. She's the most mature among the girls and is rather picky when it comes to gifts.

(Mary)

Mar - 20th of Winter

Rival: Gray

Mar is the Librarian of the town. She enjoys reading and learning new things. She has a thick black hair and wears a pair of glasses with her blue dress. She lives with Baz and her mother Mim.

(Popuri)

Pop - 3rd of Summer

Rival: Kai

Pop is a daughter of the Poultry Farm owner. She tends to chicken every now and then and is found usually hanging by the beach during summer. She wears a pink dress over a white jacket like thing. She looks rather childish and would sometimes act like one.

(Goddess)

Birthday: Spring 8 or 9

Favorites: Anything you've grown on your farm.

Marriage Requirements:

- Catch all the different species of fish, including the 6 Kings
- Ship at least 1 of every shippable item
- Collect all 9 of the Goddess Jewels and receive the Goddess' Treasure
- Own the Big Bed for your home

- Dig up every type of ore from the mines
- Be in your 5th year on the farm

--*-*-*
* Carpenter's Upgrade *
--*-*-*

The Carpenter, Goz could upgrade your house, barn, chicken coop or even have a new house located just across the poultry farm in the town. Upgrading houses doesn't have any other requirement other than the enlisted things needed like lumber and money. Having an upgrade allows you to do certain thing like breed more animals or live a better life on a better house that has a couple of more features other than a bed and like that. The things below goes like this:

Name of Upgrade - What will happen/How does it looks

Requirements

- + Gold
- + Wood

Wood = 50 G.

Golden Wood thingie - 100000 G. must have 999 Wood first.

Upgrade: money/logs

Farm House1: 3000/200

- Gives your house a bit of space.

Farm House2: 10000/700

- You get the fireplace with this

Chicken Coop: 5000/420

- Gives you more spaces in the coop

Cow Barn: 6800/500

- Gives you more spaces in the barn

Bathroom: 30000/580

- Adds the bathroom house upgrade

Window Remodel: 25000/300

- Square Window with screen Square Window w/o screen Round Window

Doghouse Remodel: 20000/500

Red Blue Strange Mailbox Remodel: 10000/200

Red Blue Strange Townhouse/Villa: 100,000,000/999

From: James Amos <james2213@hotmail.com>

i have found out a few things! to get furniture you need to order it by first watching t.v on a saterday and then running to the inn and use the telephone that is near the till, and 2 days later when you go outside you will see the guy that picks your crops everyday at 5:00pm! I am making a list of all the things you can order. here are a few

Mirror : 1000g. Makes a fancy mirror next to your bookshelf.

Grandfather clock : 2000g, This put a grandfather clock in your house. It is place to the left of your mirror.

--*-*-*
* TV Guide -
--*-*-*

Household items could be purchased at the TV Shopping channel. They're on every saturday and you could use the phone in the Inn to purchase the item they're selling during that day.

Name	Price	Usage
Mirror	1000G.	Will tell you something. (Actually nothing meaningful)
Clock	2000G.	Just tells you the exact time
Fridge	2500G.	You can store crops and foods there
Cupboard	2500G.	Those cannot be stored in the fridge, just put them here
Carpet	5000G.	Just decoration
Big Bed	10000.	Really expensive, necessary for your marriage.
Kitchen Knife	1500G.	Needed to do the cooking
Fly Pan	1500G.	Needed to do the cooking
Pot	1000G.	Needed to do the cooking
Mixer	1200G.	Needed to do the cooking
Whisk	500G.	Needed to do the cooking
Seasoning Set	2500G.	Needed to do the cooking
Power Berry	10000G.	A powerberry ^_^
Rolling pole	750G.	Needed to do the cooking

**The cooking set have 8 items in all, but you can do most of the cookings merely by 1~3 cookers.

--*-*-*
* Frequently Asked Questions -
--*-*-*

1. Hi! I'm from <insert-name-of-website-owned> and could I feature this <insert-praise-here> in my site?

A: 85% of the time I do allow people to get this guide on their site just for the reward of being honest and they've asked! I careless about the resentation or the looks/prestige/whatever your site is all about. Just ask and I'll see what we could do!

2. How come my computation differs from you?

A: Send me your formula or calculation to attain it and tell me what I did wrong. I do accept criticism and anything that may help this guide look or be the best.

3. How come <insert-something> is different from mine?

A: Perhaps I had typed it wrong or something. Just tell me about it and I'll credit you for it.

4. How come you don't answer back with your e-mails?

Moon Dumplings: Muffin Mix, Sugar

Likes/Dislikes (there are some great FAQs for the PS game that are pretty much accurate. I'm only going to list things I've found that are different from that version) One overall thing is the pretty much everybody seems to at least like flowers, including the men.

Karen: likes all flowers (she was neutral to all but pink cat), hates chocolate, dislikes apples

Stu: likes flowers

Barley: dislikes herbs (at least yellow and green)

Jeff: is neutral to flowers

Cliff: hates flour

H. Goddess: loves flowers and eggs, is neutral to spa-boiled eggs and sweet potatos

Sasha: seems to hate all plants, especially flowers

Shop Hours: Yodel Farm: 10-3, closed Monday

Chicken Farm 11-4, closed Sunday

Lumberyard: 11-4, closed Saturday

Gifts to the Harvest Goddess (I haven't kept an exact count, so these are only approximate)

20ish: Power Berry

50ish: Claims she makes a girl like you more (hard to verify) BUT if you tell her you like her, she'll like you more and will give you relaxation tea leaves.

Shopping Channel Kitchen \$10000 Oven \$2500 (? I forgot to check T_T)

Sellables(just thing I didn't notice in your list ^_^)

Spa-boiled Egg: 80

Gold Egg: 150

Ruby: 78 one of those apples Won is always trying to sell...HMSGB.

I don't know if it sells for more than you pay for it, but it is counted in the Memos list as an individual sellable, so maybe there's something special about it?)

Fishing Rod: I got this in late summer, so I think you can get it year round, but you have to be friends with Zack first (or at least acquaintances)

Stone of Truth: I've only found one so far T_T It was upstairs in the library in the SE bookshelf

Upgrades from Gotz(I know you have most of these, but I can't remember which so I'm going to list them all 8P)

Upgrade: money/logs

Farm House1: 3000/200

Farm House2: 10000/700 (you get the fireplace with this)

Chicken Coop: 5000/420

Cow Barn: 6800/500

Bathroom: 30000/580

Window Remodel: 25000/300 Square Window with screen Square Window w/o screen Round Window

Doghouse Remodel: 20000/500

Red Blue Strange

Mailbox Remodel: 10000/200

Red Blue Strange Townhouse/Villa: 100,000,000/999

From: "darrel shakri" <ddri2020@hotmail.com>

As the name implies, I will give you extra info about the game

There's been a new type of farm tools.they are called cursed(insert farm tool name), blessed(insert farm tool name) and mythic(insert farm tool name).I've only got them through a CB codes.

I've only tested the mythic tools.I will list them now:

Hoe -tiles horizontal 18 and vertical 5

Sickle -cuts a wide radius.REALLY wide(but not entire farm)

Watering can -waters 252 squares(radius still unknown as one charged water waters all my crop)

Hammer -Supercharged one small rock=whacks ALL rocks in the area regardless of size in ONE hit

Axe -same as hammer but at stumps and lumber

that is all the info I can provide.How to get them is still unknown

Hope that helps.

From: Steve <H20DeMon15@aol.com>

Alright, let me see, i found out that there was an oval shaped bright green mineral called fluorite, and the pink diamond thingy is called a desert rose. thats all i found so far, the translation is not that great it like it has some minerals and seeds and stuff but even some of the minerals aren't spelled right. i think that its correct though cuase i ran it over with my friend who reads writes and speaks japanese. so thats it

Linkartz <Linkartz@aol.com>

T.V. Prizes - has something to do when you press down when watching TV. The # indicates every correct answers me thinks ^^

90-99 french fries recipe

80-89 ketchup recipe

70-79 pirate treasure

60-69 fossil

50-59 golden lumber

40-49 dress
30-39 perfume
25-29 facial mask probably 20-29
15-19 sunblock
10-14 relaxation tea leaves
5-9 rice cake
1-4 nothing

I found 2 jewels other than the one you have on the faq. There's one in the Horse's water (the horse's house/stable thing), and the other I found mining (breaking rocks, did NOT dig it up with the hoe) in the Winter Mine. Thought I'd help you out

Man Ling Li Zhang <finalianx@sbcglobal.net>

Um.. as we all know that the sprites like items of their color, we give simple things like the grass on the beach, or flowers. Honey is the best item that all the sprites like, especially yellow. You give him like 5 of these, he'd probably have 4 hearts. And when they work more, they get better. And if they have more hearts towards you, they tend to build up their working speed a lot faster. Like if one sprite has only 1 heart towards you, he learns very slow. The ones with a lot of hearts learn very fast. So give them a lot of items first, then tell them to work. That way, they build up their skills much faster. Here's something really strange... Sprites are willing to work the animals, but when I pick up a chicken and talk to them, they get scared. They are really scared of animals, even your dog.

When you work them too much, and never talk to some, they talk very funny. They are afraid that you will make their houses dirty. And when they like you a lot, they say they know when you are going to arrive. When the sprites do the animal in the barn, you can see that he walks everywhere, on the wall, over the cow, on the feeding boxes. And when outside, they walk over ponds, through fences and houses. You can see that their movements are totally random, and don't have limits for where they cannot go, like us, the character. What's also funny is that when it, for example, milks the cow, it just sprays magic. And the milk will automatically teleport from inside the cow to the shipping bin. Isn't it amazing?

Dwaine Austin <nutso_junk@hotmail.com>

I found an error in one of your sections. The information you received from Linkartz <Linkartz@aol.com> about prizes received from the "Harvest Goddess T.V. Show" is not 100% correct.

0-1 Nothing
2 Orange Grass
3-5 Buckwheat Flour
6-7 Rice Cake
8-9 Buckwheat Flour

10-14 relaxation tea leaves
15-19 sunblock

20-24 Skin Lotion

25-29 Face Mask

30-39 perfume

40-49 dress

50-59 golden lumber

60-69 fossil

70-79 pirate treasure

80-89 ketchup recipe

90-99 french fries recipe

100+ Book (Commerates your victory of the Havest Goddess game by winning 100 times in a row)

Fernando <whiteguy10019@yahoo.com>

The T.V. prizes happen the last week and first week of the year when the goddess is on the left channel (lol left channel) she'll show you a number and she'll tell you that the next number will be either Higher or Smaller (you pick) if you get it right you get prizes =D and you get orange grass (not sure but i know its grass), i wonder how she magically passes it through the T.V., and for like 4 guesses correct she'll give you cheese cake... thats how far I've gotten then new years week passed so i'll have to wait... Thanks for hearing me out :D hope i was some kinda help, don't want readers reading info thats partially correct.

* Item Bestiary *

Item Bestiary Section is a section that simply contains minor information on how or where or how much an item is. Contributions are widely appreciated just follow the format for me to put it up easier.

Item Name: Item Description

Season it could be found : Place it was found

Buying Price/Selling Price

Sellables

Blue Grass: Find them in the mountains. Eat to Recover some Stamina.

Spring - Forest, Hot Spring

Sell: 100G

Bamboo Shoot: Find them in the mountains. Can be eaten or shipped.

Spring - Forest, Mother's Hill

Sell: 50G

Orange Grass: Does not affect Stamina or Fatigue.

Spring - Beach

Sell: 100G

Tools/Livestock

Upgrade Rucksack

Any Season - Store

Buy: 3000G

Brush: A tool for brushing Cows, Sheep, or Horses.

Any Season - Blacksmith

Buy: 800G

Milker: A Tool for milking adult female cows.

Any Season - Blacksmith

Buy: 2000G

Cutter: A tool for shearing Wool from adult Sheep.

Any Season - Blacksmith

Buy: 1800G

Chicken

Poultry Farm

Buy: 1500

Sell: Varies

Buyables

Basket: Can Store goods to ship. Holding # items.

Any Season - Store

Buy: 5000G

Gift Warp

Any Season - Store

Buy: 100G

Bread: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 100G

Curry Powder: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 100G

Flour: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 50G

Rice Ball: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 100G

Oil: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 50G

Dunpling: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 100G

Chocolate: May be eaten as is, or used for cooking.

Any Season - Store

Buy: 100G

Bodigizer: Helps recuperate Stamina

Any Season - Clinic

Buy: 500G

Turbojolt: Helps recuperate Fatigue.

Any Season - Clinic

Buy: 1000G

Non-Sellables

Branches: Material for Lumber. Can be placed on tillable land.

Spring - Forest

Default - Farm

N/A

Stones: Can be smashed with Hammer or placed on tillable land.

Default - Farm

N/A

Weeds: Grow in Spring and Fall. Should be removed.

Default - Farm

N/A

Moon Drop Grass: Flowers in Spring. Cannot be Shipped.

Spring - Forest, Mother's Hill, Hot Spring

N/A

Toy Flower: Flowers in Spring. Cannot be Shipped.

Spring - Mother's Hill

N/A

Chicked Feed: Place in the Feed Bin the Chicken Coop.

Poultry Farm

Buy: 10G

Animal Medicine: Use to cure sick livestock.

Poultry Farm

Buy: 1000G

Lumber: Use for construction, fire-wood, or Fences.

Gotz' House

Buy: 50G

* Cheats and Secrets -

From: coolboy7 <lbyrdlbyrd@alltel.net>

here is what I know:

Throw Cucumbers in pond where 2nd mine is open,during winter,to meet some green guy and get something. Of course,the Goddess in the Waterfall.

You should through Cucumbers in the lake EXCEPT IN WINTER! For in winter, the lake is frozen! And you should through it continually for 10 days, that is at least 1 cucumber each day(He won't thank you for extra). You will get a Blue Power Berry(Mysterious Berry) which cuts your stamina loss by half.

From: Ketay (ketay@attbi.com)

To bless a cursed tool do the following :

Sickle

Equip the cursed sickle and keep it on your character for a total of 10 days.

Hoe

Visit the church and have the pastor remove the curse 10 times (each time costs 1,000G).

Axe

Use the Cursed Axe a total of 255 times.

Hammer

Equip the cursed hammer and keep it on your character for a total of 10 days.

Watering Can

Visit the church and have the pastor remove the curse 10 times (each time costs 1,000G).

Fishing Rod

Use the Cursed Fishing Rod a total of 255 times.

Stone of Truth (From:Various People ^_^)

1. Bought from Won for 50,000G
2. Through Horserace medals (1000 medals)
3. Dog House
4. Stable (by the water)
5. library, upstairs, bookcase
6. 100 floor in spring mine
7. Mountain Cottage
8. Mayor Thomas' Fridge

--*-*-*-*
* Credits *
--*-*-*-*

I would like to thank the following:

Natsume - For creating such a wonderful game. They've done a heck of a job this time.

GameFaqs - The best FAQ site in the world nuff' said.

YOU - This won't be called a guide with out anyone being guided. Thank you.

wnight@citiz.net - You're the bomb! He's responsible to a lot of stuffs here.

Thanks man! You Rock!

Matt Shelley - For the Correct computation (Mail me up for your email here sorry that I forgot ^_^)

Also thanks to the following for their contribution!

James Amos <james2213@hotmail.com>

coolboy7 <lbyrdlbyrd@alltel.net>

Lisa Byrd <lbyrdlbyrd@alltel.net>

Thumblister

ELF <pooka@elfhame.net> - for a couple of Random HM stuffs

darrel shakri <ddri2020@hotmail.com>

Steve <H20DeMon15@aol.com>

Linkartz <Linkartz@aol.com>

Ketay <ketay@attbi.com>

Man Ling Li Zhang <finalianx@sbcglobal.net>

Marie Fitzpatrick <marie_fitz@hotmail.com>

Russell Taliaferro <scissor_fight@hotmail.com>
Dwaine Austin <nutso_junk@hotmail.com>
crystal myrick <cnmyrick@yahoo.com>
John Victor "Ubaña" <jvboy_17@yahoo.com>
Fernando <whiteguy10019@yahoo.com>
<bmessy92174@cox.net>
Minh Le <minh7000@yahoo.com>

If I ever missed someone e-mail me. THANK YOU!!!!

This document is copyright Mad Monarch Gyl and hosted by VGM with permission.