

# Harvest Moon: Friends of Mineral Town FAQ/Walkthrough

by grayfox\_2510

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Version 2.1

Harvest Moon: Friends of Mineral Town (Art coming WAY later)

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- 4) Lastly, I check my mail around twice a day. Some times even more, but on the rare occasion, allow up to two business days for a reply. If they are gone and you haven't heard back from me, then either the mail got lost, both mine or yours. That, or I ignored your mail for X reason, such as, but not limited to: Crappy grammar, inquires already answered here, etc.

So what if it's a long TOS, it needs to be done nowadays... \*Rolls eyes\*

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[000]-----00. To do & Updates-----

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To do:

- > Add the mini-games section.
- > Add the GameCube Linking info.
- > Put in the list of random events. Though might be missing some...
- > Finish the schedules of the girls I'm missing.

Updates:

- > Version 2.1 - August 29, 2005. 131Kbs  
Just slight modifications here and there, but most noticeably the new Conclusion section.
- > Version 1.0: Started it all. Took me quite a while to get all this down, but heck, hope it is of use.

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[001]-----01. Controls-----

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Ok, first things first. You start playing and you see the New Game - Continue screen and are hopelessly lost... (Ok, a bit dramatic...) Hit New Game and follow the standard procedure of naming everything you can possibly think of...

After some small scenes you will be able to move around your character, "What now..." you ask yourself as you try moving a bumping into a wall (More drama...). Well, fear not, that's why I'm here for!

- > Directional Pad
  - > While your character is free, this will move him in the pressed direction.
  - > Inside menus however, left and right will be used for switching screen, up and down will scroll the screen up or down.
  
- > Start Button
  - > This will open a small menu window on the bottom section of the screen. (See Menu)
  
- > Select Button
  - > This will open the ranch summary, a lot of information about your ranch will be displayed here. Can be accessed through the menu as well. (For more info refer to Menu)
  
- > A Button
  - > You can use this to pick up things (When applicable). Such as crops, animals...
  - > While in front of a person this will start conversation.
  - > This will also confirm your selection on menus.
  
- > B Button
  - > Simply pressing it will make your character use his currently equipped tool.
  - > This can also cancel actions or back out from menus.
  
- > R Button
  - > While holding this one down, your character will run in the direction he is facing.
  
- > L Button
  - > Your character will whistle, calling your dog or horse.
  
- > Button Combinations
  - > A + B: This will automatically open your Rucksack. (See Menu)
  - > L + B: This will switch to the next tool in your rucksack. If you are holding an edible item your character will eat it. Pressing Left or Right without letting go of L after you switch once will rotate clock or counter-clockwise.
  - > L + A: This will switch to the next item in your rucksack. Pressing Left or Right without letting go of L after you switch once will rotate clock or counter-clockwise.
  - > L + Select: This will open your ranch map.
  - > L + Start: This will open the map of the whole place.

[002]-----02. Menus-----

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So you are able to move correctly now, good... Pressed Start and seem lost? Look no further! (Ok, just down this thingy...)

There are 7 options in total in the menu bar.

- > Diary: This is the first one, and the left-most. This is the same as checking the diary next to your bed. Options explained below:
  - > Diary: You have 2 save datas, select either Save or Load, then the diary to use.
  - > Buttons: Setting 1 will make your character walk by default, R will make it run. Setting 2 is backwards.
  - > Clock: If 'Yes' is set, then you will see a small windown on the bottom right of the screen displaying, day, season and time.
  - > Face: If 'Yes' is set, then when you talk to someone a small graphic presentation of the person will appear above the text.
  - > Name: If 'Yes' is set, then the speaker's name will appear above the text.
  
- > Rucksack: Simple enough, this will open your rucksack. At first you only have 2 spots on each side. Left for Tools, Right for Items. You can upgrade the space to 4 and lastly to 8.
  
- > World Map: This will open a map of the whole place. You can move the cursor like your comp's mouse, press A to see more info on the location you have the cursor over.
  
- > Farm Map: This will open a map of your ranch. You can see the locations of your livestock, all you have planted and stuff like that.
  
- > Earnings: The screen you will visit the most. Several screens detailed below.
  - > (Ranch) Property: This screen displays your character, wife, son, dog and horse affection levels. In your character's case, the Power Berries you have eaten. Further below is the amount of Chickens, Cows, Sheeps, Chicken Food, Cow/Sheep Food, Lumber and Recipes you have.
  - > List of Chickens: Simple enough, a list of your chickens, with its name, affection rate, health and born date will be here.
  - > List of Cattle: Same as Chickens, but Cows. If you see the icon of the Milker next to a cow then it means you already Milked the cow.
  - > List of Sheep: Same as Cows. However, you will see the icon of the Scissors if the Sheep hasn't grown its wool coat back.
  - > Harvest Sprites: Lists all 7 Harvest Sprites. The affection rate of each, their ability at the 3 different tasks (Watering, Harvesting, Animal Care), and their current job activity (If applicable).
  - > Earnings Report: This shows you how much you have spent and earned overall.
  - > Tool Level List: This displays the level of your main tools, and if they can be upgraded already.
  
- > Memo: This option is a giant list of all the items and how many you have shipped of it. Some items will only appear after you've seen/shipped them though.
  
- > Tutorial: Simple enough, new to these games? This is your place.

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-----03. Mineral Town-----

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[031]-----03.1. Characters-----

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For information on Ann, Elli, the Harvest Goddess, Karen, Mary and Popuri check the Girls section.

Information on Cliff, the Doctor, Gray, Kai and Rick can be found at the Rivals section.

- > Anna: She is Mary's mother. She, and her husband, Basil, live right next to the library up in the northern section of town. You can spot her in the kitchen some times, but prefers a nice walk to Rose Plaza in the afternoons. Use this time to spot Sasha and Manna if you like. On Monday mornings however, you can spot the whole family up in the summit.
  - > Birthday: Fall 23.
  - > Likes: Apples, Eggs, Honey, Strawberries, Sweet Potatoes.
  
- > Barley: Cows? Sheep? Barley is your man! He lives at Yodel Ranch and will provide you with livestock... For the right price of course. Her daughter Joanna no longer lives with him, but May remains. He will also take charge of the Cow and Sheep festivals in town. To see his inventory check the Shop List.
  - > Birthday: Spring 17.
  - > Likes: Miso Soup, Rice, Scrambled Eggs.
  
- > Basil: Basil is basically a botanist. He studies flowers, and writes books about it, which can be found in the library next door... I do mean the next door thingy! He has a daughter named Mary with his wife, Anna. Unfortunately, Anna locks him in when she goes out! You can spot him on the Inn for a quick drink in the evenings though.
  - > Birthday: Summer 11.
  - > Likes: Grasses, Mushrooms, Wild Grapes.
  
- > Carter: The pastor of the Mineral Town Church. And he rarely leaves it. You can spot him out watching May and Stu, behind the podium, in the confession booth or in the small graveyard, the latter only very early. But there is more to the church than meets the eye... No, its not haunted! Geez... I meant the backyard...
  - > Birthday: Fall 20.
  - > Likes: Curry, Eggs, Fish (All!), Turnips.
  
- > Doug: He runs the Mineral Town Inn with his daughter, Ann. The early passing of his wife left him alone to raise Ann, and he wished the best for her... With any bachelor who stumbles upon the Inn, getting Ann rather... frustrated to say the least... You can always find him inside behind the counter or in the back room cooking. With the sole exception of Fall 5, where he goes up to the summit early on.
  - > Birthday: Winter 11.
  - > Likes: Apples, Honey, Small Fish.
  
- > Duke: He runs the Aja Winery with his wife, Manna. He harvest the grapes early summer and then produces quality wine with it. They have a child named Aja, the winery was named after her, however she left town time ago due to problems with her father. Don't ask Duke too much about her though, you won't get far...
  - > Birthday: Winter 15.
  - > Likes: Eggplant, Sashimi, Wine.
  
- > Ellen: She is Elli and Stu's grandmother. You can always find her inside the house though. Due to a sickness when she was a child her legs have weakened over time and doesn't moves much. She will only be spotted outside the house on Elli's wedding. She might have a favor to ask to you though.
  - > Birthday: Winter 13.
  - > Likes: Carrots, Milk, Rice Cakes, Spa-Boiled Eggs.

- > Gourmet: He.. He just comes at the cooking festival then disappears for the rest of the year... Perhaps there is more to this shady guy than you can see... Be careful of him at nights, fear him... Or he will give you a 'Bad!' grade on your dish! (What were you expecting me to say...)
- > Birthday: Unknown...
- > Likes: Any Food.
  
- > Gotz: He lives in the forest, south of your farm. He is up for any upgrading in your farm most of the time, the right amount of lumber and money is enough to persuade him on the job. However, be careful, if he sinks into a bad mood, you are in for some rough time... (Check the Shop List for his upgrade list).
- > Birthday: Winter 02.
- > Likes: Apples, Honey, Eggs.
  
- > Harris: Harris is the officer in-law of town. He will leave Thomas' place on the morning to go with his standard routine ensuring everything goes well in town. Weather is unimportant... Its just a minor inconvenience.
- > Birthday: Summer 04.
- > Likes: Energy Drinks, Small fish, Spa-Boiled Eggs.
  
- > Jeff: The Grocery Store of Mineral Town is run by him, and his wife, Sasha. He has a bad custom of letting persons buy on credit.. Of course, Sasha loves collecting the debts. His daughter, Karen, can be considered a strong drinker... By becoming friends with the family, you will be able to enter the store before 9AM! On days off you can find him on the hospital or having a drink. For his inventory check the Shop List section.
- > Birthday: Winter 29.
- > Likes: Corn Flakes, Fruit Juice, Honey.
  
- > Kappa: The beast of town! (Erm...) He lives on Mother Lake, and will only show up if you throw in a Cucumber... Do nothing, and go back in... After 10 Cucumbers he will you his special berry in hopes that you leave him alone. Nothing of intereset here, but if you have a wicked mind, you can marry him in the For Girls version! o.O
- > Birthday: Unknown.
- > Likes: Cucumbers.
  
- > Lillia: She is in charge of the Poultry Farm. She is Popuri and Rick's mother. If you need anything related to Chickens, she is the person you need. She has an illness that doesn't allows her to leave her house too much, so you won't spot her on Rose Plaza. She is in the hospital on Sundays and some festivals as well. Her husband, Rod, left long ago in search for a mysterious plant that can cure her... Nothing is known yet.
- > Birthday: Spring 19.
- > Likes: Accessories (All!), Milk, Tomatoes.
  
- > Manna: She is Duke's wife. And she runs the Aja Winery as well. She sells for a while and then goes for a gossip-fest in Rose Plaza. She is your usual talker, and can ramble on and on... She gives some info of the villagers though. She cares a lot of her daughter Aja, who left them long ago because of a quarrel between her (Aja) and Duke. Check the Shop List for her inventory.
- > Birthday: Fall 11.
- > Likes: Honey, Milk, Mushrooms.

- > May: She lives with Barley, her grandfather, at Yodel Ranch. She can found a lot in front of the church "playing" with Stu. Her mother left Mineral Town to explore the world, and while she missed her, May has managed with his grandfather... Her mother doesn't seems to be coming home soon though...
  - > Birthday: Winter 26.
  - > Likes: Apples, Boots (o.O), Fruit Juice, Honey.
  
- > Saibara: The blacksmith of town. Need some tools? Tool upgrades? He is your man. However, he gets grumpy when he works, so he asks not to be disturbed, and complies by locking his door. His grandson, Gray assists him in the blacksmith as an apprentice. See the Shop List for his inventory.
  - > Birthday: Spring 11.
  - > Likes: Adamantite, Miso Soup, Turnips.
  
- > Stu: He is Elli's little brother and lives with his grandmother, Ellen. His parents passed away long ago, leaving Elli and Ellen to deal with him, though he doesn't causes too much trouble at all. He likes to find bugs and show them around, which Elli doesn't likes. You can find him in front of the church "playing" with May most of the time.
  - > Birthday: Winter 05.
  - > Likes: Chocolate, Honey, Yarn.
  
- > Sprites: The Harvest Sprites live in a shack behind the church. They can always be found there, and when you are good friends, they can even help you on the farm! Perfect for those storms and long holidays! There are seven Harvest Sprites in total, Chef (Red), Nappy (Orange), Hoggy (Yellow), Timid (Green), Staid (Indigo), Bold (Violet) and Aqua (Light Blue). Be sure to give them gifts occasionally. Try your best to befriending them, once they hit 3 hearts, they will start helping you on the farm if you ask them, just talk to them, select the work and the time (1, 3 or 7 days). For best results give them the different grass weeds that grow, not the weeds of your farm, the colored ones found around the place. Give each to their color counterpart.
  - > Birthday: Chef - Fall 14.
    - Nappy - Winter 22.
    - Hoggy - Fall 10.
    - Timid - Summer 16.
    - Staid - Spring 15.
    - Bold - Spring 4.
    - Aqua - Spring 26.
  - > Likes: Apples, Bread, Honey, Flour.
    - Each sprite also loves the weed of its own color.
  
- > Sasha: She, along with Jeff, runs the store. She is usually on the back with her daughter, Karen. However, if the weather is nice she goes to Rose Plaza and meet up with Manna and Anna for some gossiping. Since Lillia is too weak to go outside and meet the 3 of them, Sasha will go to her house on Tuesdays and Sundays when the store is closed.
  - > Birthday: Spring 30.
  - > Likes: Accessories (All!), Chocolates, Flowers (All!).
  
- > Thomas: Elected as the mayor of the town. And the first person you'll see when you take up to the job of running the farm. He says that without your help from the farm, the whole town will 'wither' away. He comes to your farm to invite you to festivals the previous day



of each, and can be usually found in Rose Plaza, his house, Ellen's or in the Grocery Store.

-> Birthday: Summer 25.

-> Likes: Accessories (All!), Soba Noodles, Wine.

-> Won: He appears 2 days after you move in and crashes on Zack's house... Even though he didn't wanted that to happen. He own a rather... 'unique' shop and never closes it. He also sells seeds the General Store doesn't. Along with some other stuff. For an explanation on the items he has check the Shop List section.

-> Birthday: Winter 19.

-> Likes: Accessories (All!), Apples, Golden Eggs, Orihalcon.

-> Zack: Need to ship some stuff? He does all the dirty work for you. He lives on Mineral Beach, and can be found on the General Store at mornings, he was introduced to Mineral Town by Rod, Lillia's husband, Zack decided to move there, and currently resides there.

-> Birthday: Summer 29.

-> Likes: Cheese, Cucumbers, Tomatoes.

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[032]-----03.2. The Town-----

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This section will detail all the places in Mineral Town and its surroundings. If a shop, the available inventory will be there as well, along with the hours its open.

#### Farmland:

-> Farmland: Well, your base of operations, it comes with your own cozy house, barns for the animals, and soil to plant on. More on Your Farm.

#### Forest and Mountain:

-> Carpenter: Feeling your house too small? The extra space would be good. The right amount of lumber and gold is enough to get the job done, and this is your place.

Hours: 11 AM ~ 4 PM, closed on Saturdays and holidays.

-> Goddess Pond: The 'house' of the Harvest Goddess, you can fish, but don't throw anything bad, she loves stuff you grow though. She can also link up your FoMT with A Wonderful Life.

-> Hot Springs: Weary from all the work? Need a rest? Then jump in for an hour or two and you'll feel refreshed to keep going!

-> Mother's Hill Summit: You can gaze over Forgotten Valley from here. Has a nice view and some events will occur here as well.

-> Ore Mine: Have free time to spare? Or you just need Ores to upgrade your tools? Go right in, but don't forget your Hammer and Hoe!  
(See the Spring Mine)

-> Winter Mine: As the name implies, can only be accessed in the winter, when the lake freezes. Check the Winter Mine for info on this one.

#### Southern Part of Town:

-> Blacksmith: Saibara lives here, and he will be up for any upgrading your tools need... For the right price and Ore of course. You can purchase some tools here as well.

Hours: 10 AM ~ 4 PM, closed on Thursdays, holidays and when he is working.

-> Chicken Farm: Need the company of a birdy? This is the place, Lillia is in charge of this place along with her sons, Rick and Popuri.  
Hours: 11 AM ~ 4 PM, closed on Sundays and holidays.

-> Yodel Ranch: Have enough money for some livestock? A cow or sheep is your answer, and who else than Barley for this one.  
Hours: 10 AM ~ 3 PM, closed on Mondays and holidays.

#### Middle Part of Town:

-> Aja Winery: Manna and Duke run this place. Feeling down and need a strong drink? Or simply some juice to spark some life up, then hurry, because this place isn't open too much!  
Hours: 10 AM ~ Noon, closed on Saturdays and holidays. (Trust me, it's Saturdays)

-> Doug's Inn: You won't have much use to the place. You can always visit Ann if you are interested in her. The phone here is the ONLY one in all the village, so if you saw something spify on TV, run to the phone here!  
Hours: 8 AM ~ 9 PM, closed on holidays and Fall 5.

#### Northern Part of Town:

-> Basil's House: Next to the library is Mary's house, with her parent, Basil and Anna. He writes books about plants he encounters.  
However, Anna locks the door leaving him trapped inside...

-> Church: Carter runs the place. He can always give you a lecture, bless your tools, and might even show you his secret stash of... Mushrooms?!  
o.O Anyway...  
Hours: 10 AM ~ 6 PM, closed on holidays.  
Confession Booth: 1 PM ~ 4 PM, only on Mondays, Wednesdays and bad weather days.

-> Clinic: Feeling ill? Then run over here before something happens! The Doctor can examine you for 10 G, if you want to be careful, you can always carry some medicine with you  
back home.  
Hours: 9 AM ~ 4 PM, closed on Wednesdays and holidays.

-> Ellen's House: Next to the Library is Ellen's house, Elli and Stu's grandmother. You can always find her here, and Elli as well when she takes a break from nursing.

-> General Store: If you ever need ingredients for your cooking, seeds for crops, or something else you can go here. Jeff and Sasha run the place. And you can also find Karen here if she caught your eye.  
Hours: 9 AM ~ 5 PM, closed on Tuesdays, Sundays and holidays.

-> Mayor's House: You can find the officer Harris and the Mayor here, Harris is usually out but you can find the Mayor here whenever he isn't in Rose Plaza.

-> Sprite's Hut: You can always find the Sprites here, if you are lucky you

might be in their Tea Parties. Request their help here, they don't leave too much...

Hours: 9 AM ~ 6 PM, closed on some holidays.

Rose Plaza:

-> Rose Plaza: The Plaza of the town, a lot of events happen here.

Mineral Beach:

-> Kai's Snack Shack: During the Summer Kai comes to town and opens his Snack Shack. He sells various foods of the Summer season. But once Summertime is over, he leaves to wither away somewhere... Kidding, he just goes back to his home.  
Hours: 11 AM ~ 1 PM. 5 PM ~ 7 PM, closed on Sundays and holidays.

-> Zack and Won's House: The poor guy who picks your stuff up has to share his house with... Won... To make things worse, he set his own shop in there! He does sells some things you won't find in the General Store though.  
Hours: 11 AM ~ 4 PM, closed on holidays.

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[033]-----03.3. Shop List-----

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Aja Winery: 10 AM ~ 12 PM, closed on Saturdays and holidays.

- Wine: 300 G.
- Grape Juice: 200 G.

Blacksmith: 10 AM ~ 4 PM, closed on Thursdays, holidays and when Saibara is working.

- Tool Upgrades: 1,000 G ~ 50,000 G + Required Ore. (Takes 1~7 days, depends)
- Brush: 800 G.
- Milker: 2,000 G.
- Scissors: 1800 G.
- Mayonnaise Maker: 20,000 G + Adamantite. (Takes 5 days)\*
- Cheese Maker: 20,000 G + Adamantite. (Takes 5 days)\*
- Yarn Maker: 20,000 G + Adamantite. (Takes 5 days)\*
- Necklace: 1,000 G + Orihalcon. (Takes 2 days)
- Earrings: 1,000 G + Orihalcon. (Takes 2 days)
- Bracelet: 1,000 G + Orihalcon. (Takes 2 days)
- Brooch: 1,000 G + Orihalcon. (Takes 2 days)

\* Appears after you upgrade the Livestock/Chicken Barns.

Carpenter: 11 AM ~ 4 PM, closed on Saturdays and holidays.

- Wood: 50 G.
- Golden Wood: 100,000 G. (Appears when you have 999 Wood)
- House Upgrade #1: 3,000 G + 200 Wood.
- House Upgrade #2: 10,000 G + 700 Wood. (Appears afte you do the 1st Upgrade)
- Chicken Barn Upgrade: 5,000 G + 420 Wood.
- Animal Barn Upgrade: 6,800 G + 500 Wood.
- Vacation House: 100,000,000 G + 999 Wood.
- Bathroom: 30,000 G + 580 Wood.
- Remodel Window: 25,000 G + 300. (Red (Default), Blue and Strange models)
- Remodel Doghouse: 20,000 G + 500 Wood. (Red (Default), Blue and Strange models)
- Remodel Mailbox: 10,000 G + 200 Wood. (Red (Default), Blue and Strange models)

Chicken Farm: 11 AM ~ 4 PM, closed on Sundays and holidays.

- Chicken Feed: 10 G.
- Animal Medicine: 1,000 G.
- Buy Chicken: 1,500 G.

Clinic: 9 AM ~ 4 PM, closed on Wednesdays and holidays.

- Bodigizer: 500 G.
- Turbojolt: 1,000 G.
- Bodigizer XL: 1,000 G. (Appears after you ship 50 Blue Grass)
- Turbojolt XL: 2,000 G. (Appears after you ship 50 Green Grass)

Doug's Inn: 8 AM ~ 9 PM, closed on holidays and Fall 5.

Daytime menu: 8 AM ~ 1 PM, 3 PM ~ 6 PM.

- Water: 0 G.
- Box Lunch: 500 G.
- Salad: 300 G.
- Apple Pie: 300 G.
- Cheese Cake: 250 G.
- Cookies: 200 G.

Evening menu: 6 PM ~ 9 PM.

- Water: 0 G.
- Wild Grape Wine: 500 G.
- Pineapple Juice: 300 G.
- Milk: 200 G.

General Store: 9 AM ~ 5 PM, closed on Tuesdays, Sundays and holidays.

- Wrapping Paper: 100 G.
- Rucksack, Size 4: 3,000 G.
- Rucksack, Size 8: 5,000 G. (Appears after you buy the Size 4)
- Basket: 5000 G.
- Blue Feather: 1,000 G. (Appears after you have a girl on Red Heart)
- Bread: 100 G.
- Rice Balls: 100 G.
- Curry Powder: 50 G.
- Flour: 50 G.
- Oil: 50 G.
- Chocolate: 100 G.
- Dumpling Powder: 100 G.
- Turnip Seeds: 120 G. (Spring only)
- Potato Seeds: 150. (Spring only)
- Cucumber Seeds: 200 G. (Spring only)
- Strawberry Seeds: 150 G. (Spring only, ship 100 Turnips, Potatoes and Cucumbers each first)
- Tomato Seeds: 200 G. (Summer only)
- Corn Seeds: 300 G. (Summer only)
- Onion Seeds: 150 G. (Summer only)
- Pumpkin Seeds: 500 G. (Summer only, ship 100 Tomatoes, Corns and Onions each first)
- Eggplant Seeds: 120 G. (Fall only)
- Carrot Seeds: 300 G. (Fall only)
- Sweet Potato Seeds: 300 G. (Fall only)
- Spinich Seeds: 200 G. (Fall only, ship 100 Eggplants, Carrots and Sweet Potatoes each first)
- Grass Seeds: 500 G. (Spring, Summer and Fall only)

Kai's Snack Shack: 11 AM ~ 1 PM, 5 PM ~ 7 PM, closed on Sundays and holidays.

- Water: 0 G.
- Baked Corn: 250 G.
- Spaghetti: 300 G.
- Pizza: 200 G.
- Snow-cone: 300 G.

Yodel Ranch: 10 AM ~ 3 PM, closed on Mondays and holidays.

- Fodder: 20 G.
- Buy Cow: 5,000 G.
- Buy Sheep: 4,000 G.
- Cow Magic Potion: 3,000 G.
- Sheep Magic Potion: 3,000 G.
- Animal Medicine: 1,000 G.
- Bell: 500 G.

Zack and Won: 11 AM ~ 4.30 PM, closed on holidays.

- Dog Ball: 100 G.
- Frisbee: 5,000 G.
- Jewel of Truth: 50,000 G. (Appears after you have a Cabinet)
- Cabbage Seeds: 500 G.
- Pineapple Seeds: 1000 G.
- Green Pepper Seeds: 150 G.
- Moon Drop Seeds: 500 G.
- Pink Cat Seeds: 300 G.
- Magic Seeds: 600 G.
- Toy Flower Seeds: 400 G.

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[034]-----03.4. Long-ass List of Events-----

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Beach Shack Overwork:

- > At one point in Summer, visit the Shack between 5 PM and 7 PM. Kai will welcome you, but somewhat whine that there are no customers. Instantly Popuri walks in and brings some people over as customers, and says there are more coming and boy, was she right... In the end, you automatically agree to aid them and by the time you realize, it's the next morning!

Doctor's Family:

- > On a Wednesday, go towards the lake just before Mother's Hill between 8 and 10 AM. You might find the Doctor saying he was thinking about his parents, who couldn't spend much time with him because their medical career also took much of their time. He is slightly angry at that, but realizes it's already in the past and he moves on. Sidenote, for some reason time will remain frozen here until you leave the scene, so feel free to take advantage.

Doug and Duke's Fight:

- > If you have Ann's heart color purple or higher, head to the hotel on a raining/snowy day between 1 and 4 PM or so. You'll stumble upon Doug and Duke having an argument, and Ann trying to stop her, but she can't do it. If you agree to help her after she asks, you'll attempt to split them. They get somewhat irritated but they just can't remember what was the argument for! So it stops there.

From Nurse to Medic:

- > Once Elli and Doctor are married, go to the Clinic by 7 PM. Elli will be studying medicine, but can't understand part of the particular chapter she is going through, and the Doctor helps her. You walk in at that point and Elli explains she is actually searching for a cure for Ellen's legs. At this point you can either encourage her, or tell her to put her in a hospital.

Family Friends:

- > In a good weather day, when you go to Rose Square, you might stumble upon the ladies talking between 1 and 4 PM. You'll overhear Manna asking for advice regarding the fight Duke and Aja had time ago that led to Aja

leaving the house. Manna hears from her every now and then, but would prefer if she simply came home to talk it out. Sasha then volunteers to do the talking with Aja, that perhaps it would be best that way since she might resent the parents mostly.

#### Fishing Master:

-> Once you catch ALL the possible fish, the Harvest Goddess will appear and praise you. Next morning, Zack will do the same.

#### Funerals:

-> Each time an animal die, you will of course, go and bury it. If it was a chicken, Rick will be with you; if it was a sheep or a cow, Barley will be there instead. Regardless of that, Carter will give an eulogy.

#### Golden Lumber Scolding:

-> Eventually, when you get a piece of Golden Lumber, if you place it out on your farm, everyone, and I mean EVERYONE will come by sooner or later and scold you for 'showing off'. That's it, until you remove it from the farm.

#### Gray being Nice:

-> At Summer, go to the Beack Shack. If at the right time, you will see Gray eating there, pleasing Kai of course. Though he doesn't seems really excited as you walk in, as expected, but it all ends up nicely.

#### Horse Care:

-> During your first season or the second, Barley might offer you the chance to take care of a little horse. If you agree, you have up to about the next year to raise it's heart rating quite a bit so it grows up and you can keep it. Just take it out in sunny days, brush it everyday and talk to it as well.

#### Jeff's Determination:

-> If you are good friends with Jeff and Sasha, go to the supermarket when it is raining between 1 and 4 PM. You'll find Sasha scolding Jeff because he always gives credit and no one has ever payed them, so they get any money in return from their work. Jeff promises to have the next customer pay, which is Duke. After moving to the counter, he asks Jeff to put in his credit, but Jeff goes against it and demans payment. Duke, surprised to say the least, has none and must go fetch some. Jeff now feels more confident about himself... Wait, you mean we were paying when we could just have had a credit?! o.O

#### Letter from the Past:

-> On a Wednesday, between 9 AM and 1 PM, go to Ellen's house. You might find Elli, Stu and Ellen talking. Long story short, Ellen finds a letter while trying to get a book she has to return to 't3h Doctor'. Ellen, the person the letter is addressed to opens it and realizes it's from Grandpa! She reads it, that says Grandpa was very happy to had her as his wife, but was too embarrassed to give her the letter directly, so he hid it. Ellen will then treasure the letter.

#### Tea Party:

-> Raise your relationship with the Harvest Sprites, because you might get an invitation to their party in the Spring! On the day shown, go to their house with the invitation in hand and show it to one of them. You get some Tea Leaves and find out it's 6 PM already.

#### Wine Harvest in Fall:

-> Every 14th of Fall, Duke will go to your farm and ask if you can help them with the wine harvest. If agreed, he'll come at 10AM the next day and tell

you to try and look for help. Normally, you would go and ask Cliff, and if you do, he will help you, and stay in the town forever, otherwise, he'll leave eventually.

Won's Appearance:

-> In the 3rd day of the first Spring, Won will show up and introduce himself, and says he will be living with Zack. He will then constantly show up and nag at yo-- I mean, offer you some 'special' goodies. The apples can be cooked, or used to complete the Ship Item List...

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-----04. Your Farm-----  
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[041]-----04.1. General Stuff-----  
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So you already know how to move, met the villagers and talked to some, you are back in your ranch and realized you did nothing in the day... Anyway, this section is just to cover some basic grounds.

The first thing you have to do, get your Axe and Hammer, no need for anything else right now. Start clearing a small piece of land close to your house, you will only be able to destroy the small rocks and the branches, pick up and throw the weeds to get rid of them. Once you feel comfortable with the land you cleared, go back home and take out your Hoe and the seeds you have there and go back out. Using your hoe, dig out a 3x3 area WITHOUT the middle spot, you won't be using that now since you can only water 1 space at a time at the current time, every bag of seeds scatters in a 3x3 area around you (you being the middle spot), and will only grow in tilled land. After the seeds are down, go to the pond and get some water, then water every spot with seeds. You can go to the General Store for more, but right now, this is it...

For the dog you have, leave it outside always, except when it's going to rain, check the weather forecast on the TV, if it's rain the next day, get your dog back in! Always pick up and drop your dog per day to raise its affection.

Also, on the first 5 days of the year, if you keep hitting Left while the TV is on, you might be able to play a small game with the Harvest Goddess. See the Mini-games section.

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[042]-----04.2. Upgrades/Add-ons-----  
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Time has passed and you feel the space is getting small? Have you been working on your Axe skills and can chop stumps now? Well, if you have the amount of lumber and the money you can hire Gotz to expand your farm in different ways.

You can upgrade your house and the barns, the latter will affect the amount of livestock you can keep.

The first thing you need is the 1st House Expansion, this will cost you 3,000 G and 200 Wood. After its done, you should be able to get a Refrigerator and a Cabinet from the TV shopping channel. Once you get the Refigerator down, you will be able to buy a Kitchen, and then all the utensils you need to become a master chef.

If you still have those urges to get the house bigger, you can request a 2nd expansion, at 10,000 G and 700 Wood pieces. This 2nd expansion will make your house suitable for 2 persons, should get the necessary furniture... You can now add a Bathroom to the house, which will replenish some of your Stamina when you use it. Once this is done, you can now buy a Rug for looks, along with a bigger bed, the latter will make it possible for you to finally marry

and end your bachelor times, provided a girl loves you enough of course.

With the house out of the way you remember you had livestock! Are they still alive? Good... Anyway, if you start cramping them out they will make a revolution against you, and we don't want that (just kidding...). However, if you want to have more livestock you are going to have to upgrade the barns. The Chicken Barn should be the first most people upgrade, considering Chickens are easy to come by, and at 5,000 G and 420 Wood pieces, it won't be too hard. Once this is done, you will have space for 8 Chickens instead of 4.

Now with the cattle and sheep. At first you can keep up to 8, if for some reason you need more space you can always call for Gotz as well, at 6,800 G and 500 Wood pieces he'll get the job done for you, and now you can hold up to 16!

Years later you became a succesfull farmer, but still have something itching you... There is something left to be done you ask? Yes there is! The Vacation House, apparently Gotz let the feeling of being the only carpenter get up to his head and charges you 100,000,000 G and 999 Wood pieces to build it!!! This will be built on the empty lot besides the Blacksmith however, and there are some nifty things in the house as well... (Check the Houses section)

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[043]-----04.3. TV Shoplist-----

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So you upgraded your house and now you are missing furniture? The TV shopping show is your answer! Each saturday this program will air (With some exceptions), just watch the show, check the item name, its price and run to the Inn to make a call!

But what are the items you ask? There are some that will only appear after you fill certain requirements. Once you place an order Zack will deliver it 2 days later (Monday if you called on Saturday) and place it in the correct spot. Assembly required my \*\*\*! None needed! ^^^;

If you missed an item just wait, sooner or later it will show up again.

Anyway, on with the list!

No needed requirements:

- Mirror: 1,000 G.
- Clock: 2,000 G.

After 1st House Expansion:

- Refrigerator: 2,500 G.
- Cabinet: 2,500 G.

After 1st House Expansion AND you have the Refrigerator:

- Kitchen: 4,000 G. (You need this to get the rest)
- Frying Pan: 1,200 G.
- Knife: 1,500 G.
- Mixer: 1,200 G.
- Oven: 2,500 G.
- Pot: 1,000 G.
- Rolling Pin: 750 G.
- Seasoning Set: 2,500 G.
- Whisk: 500 G.

After 2nd House Expansion:

- Rug: 5,000 G.
- Big Bed: 10,000 G. (Needed to Marry)



- Power Berry: 10,000 G.

[044]-----04.4. Cooking-----

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So you have a Kitchen, good for you... You know how to use it right? Well, that's why I'm being paid for... Oh wait, I'm not getting paid! >.<

Erm, anyway... First, if you are trying a new recipe, make sure you have the ingredients in your rucksack, if you already know the recipe and its on your book, then the ingredients can be on the fridge.

Check any utensil and select what you want to do, then select all the required utensils and then the items needed, on the screen with the ingredients you can move from Fridge to Rucksack with up and down. After that you'll get the confirmation screen, you can go on, or modify any of the previous, after you are done, you should hear some noised and then...

If the recipe was correct, you'll get your yummy dish, if not, you'll end up with some.. Burnt good? Yey... So what now? Give the dish to a friend, store it in the fridge or eat it!

Recipe List: (Sorry if some names are different, I might have left something from my previous japanese notes...)

Page 1:

- Mayonnaise (S): Whisk + Regular Quality Egg + Oil + Vinegar.
- Mayonnaise (M): Whisk + Good Quality Egg + Oil + Vinegar.
- Mayonnaise (L): Whisk + High Quality Egg + Oil + Vinegar.
- Mayonnaise (G): Whisk + Golden Egg + Oil + Vinegar.
- Mayonnaise (P): Whisk + P Egg + Oil + Vinegar.
- Mayonnaise (X): Whisk + X Egg + Oil + Vinegar.  
Mayonnaise (S) + Mayonnaise (M) + Mayonnaise (L) +  
Mayonnaise (G) + Mayonnaise (P).
- X Egg: Regular Quality Egg + Good Quality Egg + High Quality Egg + Golden Egg + P Egg.
- Milk (X): Milk (S) + Milk (M) + Milk (L) + Milk (G) + Milk (P).

Page 2:

- Cheese (X): Cheese (S) + Sheese (M) + Cheese (L) + Cheese (G) + Cheese (P).
- Wild Grape Juice: Pot + Purple Grass + Wild Grape + Wine.
- Pickles: Salt + Cucumber.
- Salad: Knife + (Cucumber/Carrot/Cabbage/Tomato).
- Curry Rice: Pot + Rice Balls + Curry Powder.
- Stew: Pot + Salt + Milk + Flour.
- Miso Soup: Pot + Salt + Miso + (Any edible item).
- Stir Fry: Knife + Frying Pan + Oil + Soy Sauce + Cabbage.

Page 3:

- Fried Rice: Frying Pan + Oil + Rice Balls + (Any Egg).
- Savory Pancake: Frying Pan, Knife + Oil + Flour + Cabbage + (Any Egg).
- Sandwitch: Knife + Bread + (Tomato/Cucumber/Boiled Egg).
- Fruit Juice: Mixer + (Apple/Strawberry).
- Fruit Latte: Mixer + Fruit Juice + (Any Milk).  
Mixer + (Any Milk) + (Apple/Pineapple/Wild Grape).
- Veggie Juice: Mixer + (Carrot/Cucumber/Cabbage).
- Veggie Latte: Mixer + Veggie Juice + (Any Milk).  
Mixer + (Any Milk) + (Cucumber/Cabbage/Carrot).
- Mixed Juice: Mixer + Fruit Juice + Veggie Juice.

Page 4:

- Mixed Latte: Mixer + Mixed Juice + (Any Milk).

Mixer + Fruit Juice + Veggie Juice + (Any Milk).

- Pickled Turnips: Knife + Vinegar + Turnip.
- French Fries: Frying Pan + Knife + Oil + Potato.
- Strawberry Jam: Pot + Sugar + Strawberry.
- Strawberry Milk: Mixer + Strawberry + (Any Milk).
- Tomato Juice: Mixer + Tomato.
- Ketchup: Mixer + Sugar + Salt + Vinegar + Tomato + Onion.
- Popcorn: Frying Pan + Corn.

Page 5:

- Corn Flakes: Rolling Pin + (Oven/Frying Pan) + Corn.
- Baked Corn: Oven + Corn.
- Pineapple Juice: Mixer + Pineapple.
- Pumpkin Pudding: Pot + Oven + Sugar + Pumpkin + (Any Milk) + (Any Egg).
- Pumpkin Stew: Pot + Sugar + Soy Sauce + Pumpkin.
- Happy Eggplant: Frying Pan + Sugar + Soy Sauce + Miso + Eggplant.
- Sweet Potatoes: Pot + Oven + Sugar + Sweet Potato + Butter + (Any Egg).
- Baked Sweet Potato: Oven + Sweet Potato.

Page 6:

- Greens: Pot + Soy Sauce + Spinich.
- Scrambled Eggs: Frying Pan + Oil + (Any Egg).
- Omelet: Frying Pan + Oil + (Any Milk) + (Any Egg).
- Omelet Rice: Frying Pan + Oil + Rice Balls + (Any Milk) + (Any Egg).
- Boiled Egg: Pot + (Any Egg).
- Pudding: Oven + Pot + Sugar + (Any Milk) + (Any Egg).
- Hot Milk: Pot + (Any Milk).
- Butter: Mixer + (Any Milk).

Page 7:

- Cheese Cake: Pot + Whisk + Oven + Sugar + (Any Milk) + (Any Egg) + (Any Cheese).
- Cheese Fondue: Pot + Bread + (Any Cheese).
- Apple Pie: Knife + Pot + Rolling Pin + Oven + Sugar + Flour + Butter + Apple + (Any Egg).
- Apple Jam: Pot + Sugar + Apple.
- Apple Souffle: Frying Pan + (Apple/SUGDW Apple/HMSG B Apple/AEPFE Apple).
- Bamboo Rice: Rice Ball + Bamboo Shoot.
- Grape Jam: Pot + Sugar + Wild Grape.
- Grape Juice: Mixer + Wild Grape.

Page 8:

- Mushroom Rice: Rice Ball + Mushroom.
- Truffle Rice: Rice Ball + Truffle.
- Sushi: Vinegar + Sashimi + Rice Ball.
- Jam Bun: Bread + (Apple Jam/Strawberry Jam/Grape Jam).
- Dinner Role: Bread + Butter.
- Raisin Bread: Bread + Wild Grape.
- Curry Bread: Frying Pan + Curry Powder + Oil + Bread.
- Toast: Oven + Bread.

Page 9:

- French Toast: Frying Pan + Oil + Bread + (Any Egg).
- Sashimi: Knife + (Medium Fish/Large Fish).
- Grilled Fish: Frying Pan + Medium Fish.
- Chirashi Sushi: Knife + Vinegar + Rice Ball + Sashimi + Scrambled Eggs.
- Pizza: Oven + Rolling Pin + Ketchup + Flour + (Any Cheese).
- Noodles: Knife + Rolling Pin + Pot + Flour.
- Curry Noodles: Pot + Curry Powder + Noodles.
- Tempura Noodles: Pot + Tempura + Noodles.

Page 10:

- Fried Noodles: Frying Pan + Oil + Noodles + (Any Egg).
- Buckwheat Noodles: Rolling Pin + Knife + Pot + Buckwheat Flour.
- Noodles w/ Tempura: Pot + Tempura + Buckwheat Noodles.  
Pot + Knife + Rolling Pin + Tempura + Buckwheat Flour.
- Fried Noodles: Frying Pan + Salt + Vinegar + Soy Sauce + Oil + Buckwheat Noodles + (Any Egg).
- Buckwheat Chips: Pot + Buckwheat Flour.
- Tempura: Frying Pan + Oil + Flour + (Any Egg).
- Mountain Stew: Knife + Pot + Sugar + Soy Sauce + Mushroom + Carrot + Bamboo Shoot.
- Moon Dumpling: Sugar + Muffin Mix.

Page 11:

- Roasted Rice Cake: (Oven/Frying Pan) + Rice Cake.
- Toasted Rice Balls: Oven + Rice Balls.
- Rice Gruel: Pot + Salt + Rice Ball.
- Tempura Rice: Salt + Tempura + Rice Ball.
- Egg Over Rice: Pot + Rice Ball + (Any Egg).
- Candied Potato: Pot + Honey + Sweet Potato.
- Potato Pancakes: Knife + Frying Pan + Flour + Oil + Salt + Potato + Onion + (Any Egg).
- Fish Sticks: Mixer + Salt + (Medium Fish/Large Fish).

Page 12:

- Cookies: Oven + Rolling Pin + Sugar + Butter + Flour + (Any Egg).
- Chocolate Cookies: Oven + Rolling Pin + Sugar + Butter + Flour + Chocolate + (Any Egg).
- Ice Cream: Whisk + Pot + Sugar + (Any Milk) + (Any Egg).
- Cake: Whisk + Oven + Sugar + Butter + Flour + (Any Egg).
- Chocolate Cake: Whisk + Oven + Sugar + Butter + Flour + Chocolate + (Any Egg).
- Pancakes: Whisk + Frying Pan + Sugar + Honey + Flour + Oil + Butter + (Any Milk) + (AnyEgg).
- Relaxation Tea: Pot + Relax Tea Leaves.
- SUGDW Apple: Apple + HMSGB Apple + AEPFE Apple.

Page 13:

- HMSGB Apple: Apple + SUGDW Apple + AEPFE Apple.
- AEPFE Apple: Apple + HMSGB Apple + SUGDW Apple.
- Bodigizer: Pot + Orange Grass + Black Grass + Red Magic Grass + Honey.
- Bodigizer XL: Mixer + Bodigizer + Blue Grass.
- Turbojolt: Pot + Orange Grass + White Grass + Red Magic Grass + Honey.
- Turbojolt XL: Mixer + Turbojolt + Green Grass.
- Relax Tea Leaves: Knife + Frying Pan + Weed + Red Grass + Orange Grass + Yellow Grass + Purple Grass + Green Grass + Indigo Grass + Blue Grass. (o.O)
- Elli Leaves: Pot + Frying Pan + Oven + Knife + Sugar + Salt + Vinegar + Soy Sauce + Miso + Bodigizer XL + Turbojolt XL + 6 Burnt Foods.\* (o.O!)

\*There are 6 different types, and each can be done with each utensil. Just put 1 item and 1 utensil and you are done for that type.

Page 14: (These 4 are wicked!)

- The Spring Sun: Toy Flower + Pink Cat Flower + Moondrop Flower + Blue Magic Grass + Red Magic Grass.
- The Summer Sun: Small Fish + Medium Fish + Large Fish + Pirate Treasure + Fossil of Ancient Fish.

- The Autumn Sun: Cheese (X) + X Egg + Milk (X) + Mayonnaise (X) + Wool (X) + Yarn (X).
- The Winter Sun: Alexandrite + Emerald + Diamond + Moonstone + Pink Diamond + Mythic Stone + Sand Rose.

[045]-----04.5. Item Shipping List-----

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This is the Memo thingy in the main menu. Some items in there will only appear after you ship one of those. (Same order as in game)

| Item Name           | Season | Profit |
|---------------------|--------|--------|
| Turnip              | Spring | 60 G   |
| Potato              | Spring | 80 G   |
| Cucumber            | Spring | 60 G   |
| Cabbage             | Spring | 250 G  |
| Strawberries        | Spring | 30 G   |
| Tomato              | Summer | 60 G   |
| Corn                | Summer | 100 G  |
| Onion               | Summer | 80 G   |
| Pineapple           | Summer | 500 G  |
| Pumpkin             | Summer | 250 G  |
| Eggplant            | Fall   | 80 G   |
| Carrot              | Fall   | 120 G  |
| Sweet Potato        | Fall   | 120 G  |
| Green Pepper        | Fall   | 40 G   |
| Spinich             | Fall   | 80 G   |
| Regular Quality Egg | Any    | 50 G   |
| Good Quality Egg    | Any    | 60 G   |
| High Quality Egg    | Any    | 80 G   |
| Golden Egg          | Any    | 100 G  |
| P Egg               | Any    | 180 G  |
| X Egg               | Any    | 350 G  |
| Spa-Boiled Egg      | Any    | 80 G   |
| Mayonnaise (S)      | Any    | 100 G  |
| Mayonnaise (M)      | Any    | 150 G  |
| Mayonnaise (L)      | Any    | 200 G  |
| Mayonnaise (G)      | Any    | 300 G  |
| Mayonnaise (P)      | Any    | 450 G  |
| Mayonnaise (X)      | Any    | 800 G  |
| Milk (S)            | Any    | 100 G  |
| Milk (M)            | Any    | 150 G  |
| Milk (L)            | Any    | 200 G  |
| Milk (G)            | Any    | 300 G  |
| Milk (P)            | Any    | 500 G  |
| Milk (X)            | Any    | 800 G  |
| Cheese (S)          | Any    | 300 G  |
| Cheese (M)          | Any    | 400 G  |
| Cheese (L)          | Any    | 500 G  |
| Cheese (G)          | Any    | 600 G  |
| Cheese (P)          | Any    | 750 G  |
| Cheese (X)          | Any    | 1500 G |
| Apple               | Fall   | 50 G   |
| SUGDW Apple         | Any    | 100 G  |
| HMSGB Apple         | Any    | 100 G  |
| AEPFE Apple         | Any    | 100 G  |
| Honey               | Any    | 50 G   |
| Bamboo Shoots       | Spring | 50 G   |
| Wild Grapes         | Summer | 50 G   |
| Mushroom            | Fall   | 70 G   |

|                    |          |          |
|--------------------|----------|----------|
| Poisonous Mushroom | Fall     | 100 G    |
| Truffle            | Fall     | 500 G    |
| Blue Grass         | Spr, Sum | 100 G    |
| Green Grass        | Sum, Fal | 100 G    |
| Red Grass          | Sum, Fal | 110 G    |
| Yellow Grass       | Spring   | 120 G    |
| Orange Grass       | Spring   | 100 G    |
| Purple Grass       | Summer   | 120 G    |
| Indigo Grass       | Fall     | 100 G    |
| Black Grass        | Any      | 10 G     |
| White Grass        | Any      | 150 G    |
| Chocolate          | Any      | 100 G    |
| Relax Tea Leaves   | Any      | 1,000 G  |
| Small Fish         | Any      | 50 G     |
| Medium Fish        | Any      | 120 G    |
| Large Fish         | Any      | 200 G    |
| Pirate Treasure    | Summer   | 10,000 G |
| Fossil of Fish     | Fall     | 5,000 G  |
| Red Magic Grass    | Fall     | 200 G    |
| Wool (S)           | Any      | 100 G    |
| Wool (M)           | Any      | 400 G    |
| Wool (L)           | Any      | 500 G    |
| Wool (G)           | Any      | 600 G    |
| Wool (P)           | Any      | 1,000 G  |
| Wool (X)           | Any      | 2,000 G  |
| Yarn (S)           | Any      | 300 G    |
| Yarn (M)           | Any      | 700 G    |
| Yarn (L)           | Any      | 800 G    |
| Yarn (G)           | Any      | 1,000 G  |
| Yarn (P)           | Any      | 1,500 G  |
| Yarn (X)           | Any      | 4,000 G  |
| Bracelet           | Any      | 2,000 G  |
| Necklace           | Any      | 2,000 G  |
| Earrings           | Any      | 2,000 G  |
| Broach             | Any      | 2,000 G  |
| Junk Ore           | Any      | 1 G      |
| Copper Ore         | Any      | 15 G     |
| Silver Ore         | Any      | 20 G     |
| Gold Ore           | Any      | 25 G     |
| Mystrile           | Any      | 40 G     |
| Orichalc           | Any      | 50 G     |
| Adamantite         | Any      | 50 G     |
| Mythic Stone       | Any      | 20,000 G |
| Pink Diamond       | Winter   | 10,000 G |
| Alexandrite        | Winter   | 10,000 G |
| Moon Stone         | Winter   | 55 G     |
| Sand Rose          | Winter   | 60 G     |
| Diamond            | Win, Sum | 100 G    |
| Emerald            | Winter   | 80 G     |
| Ruby               | Winter   | 75 G     |
| Topaz              | Winter   | 70 G     |
| Peridot            | Winter   | 68 G     |
| Fluorite           | Winter   | 65 G     |
| Agate              | Any      | 62 G     |
| Amethyst           | Winter   | 60 G     |

[005]-----05. Tools-----

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Well, we got some stuff down, but now you ask? So I know the item, how do I get them?! Ok, first, breath... Anyway, there are only few ways to get them,

raising crops, through livestock, foraging the area or mining. Though you need some tools as well, and without em, you wouldn't be able to do anything in your ranch either!

Lets get some ground info down first though. You start with 6 tools, the Axe, Hammer, Hoe, Sickle, Watering Can and the Fishing Rod (Some say you don't start with the last, but I did). At first you can't do much with them, you'll notice you are overpowered by the big boulders and the wood stumps! Well, if you enter the Farm Summary screen and hit left you will see 6 meters, one for each tool, once you use that tool enough, you will be able to upgrade it, just get the ore needed and talk to Saibara, for some time and money, he will get the job done.

And by the way, you DO NOT have to upgrade a tool level per level, you can skip from normal to Mystrile if you wish. Once all your main tools hit Mystrile you will be able to obtain the Cursed tools (More info below), although more powerful, they suck a lot of energy, 3~5 uses is enough to get you down! However, you can permanently 'bless' them so they can use less energy, after this, you can finally turn them into Mythic, the highest level. There are some other tools that won't level up however...

Lastly, in order to use an upgraded tool, just hold down B longer, your character will move the tool, change pose, whatever, this is how you use charged tools, so even if you have Mythic Tools, you can still use the normal action.

Level 1 Tools: Nothing required.

Axe: Chops branches with 1 hit. It can't cut stumps yet though.

Fishing Rod: Can catch small fish only.

Hoe: Tills 1x1 square of land.

Hammer: Can smach small stones. But it can't smash the large stone and boulders.

Sickle: Cuts 1x1 square of land.

Watering Can: Waters 1x1 square of land.

Level 2 Tools: Copper Ore + 1,000 G to upgrade.

Axe: Can now chop Stumps with 6 hits.

Fishing Rod: It can catch medium fish now as well.

Hoe: Tills 2x1 squares of land.

Hammer: It can now smash the large stones in 3 hits. The boulders are still too much.

Sickle: Cuts 1x3 squares of land.

Watering Can: Waters 1x3 squares of land.

Level 3 Tools: Silver Ore + 2,000 G to upgrade.

Axe: Stumps can now be cut in 3 hits.

Fishing Rod: Nothing new, only small and medium fish yet.

Hoe: Tills 3x1 squares of land.

Hammer: It can smash large stones in 2 hits, the boulders fall at 6 hits. The giant boulder near the lake is too much yet.

Sickle: Cuts 2x3 squares of land.

Watering Can: Waters 2x3 squares of land.

Level 4 Tools: Gold Ore + 3,000 G to upgrade.

Axe: Stumps fall in 2 hits now.

Fishing Rod: This rod can fish large fish now.

Hoe: Tills 4x1 squares of land.

Hammer: The large stones are powerless now, 1 hit is enough. The boulders need 3 hits, but the giant boulder is still too much.

Sickle: This can now cut 3x3 squares.

Watering Can: You can water a 3x3 patch of land with this.

Level 5 Tools: Mystrile + 5,000 G to upgrade.

Axe: Fear the axe! 1 hit is enough to take stumps down.

Fishing Rod: With this, you can catch a Power Berry in the Winter and a Recipe in the Spring.

Hoe: 6x1 is the number to till now.

Hammer: Boulders fall in 2 hits. The giant one is still out of your reach though.

Sickle: Now you can cut 5x5 pieces of land.

Watering Can: With this, you can water 3x5 squares of land.

Level 6, Cursed Tools: To get these tools you must have all 6 tools at Mystrile level already, then go to the Winter Mine and dig around. The tools are in specific levels, they are more powerful, but they will zap you out of life... If you equip it, you have to go with Carter for a blessing to get it off.

Axe: This one will obliterate all stumps on screen! Find on Floor 49.

Fishing Rod: This can catch King Fish, Pirate Treasures and Ancient Fish! Find on Floor 29.

Hoe: Tills 12x3 squares of land! Find on Floor 39.

Hammer: This one can smash EVERYTHING in 1 hit! Find on Floor 59.

Sickle: This one can cut a space of 9x9! Find on Floor 79.

Watering Can: You can water an area of 6x13 with this one! Find on Floor 69.

Level 6, Blessed version Tools: Same as the Cursed tools, these ones however, won't suck your energy mercilessly. To 'uncurse' you must fulfill some requirements...

Axe: Use the Cursed Tool 255 times!

Fishing Rod: Use the Cursed Tool 255 times!

Hoe: Ask Carter to bless the Cursed Tool 10 times, each blessing costs 1,000 G.

Hammer: Equip the Cursed Tool for 10 straight days.

Sickle: Equip the Cursed Tool for 10 straight days.

Watering Can: Ask Carter to bless the Cursed Tool 10 times, each blessing costs 1,000 G.

Level 7 Mythic Tools: Once all the Tools are Blessed, you can find Mythic Stones in Floor 60 of the Spring Mine. This, and 50,000 G will persuade Saibara to work on the tool.

Axe: Neuters all stumps/branches in the area consuming even less energy!

Fishing Rod: Odd of getting Treasure/Fossils are higher!

Hoe: Tills an area of 18x5!

Hammer: Nukes all stones in the area!

Sickle: Cuts a 15x15 area!

Watering Can: Waters a 12x21 area! The limit of 100 uses was raised to 225 now!

And the extra Tools. These are gotten from Saibara.

Milker: As the name implies, you use this to milk a mature cow.

Brush: Get this ASAP when you get Livestock. Brush all your livestock (except for Chickens).

Scissors: These are used to shear a sheep whose wool coat has grown back.

-----06. Seeds-----  
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[061]-----06.1. Crops-----  
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Now you want to plant stuff you say? Well, this is what you are looking for.

Well, I assume you already cleared a small piece of land to begin with... After that, get your Hoe out and start tilling the soil. Each bag of seeds can cover 3x3 squares but right now, you won't get any use out of the 9. Once you upgrade your Watering Can to higher levels you will be able to water the middle spot. My personal recommendation for now? Dig a square (A 3x3 area without the middle spot). Once you place the seeds, just take out the Watering Can and start watering them.

Second note, the crops are per season, that means if you plant something in Spring and enter Summer, they will wither instantly, you can't plant seeds from another season. Also, the General Store will only carry seeds from that particular season. Anyway, lets get down with the list. By season order by the way.

#### Spring:

- Cabbage: Buy Seeds from Won at Zack's house for 500 G. They harvest in 15 days.  
Each of these sells for 250.
- Cucumber: Buy Seeds from Jeff at the General Store for 200 G. They harvest in 10 days, and regrow in 5 days.  
Each of these sells for 60 G.
- Potato: Buy Seeds from Jeff at the General Store for 150 G. They harvest in 8 days.  
Each of these sells for 80 G.
- Strawberries: Ship 100 Turnips, Potatoes and Cucumbers. Then you can buy the Seeds from Jeff at the General Store for 150 G. They harvest in 9 days, and redgrow in 2 days.  
Each of these sells for 30 G.
- Turnip: Buy Seeds from Jeff at the General Store for 120 G. They harvest in 5 days.  
Each of these sells for 60 G.

#### Summer:

- Corn: Buy Seeds from Jeff at the General Store for 300 G. They harvest in 15 days, and regrow in 3 days.  
Each of these sells for 100 G.
- Onion: Buy Seeds from Jeff at the General Store for 150 G. They harvest in 8 days.  
Each of these sells for 80 G.
- Pineapple: Buy Seeds from Won at Zack's house for 1,000 G. They harvest in 21 days, and regrow in 5 days.  
Each of these sells for 500 G.
- Pumpkin: Ship 100 Tomatoes, Corn and Onions. Then you can buy the Seeds from Jeff at the General Store for 500 G. They harvest in 15 days.  
Each of these sells for 250 G.
- Tomato: Buy Seeds from Jeff at the General Store for 200 G. They harvest in 10 days, and regrow in 3 days.  
Each of these sells for 60 G.

#### Fall:

- Carrot: Buy Seeds from Jeff in the General Store for 300 G. They harvest in 8 days.  
Each of these sells for 120 G.
- Eggplant: Buy Seeds from Jeff in the General Store for 120 G. They harvest in 10 days, and regrow in 3 days.  
Each of these sells for 80 G.
- Green Pepper: Buy Seeds from Won at Zack's house for 150 G. They harvest in 8 days, and regrown in 2 days.  
Each of these sells for 40 G.
- Spinich: Ship 100 Carrots, Eggplants and Sweet Potatoes. Then buy the Seeds



from Jeff at the General Store for 200 G. They harvest in 6 days.  
Each of these sells for 80 G.

- Sweet Potato: Buy Seeds from Jeff at the General Store for 300 G. They harvest in 6 days, and regrow in 2 days.  
Each of these sells for 120 G.

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[062]-----06.2. Flowers-----

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Ok, there aren't many flowers at all... But I rather place them here... What are these for? To give them as gifts! A lot of girls love flowers you know...

Spring:

- Moondrop Flower: Buy Seeds from Won at Zack's house for 500 G. They harvest in 6 days.
- Toyflower: Buy Seeds from Won at Zack's house for 400 G. They harvest in 12 days.

Summer:

- Pinkcat Flower: Buy Seeds from Won at Zack's house for 300 G. They harvest in 6 days.

Fall:

- Magic Grass: Buy Seeds from Won at Zack's house for 600 G. They harvest in 10 days.\*

\* Magic Grass can grow in 2 different colors, Blue and Red. Blue is normal and won't sell, the Red ones however can be shipped for 200 G. In order to check if you got a Red one, save the game, plant the seeds and then check your farm map, if you see a red one among the blues, then you got a Red one growing, if not, you can always reload the data.

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[007]-----07. Animals-----

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During your reading you might have seen the word 'livestock' a couple of times. Wonder what that is? I hope not... I mean, aside from raising your dog and horse, you can have cattle, sheep and chickens. Each of them has its own uses, pros and cons.

Side note: While you can only have 1 dog and 1 horse each, you can have as many of the others as you wish... Withing a certain limit of course. The max number of chickens is 8, and the total amount of cows and sheep can go up to 16. (Not necessarily 8/8) Let's start with the basics... Then the actual livestock.

Dog: Your thrusty companion... If you take good care of it anyway. At first he will just be a pup, later on, at Fall 1st, he will grow into an adult dog. Once he is an adult he will scare the wild dogs that come to your farm to feed on any livestock resting outside. You can also play with him at this point, either get the Dog Ball or the Dog Frisbee, the latter can only be used in fine weather days at the beach though. See the Mini-Games section for that. The dog affection will only affect in minor ways though.

Horse: During your first Spring, Barley will come with a foal and ask if you can take care of it for now. Agreed and you will then have to give it a name. It takes around 3 seasons to grow up. After the first year is done, Barley will come back, if you have 4 or less hearts with your horse, he'll take it away, though you'll get one later on. To raise its friendship, just be sure to brush it everyday, and take it outside on warm, sunny days. Once he is big, he can act as portable shipping-bin inside your farm. Higher friendship levels means you can win the horse race easier.

The livestock, the following 3 animals can produce items you can ship for money. Their friendship affects the type of item you get.

- > 0~3 Hearts: Small-type produce.
- > 4~7 Hearts: Medium-type produce.
- > 8~10 Hearts: Large-type produce.
- > Contest Winner + 8~10 Hearts: Golden-type produce.
- > Contest Winner + 8~10 Hearts + 600 or more hours of outdoor pasture: P-type produce.
- > Once it can produce P-type you have a 1 in 255 chance: X-type produce.

Sidenote, you can either keep these animals inside the barn or outside. If outside, make sure you have a nice growing of grass... Each animal can chew up a square of grass every 4 hours!

Chickens: These can be bought from Lillia in the Poultry Farm, once you get one simply incubate the eggs the chickens produce to get more. You can only feed them special chicken feed which is bought from Lillia at 10 G each. Be sure to pick them up once per day to raise their affection.

Cows: You can buy these from Barley, after one is grown up you can start milking it. You can also get them pregnant with some weird powders, which you also buy from Barley, but you won't be able to milk them while they are pregnant. They can be fed the grass you grow, just be sure to mow it down to turn it into fodder. To raise their affection be sure to talk, brush and milk them everyday. It won't help if the sprites do this, so hurry up before them!

Sheep: Same as cows, bought from Barley, the weird powders as well. However, these grow their wool a week after you shear it, so it might be a lower income rate, but X-Yarn isn't cheap... Anyway, same feeding type. Be sure to talk and brush them every day. Shear them when possible.

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[008]-----08. Fishing-----

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First of all, you are going to need a Fishing Rod (duh...). You should have one, so when you are ready you can take up your fishing anywhere you can fish, no bait needed!

Before that, I'll say the basic information or things you should know. First of all, there are 5 spots you can fish at:

- > The lake, just south of the Mother Hill. The one that freezes at Winter.
- > Upstream, in the same screen as the previous, but only when on the bridge.
- > The Harvest Goddess Pond, as the name says, where the Harvest Goddess lives.
- > Downstream, the small stream of water that goes at the south of your farm.
- > Mineral Beach, fish of the pier here.

When you are on the spot you want, just take out the Rod, and hold B until you decide what level to use, do pay attention to this if you are trying to catch a certain thing.

These are the main things you can fish:

- > Small Fish: All rods can. These are below 24cms for all fish types. Sells for 50 G.
- > Medium Fish: Rod Lv2 and above. Anywhere between 25 and 49cms. Sells for 120 G.
- > Large Fish: Rod Lv4 and above. 50cms or more. Sells for 200 G.

The following 4 are only on the Mineral Beach spot.

- > Fossil of Fish: Rod Lv6 and above. Only in Fall. Sells for 5,000 G.
- > Pirate Treasure: Rod Lv6 and above. Only in Summer. Sells for 10,000 G.
- > Cooking Recipe: Rod Lv5 and above. Only in Spring. Can't be sold.
- > Power Berry: Rod Lv5 and above. Only in Winter. Why would you want to sell this?

Fish list:

Before I begin, let me just say that SMFW stands for the four seasons (Spring, Summer, Fall and Winter in that order), and on which can the fish be obtained. Lvl is the rod level needed to get it. And SML are the sizes (Small, Medium and Large) the fish can be gotten in.

| Name                 | SMFW | Lvl | SML | Locations                           |
|----------------------|------|-----|-----|-------------------------------------|
| Bighead              | SMFW | 5   | L   | Downstream                          |
| Bitterling           | SMFW | 1   | S   | Downstream                          |
| Black Bass           | SMF  | 4   | ML  | Downstream, HG Pond, Lake, Upstream |
| Blowfish             | W    | 4   | ML  | Mineral Beach                       |
| Bluegill             | SMF  | 1   | SM  | Downstream, HG Pond, Lake, Upstream |
| Bonito               | MF   | 5   | L   | Mineral Beach                       |
| Brown Hakeeling      | SM W | 1   | SM  | Downstream                          |
| Cherry Salmon        | MF   | 1   | SM  | Lake, Upstream                      |
| Crucian Carp         | SMFW | 4   | ML  | HG Pond, Lake                       |
| Cod                  | W    | 4   | ML  | Mineral Beach                       |
| Dorado               | SMF  | 5   | L   | Mineral Beach                       |
| Eel                  | MF   | 5   | L   | Downstream                          |
| Fatminnow            | SMFW | 1   | S   | Lake, Upstream                      |
| Filefish             | W    | 2   | SM  | Mineral Beach                       |
| Flounder             | SMFW | 5   | L   | Mineral Beach                       |
| Fluke                | FW   | 4   | ML  | Mineral Beach                       |
| Golden Carp          | SMF  | 1   | S   | Downstran, HG Pond                  |
| Greenling            | S W  | 3   | SM  | Mineral Beach                       |
| Herring              | SM W | 1   | SM  | Mineral Beach                       |
| Kelp Bass            | FW   | 4   | L   | Mineral Beach                       |
| L. Salmon            | S F  | 2   | SM  | Upstream                            |
| Lake Smelt           | W    | 1   | S L | Downstream, HG Pond                 |
| Lionfish             | SMFW | 2   | SM  | Mineral Beach                       |
| Mackerel             | FW   | 4   | ML  | Mineral Beach                       |
| Mountain Trout       | SMF  | 4   | SML | Upstream                            |
| Needle Fish          | S    | 3   | SM  | Mineral Beach                       |
| Ocean Sunfish        | SMF  | 5   | L   | Mineral Beach                       |
| Pigfish              | SM   | 3   | SM  | Mineral Beach                       |
| Rainbow Trout        | SMFW | 5   | L   | Lake, Upstream                      |
| Red Snapper          | SMF  | 5   | L   | Mineral Beach                       |
| Roach                | S F  | 1   | S   | Downstream                          |
| Rockfish             | S F  | 2   | SM  | Mineral Beach                       |
| Rock Trout           | S W  | 3   | SM  | Mineral Beach                       |
| Salmon               | MF   | 4   | ML  | Downstream                          |
| Sandfish             | W    | 1   | S   | Mineral Beach                       |
| Sardine              | SMFW | 1   | SM  | Mineral Beach                       |
| Saury Pike           | F    | 3   | SM  | Mineral Beach                       |
| Scad                 | SMF  | 3   | SM  | Mineral Beach                       |
| Silver Carp          | SMF  | 2   | SM  | Downstream, HG Pond                 |
| Silver Carp (Again?) | SMFW | 5   | L   | Downstream                          |
| Snakehead            | MF   | 5   | ML  | Downstream, HG Pond                 |
| Sp. Mackerel         | S W  | 5   | L   | Mineral Beach                       |
| Tuna                 | SMFW | 5   | L   | Mineral Beach                       |
| Yellowtail           | F W  | 5   | L   | Mineral Beach                       |
| Whitefish            | SMFW | 2   | SM  | Downstream, HG Pond                 |

And now, the King Fish list: (You need a Lv6 Rod or higher for these)

Coelacanth: Found in the Winter Mine, 9th floor pond.

-> You gotta find the other 5 Kings first before being able to get this one.  
Then just go down to the pond in the 9th floor of the Winter Mine.

Carp: Found in the Lake.

-> Ship 200 fish in total. Then try catching it on Spring, Summer or Fall.

Catfish: Found in the Hot Spring.

-> No requirements needed.

Jp. Huchen: Found in the Downstream.

-> First have the Grilled Fish, Sashimi and Sushi recipes in your Recipe Book.

Monkfish: Found in Mineral Beach.

-> Catch it between 10 AM and 8 PM. Spring and Winter only.

Squid: Found in Mineral Beach.

-> First throw a Small Fish, then try catching it. Spring, Summer and Fall only.

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-----09. Mining-----

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[091]-----09.1. Spring Mine-----

The Spring Mine can be accessed year-round. There are no limitations here. The ores needed to upgrade your tools can only be found here. The mine has a total of 255 floors. The Goddess Jewels won't do anything by themselves until you collect all 9. More info in The 3 Gems section.

Stones and Ores:

- Adamantite: Can only be found on floors 10 and below.  
You need these to create the Makers (Mayonnaise, Yarn and Cheese).
- Copper Ore: Found on all floors.  
Used to upgrade tools to the 2nd Level.
- Gold Ore: Found on floors 3 and below.  
Used to upgrade tools to the 4th Level.
- Mystrile: Found on floors 5 and below.  
Used to upgrade tools to the 5th Level.
- Mythic Stone: Found on floor 60, ONLY after you have all 6 tools on Blessed status. Used to upgrade tools to the 7th, and final Level.
- Orichalc: Can only be found on floors 10 and below.  
These are used to make the girl gifts.
- Silver Ore: Found on all floors.  
Used to upgrade tools to the 3rd Level.

Other special items:

- Goddess Jewel: Found on floors 60, 102, 123, 152, 155, 171, 190, 202 and 222.  
Collect all 9 to get the real one. See The 3 Gems.
- Recipe: Found on floor 255.  
Tells you how to cook Fried Potatoes.
- Power Berry: Found on floor 100.  
Raises your max SR by 10.
- Teleport Stone: Found on floor 255, after the 3rd year. (Taken from Cherubae's Ushi no Tane x4 page) This will let you warp to anyplace in

the map you wish to.

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[092]-----09.2. Winter Mine-----

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As the name implies, this one can only be accessed normally during the Winter season. Here you can find the Cursed Tools, they are on specific floors, for them to appear you must already have all 6 tools in Mystrile level, and even so, you have a chance they won't appear, so always save the game on the previous floors. Just dig around and hope you find them. Other than that, you can only find gems in here. The same thing goes for Alexandrites and Pink Diamonds, they are very rare.

Cursed Tools:

Cursed Axe: Found on floor 49.  
Cursed Fishing Rod: Found on floor 29.  
Cursed Hammer: Found on floor 59.  
Cursed Hoe: Found on floor 39.  
Cursed Sickle: Found on floor 79.  
Cursed Watering Can: Found on floor 69.

Gems:

Agate: Found on all floors, except on 50, 100, 150 and 200.  
Alexandrite: Only on floors 50, 100, 150, 200, 251 and above.  
Amethyst: Found on all floors, except on 50, 100, 150 and 200.  
Diamond: Found on floors ending with 0 (10, 20, 30...), and all above 200.  
Emerald: Found on floors ending with 5 (5, 15, 25...), and all above 200.  
Fluorite: Found on all floors, except on 50, 100, 150 and 200.  
Moon Stone: Found on floors ending with 8 (8, 18, 28...).  
Peridot: Found on all floors, except on 50, 100, 150 and 200.  
Pink Diamond: Only on floors 30, 70, 90, 110, 130, 170, 190 and 255.  
Ruby: Found on all floors, except on 50, 100, 150 and 200.  
Sand Rose: Found on floors ending with 9 (9, 19, 29...).  
Topaz: Found on all floors, except on 50, 100, 150 and 200.

Other Special items:

Kappa Jewels: Found on floors 0, 40, 60, 80, 120, 140, 160, 180 and 255.  
Collect all 8 to get the real one. See The 3 Gems.

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-----10. Girls-----

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[101]-----10.1. Ann-----

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General Info: Well, she gives me the tomboy-ish look... Anyway, she can found most of the time inside the Inn. She loves cooking and can easily beat everyone in the Cooking Festival. She has a relatively simple schedule...

Rival: Cliff, if you want him out of the way, just simply don't invite him to work during the Fall wine harvest thingy, he will then leave and you'll have Ann all for you... Hehehe...

Birthday: Summer 17 (22nd if yours is on the 17th).

Favorites: Cake, Cheese Fondue, Pancakes, Truffle Rice.

Likes: Curry Rice, Diamond, Egg Dishes, Perfume, Pink Diamond, Rice Cakes, Sandwich, Stew, Strawberry Milk, Sweets.

Extras: Buy anything from the Inn to raise her affection. (Water doesn't count...)

Schedule:

-> Every day, if sunny.

6 AM ~ 7 AM: Inside the Inn. (Closed)  
7 AM ~ 7.30 AM: Walking to the Harvest Goddess Pond.  
7.30 AM ~ 10 AM: In front of the Harvest Goddess Pond.  
10 AM ~ 10.30 AM: Walking back to Inn.  
10.30 AM ~ 1 PM: Inn 2nd floor.  
1 PM ~ 4 PM: Inn 1st floor.  
4 PM ~ 7 PM: Inn 2nd floor.  
7 PM ~ 10 PM: Inn 1st floor.  
10 PM ~ 12 AM: Inside the Inn. (Closed)

-> Every day, if rainy.

6 AM ~ 7 AM: Inside the Inn. (Closed)  
7 AM ~ 10 AM: Inside the Inn's backroom. (Need high family affection to go inside here)  
10 AM ~ 1 PM: Inn 2nd floor.  
1 PM ~ 4 PM: Inn 1st floor.  
4 PM ~ 7 PM: Inn 2nd floor.  
7 PM ~ 10 PM: Inn 1st floor.  
10 PM ~ 12 AM: Inside the Inn. (Closed)

Heart-related Events:

- > Black Heart: Go to the Inn any day between 10.40 AM and 1 PM. Ann and Doug are greeting people, you as well. Since you are a 'special guest' Ann asks if you would like some food, Doug agrees to this and then tell you to wait, returns with some food which you happily whisk away. Doug then says you should visit Ann often, and she gets all embarrassed...
- > Purple Heart: Go to the 2nd floor of the Inn between 10 AM and 1 PM on Wednesday, Thursday, Friday or Saturday. Enter the room where Ann is currently singing, she'll get startled and say she was only cleaning, and asks if you like cleaning. Say yes and she'll be happy.
- > Blue Heart: Go to the Inn between 12 PM and 7 PM on Monday or Friday, you will see Doug and Ann talking, who says nothing is wrong but Doug can notice she is very pale, at the moment you walk in, Doug asks you what he should do, mention to take her to the clinic. In the clinic the Doctor said she ate something bad... That something is actually Stir Fry, Omelette Rice, Savory Pancake, Tempura, Cheesecake, Apple Pie, Cookies, Ice Cream AND Pumpkin Pudding! Holy crap! Then, back at the Inn she gives you a broken music box.
- > Yellow Heart: Go to the Inn between 10 AM and 7 PM on a Wednesday, Thursday, Saturday or Sunday, Doug calls you over and after some things, he asks if you 'like' Ann, if yes, he will be happy. Ann walks in and after a while finds out Doug was talking with you about her, she gets angry at him and and walks away. Doug laughs...

Other events related:

(Wait until I get the Long-ass List of Events done)

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[102]-----10.2. Elli-----

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General Info: She wants to become a nurse, so she will be always helping the Doctor in the Clinic. Both of her parents died a long time ago, so with her Grandmother, she takes care of Stu, his little brother. She lives in the Clinic with the Doctor... In separate rooms at least. Whenever she isn't in the Clinic, she is with her grandmother.

Rival: The Doctor, unless you dash ahead, you will find it inevitable to watch an event or two, since all of them happen in the Clinic, so hurry and get Elli if you want her.

Birthday: Spring 16 (20th if yours is on the 16th).

Favorites: Hot Milk, Moon Dumpling, Red Magic Grass.

Likes: Accessories (All), Blue Magic Grass, Diamonds, Elli Leaves, Milk, Noodles, Pink Cat Flowers, Pink Diamonds, Strawberries, Strawberry Milk, Toy Flowers.

Extras: Having the Doctor examine you will somehow make her like you more.

Schedule:

In short, all day at the Clinic. If it's closed, with her grandmother. I'll get details later.

Heart-related Events:

-> Black Heart: Go to the Clinic after 9 AM on a Monday or Wednesday. You walk in and watch Stu showing something to her sister; a bug, which she hates. Elli gets angry, you walk in and Stu uses you as a human shield. Elli says you have someone hiding behind you. After a small comment you are given a choice, tell Stu you don't understand/follow him and he'll get angry, but Elli will be happy.

-> Purple Heart: Go to the Clinic between 9 AM and 7 PM on Thursday, Saturday or Sunday. When you go in Elli asks if you are fine, and she is glad to see you are. Jeff then walks in looking bad, Elli calls the Doctor, who asks her to get some medicine, Elli leaves and comes back, but with the wrong medicine, she apologizes and gets the correct one immediately, the Doctor comforts her saying that it was a common mistake, Jeff feels better then leaves. Elli feels bad from the mistake and asks if she will ever make a good nurse, tell her that she IS a good nurse and she'll be happy at you.

-> Blue Heart: On a Wednesday, between 9 AM and 1 PM, go to Ellen's house. You'll meet Elli and Ellen, you find out Elli made some food but Stu ran out saying he didn't wanted to eat it, Ellen asks you to find him, agreed and go out to the Church. Stu didn't knew he made Elli sad so he decides to go back, where he apologizes. Elli will reward you with a special flower.

-> Yellow Heart: On a Wednesday as well, between 9 AM and 6 PM, go to the Beach. You will find Elli in the dock looking away, she will explain why she is currently here and asks what do you think about the way she is raising her brother. Tell her not to worry and she'll thank you for the confidence boost, she will then leave.

Other events related:

(Wait until I get the Long-ass List of Events done)

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[103]-----10.3. Harvest Goddess-----

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General Info: As the name says, the Goddess, you can 'summon' her by throwing something from your farm in the pond, be sure that the day is sunny! This one is a little harder than the others though. Also, you can't see her heart level by the way.

Rival: None.

Schedule: There's no schedule...

Birthday: Spring 8th (9th if yours is on the 8th).

Favorites: Pineapple, Strawberries.

Likes: Crops (All), Eggs, Flowers, Milk, Relax Tea Leaves.

Extras: Do something 10,000, 100,000, 1,000,000..... times. (Ship x crop, pedometer count, every crazy thing like that).

Schedule: Always at the pond.

Marriage: The Goddess isn't happy with just having your house expanded and with the bed, no...

-> Catch ALL the different fish, including the Kings.

- > Collect all 9 Goddess Jewels to get the Gem of the Goddess.
- > Ship 1 of EVERY shippable item (See the Item Shipping List).
- > Have 5 or more years in the farm.
- > Dig up every type of item in the Spring Mine and the Winter Mine.
- > Once all that is done, ask Carter for permission in the confession booth.
- > Finally, throw the Blue Feather into the Pond.

Heart-related Events: None.

Other events related: None.

Post Marriage info: After the wedding, the Goddess will ask for your nick, answer whatever you want, she won't comply! She will then leave with a work excuse. Even if you visit her at the Pond she won't say anything different (...). She won't join events that include your wife. Time later she will be pregnant... Which makes you wonder, "HOW IN HELL?!" considering she never is with you... Anyway, when the boy is born, he is also all yours to take care of. So basically, it's a lot of work to marry her, and she sucks... Challenge my ass!

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[104]-----10.4. Karen-----

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General Info: Karen lives in the Supermarket with her parents. She helps often, but can be found outside most of the time. She likes some romantic things, walking in the beach is one, and drinking wine is another... Though the latter can be due to the fact she is also a slight alcoholic... She has a rather chaotic schedule...

Rival: Rick, like Karen's parent, a dork (\*shrugs\*). There is no way to get rid of him since you can't attack the villagers, but he shouldn't pose to much of a problem.

Birthday: Fall 15 (23rd if yours is the 15th).

Favorites: French Fries, Pizza, Popcorn, Wine.

Likes: Bamboo Shoots, Cheese, Diamonds, Perfume, Pink Diamonds, Sashimi, Tempura, Truffles.

Extras: Buy anything from the supermarket to make her like you more.

Schedule:

- > Monday, Wednesday, Thursday, Friday and Saturday, if sunny.
  - 6 AM ~ 8 AM: Inside the Supermarket. (Closed)
  - 8 AM ~ 10 AM: Right outside the Supermarket.
  - 10 AM ~ 1 PM: In the Supermarket backroom. (Need high family affection to access here)
  - 1 PM ~ 4 PM: In the Supermarket front.
  - 4 PM ~ 6 PM: In the Supermarket backroom. (Need high family affection to access here)
  - 6 PM ~ 7 PM: Inside the Supermarket. (Closed)
  - 7 PM ~ 8 PM: Walking to the Beach.
  - 8 PM ~ 10 PM: Walking along Mineral Beach's coast.
  - 10 PM ~ 11 PM: Walking back to the Supermarket.
  - 11 PM ~ 12 AM: Inside the Supermarket. (Closed)

- > Monday, Wednesday, Thursday, Friday and Saturday, if rainy.
  - 6 AM ~ 8 AM: Inside the Supermarket. (Closed)
  - 8 AM ~ 10 AM: In the Supermarket front.
  - 10 AM ~ 1 PM: In the Supermarket backroom. (Need high family affection to access here)
  - 1 PM ~ 4 PM: In the Supermarket front.
  - 4 PM ~ 6 PM: In the Supermarket backroom. (Need high family affection to access here)
  - 6 PM ~ 12 AM: Inside the Supermarket. (Closed)



-> Tuesday, if sunny.

6 AM ~ 8 AM: Inside the Supermarket. (Closed)  
8 AM ~ 10 AM: Right outside the Supermarket.  
10 AM ~ 1 PM: Inside the Supermarket. (Closed)  
1 PM ~ 2 PM: Walking to the Harvest Goddess Pond.  
2 PM ~ 4 PM: In front of the Harvest Goddess Pond.  
4 PM ~ 5 PM: Walking back to the Supermarket.  
5 PM ~ 7 PM: Inside the Supermarket. (Closed)  
7 PM ~ 7.30 PM: Walking to the Inn.  
7.30 PM ~ 10 PM: Inside the Inn, near the counter.  
10 PM ~ 10.30 PM: Walking back to the Supermarket.  
10.30 PM ~ 12 AM: Inside the Supermarket. (Closed)

-> Tuesday, if rainy.

6 AM ~ 1 PM: Inside the Supermarket. (Closed)  
1 PM ~ 2 PM: Walking to Gotz's house.  
2 PM ~ 4 PM: Inside Gotz's house.  
4 PM ~ 5 PM: Walking back to the Supermarket.  
5 PM ~ 7 PM: Inside the Supermarket. (Closed)  
7 PM ~ 7.30 PM: Walking to the Inn.  
7.30 PM ~ 10 PM: Inside the Inn, near the counter.  
10 PM ~ 10.30 PM: Walking back to the Supermarket.  
10.30 PM ~ 12 AM: Inside the Supermarket. (Closed)

-> Sunday, both weathers.

6 AM ~ 7 PM: Inside the Supermarket. (Closed)  
7 PM ~ 7.30 PM: Walking to the Inn.  
7.30 PM ~ 10 PM: Inside the Inn, near the counter.  
10 PM ~ 10.30 PM: Walking back to the Supermarket.  
10.30 PM ~ 12 AM: Inside the Supermarket. (Closed)

Heart-related Events:

- > Black Heart: Go to the Supermarket between 10 AM and 1 PM on a Wednesday or Friday. Be sure to have an empty slot in your Tool section of the rucksack. Karen will greet you inside, she will ask if you need help, if you say yes, she will convince Jeff to give you some seeds, after both her and Sasha's persuasion he'll agree. You'll get some Grass Seeds.
- > Purple Heart: Head to the Supermarket between 10 AM and 1 PM on any day. You'll find Sasha and Karen arguing, you walk in and Karen notices you. She tells you the whole problem and asks for your cooperation in deciding what kind of flowers to send. Up to you, but you should know that agreeing with her will raise her affection.
- > Blue Heart: Go to the Supermarket between 10 AM and 1 PM on any day. You'll see the family talking to Duke. After a while, Karen will explain you their parents were so happy when she was born they asked Duke to make a special wine. Duke says its ready to be picked up, you will be asked to help Karen, answer yes and go with her. After the scene, you'll be back in the Supermarket, Karen will give you a bottle of her wine as a present.
- > Yellow Heart: Hope you are feeling well... Cause you won't be in a while. Go to the Supermarket between 10 AM and 1 PM on a Monday, Thursday or Saturday, you will spot Karen trying to get her parents to eat her dish... You should already know of Karen's... cooking habit... Agree to get sick, I mean, taste her dish. You will pass out and wake up at the Clinic, Karen asks why you passes out, just watch...

Other events related:

(Wait until I get the Long-ass List of Events done)

[105]-----10.5. Mary-----

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General Info: Mary is shy and quiet. She tends the Library and is always there, unless it's closed. Her father, Basil, writes all about plants, which you can also find here.

Rival: Gray, there isn't a way to get him out of your way. But you can always get ahead.

Birthday: Winter 20 (25th is yours is on the 20th).

Favorites: Veggie Juice, Veggie Latte, Relaxation Tea.

Likes: Black Grass, Blue Grass, Bodigizer, Chocolate, Diamonds, Grape Juice, Mushrooms (All), Perfume, Pink Diamonds, Red Grass, Turbojolt, White Grass, Wild Grapes.

Extras: Walking up to the 2nd floor of the library makes her like you more.

Schedule: Simple, Tuesday to Sunday, from 10 AM to 6 PM at the Library. On Mondays she is at the Supermarket. I'll get specific details later.

Heart-related Events:

- > Black Heart: Go to the Library between 10 AM and 4 PM, you'll spot Mary talking to herself in a corner. She will bump into you, ask her if you can help with anything and she'll tell you the whole situation.
- > Purple Heart: Go to the Library on a Thursday, Saturday or Sunday between 10 AM and 4 PM. You'll see her again in her own world until she notices you, agree to help with the current situation and at the end, she'll be happy at you.
- > Blue Heart: Go to the Summit on Mother's Hill on a Monday between 12 PM and 5 PM. Be sure to have an empty spot on your rucksack. You'll find Mary crying, you will comfort her. She will then tell you why she was crying, and asks if you cry when reading a good book, answer you do, after a comment, you'll get the book she was reading.
- > Yellow Heart: This time, go to Basil's house on Monday, between 10 AM and 1 PM. After a moment you'll find out Mary seems upset, and Basil asks you to talk to her. Go up, and she says it's just a misunderstanding, she goes down to explain. You find the problem is Mary can't think for a title of a new novel, you are given 3 choices, select the one related to the farm. Mary will ask if she can 'interview' you for an hour... More like a couple of them, she apologizes but thanks for the time. And off you go.

Other events related:

(Wait until I get the Long-ass List of Events done)

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[106]-----10.6. Popuri-----

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General Info: She lives at the Poultry Farm, daughter of Lillia and sister to Rick. She... She... Well, she is rather strange in her own way. That aside, Rick is a little overprotective of her, especially with Kai, so that might be good for you... She can be seen at the hot springs on the mornings by the way...

Rival: As stated before, Kai. He only comes every summer, so you have plenty of time to work on your relationship before he evens get a start.

Birthday: Summer 3 (10th if yours is on the 3rd).

Favorites: Omelettes, Omelette Rice, Scrambled Eggs.

Likes: Accessories (All!), Apple (Any recipe), Cake, Chocolate, Diamons, Eggs (Any recipe), Ice Cream, Strawberry (Any recipe).

Extras: Get 8 Chickens and be sure they are healthy.

Schedule: Mostly near the hot springs or the Poultry Farm. I'll get details

later.

Heart-related Events:

- > Black Heart: On a Wednesday or Friday, between 10 AM and 6 PM walk through the right path after leaving your farm from the north. You'll stumble upon a fleeing chicken, you catch it. Popuri comes and thanks you (If you can't trigger it, go into Saibara's and out).
- > Purple Heart: One day she will come to your farm and ask you for a 'tour'. Accept and well, give her the 25 cents tour of 7 hours. o.O
- > Blue Heart: Go to the Church between 10 AM and 1 PM to spot Carter, Popuri, May and Stu. After a convenient walk-in from you, you are asked to play instead of Carter, accept. You'll be playing house in the hot springs, Stu will get angry at one point and leave, May follow and Popuri will give you some Mud Dumplings. This won't occur during the Summer though.
- > Yellow Heart: Go inside the Poultry Farm between 10 AM and 1 PM. You'll see the family having a disagreement. After Lillia notices you, you will be given 3 choices, side with Rick, with Popuri, or feel sympathy for Lillia. Select the last one to make all 3 get on your side.

Other events related:

(Wait until I get the Long-ass List of Events done)

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[107]-----10.7. Marriage-----

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Marriage... Not really the goal of the game, but it is a nice touch to it however. Then again, it is no easy task for a new player but once you are experienced you can take as short as three seasons for some girls. And no, you can't cheat on your wife you sick... person.

But before we get to the good stuff we have to talk about requirements of course:

- > House: Of course no one will want to live in a very tiny place, so you have to take your house to the latest level and buy the big bed, otherwise you would end up cramped up in bed; the latter however will only appear after you've bought everything in the TV Sales.
- > Love: Love, the base point of every relationship and of course the whole support. You need to have your sweetheart at a big, red heart in order to even think of popping the big question. The hearts go from Black, to Purple, Blue, Green, Yellow, Orange and finally Red.
- > 4 Events: Each girl has 4 heart events that depend on their closeness to you. You have to watch all 4 of them.
- > Blue Feather: When a girl reaches Orange, this feather will be on stock at Jeff's store. Simply buy it and when your sweetheart is at a Red heart, equip the Feather and use it in front of her to pop the question. If she accepts, you will be a married couple 7 days later!
- > Wedding: 7 days after the Blue Feather is used, you will be married and this takes a whole day, so be sure to hire the Harvest Sprites.

Oh, but don't think you are alone in this! The other 5 guys in towns can get ahead of you and get the girl of your dreams before you do! So hurry up!

After that, well, your new spouse will ask how to nickname you and will then live on onwards with you. Some might still want to return to their normal duties, like the grocery store, library and such and will ask for permission. Please, don't be such a possessive witch with a capital B and let them return to their premises as they wish so both of you can be happy~

So what will your wife do? Well, no, she won't cook you breakfast or dinner,

she'll only do so in special events. Also, some events will be modified due to the marriage. Such events are:

- > Summer 24, Fireworks Display: Your wife will be your partner of course. Simply talk to her in order to start.
- > Fall 13, Mother's Hill: Now that you are married, your wife should have the highest heart rating, so... Wrong! You can still view this with the other girls! o.O
- > Winter 14, Thanksgiving: No, no chocolate from the other girls. Instead, the next morning you'll find some fresh baked Chocolate Cake on your rucksack.
- > Winter 24, Starry Night: Now it's just the two of you home alone to enjoy a romantic evening~
- > Wedding Anniversary: Time for you to play a quick quiz, so you better remember on what date you two got married or be ready to see a sad face, but! Answer right and get a price!

So that's it? Just me and my wife? No, you can get a kid. If you keep up your relationship with your wife, about one season later she will feel bad in the morning, so you go to the clinic but surprise, she is actually pregnant! Now you just have to wait 60 days to get your new family member!

After he is born, well... He is as much fun as a sack of potatoes... Except you can't go bashing people around with him... (For some reason I'm laughing my head off here...) There's not much you can do with him right now and after another 60 days an event will pop up, simply decide to go to the clinic as the good parent you are to find out that your son can now crawl around. From this point on you can actually interact with him. He likes gifts like Cakes (Any type), Ice Cream, Honey, Yarn, Grapes, Milk recipes and Noodles.

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-----11. Rivals-----  
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[111]-----11.1. Cliff-----  
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General Info: He, like you, is a new member of Mineral Town. He is somewhat shy at first (What with being new) and keeps to himself at all times. He'll keep being that way until Fall 14, when you are asked to help in the Wine Harvest and asked to bring help. If you want Cliff on town, be sure to invite him, and from that day on, he'll be a lot more cheery. If you don't invite him however, he'll leave at the end of the year, and never to return.

Rival for: Ann. Yes, if you want this girl, you better move fast, either that, or simply don't invite Cliff to the wine harvest.

Birthday: Summer 06.  
Likes: Curry Rice, Miso Soup and Scrambled Eggs.

- Rival Heart Events:
- > Black Heart: If you stumble upon the second floor of the hotel while Ann's heart is pitch-black, you will see this. Basically, Ann walks in on Cliff's room and after some things she will ask the reason of him moving into this town, but he won't answer as Ann apologizes and backs out as Cliff thanks her.
  - > Blue Heart: If you go to the Church between 11 AM and 4 PM you can find Cliff here. Ann walks in to deliver Carter his lunch and after a mumbled reply from Cliff, Carter asks Ann if she could introduce Cliff around town for him to overcome his shyness.
  - > Green Heart: If you are on the second year simply go to the Inn on a

Saturday between 10 AM and 1 PM.

-> Orange Heart: Go to the Winery storehouse between 10 AM and 1 PM to find Cliff working before Ann comes in to greet him. Duke walks in and well, keep watching for his remark making Cliff blush if the pixels of the game would have made it possible. After Ann runs out Duke asks if Cliff is going to propose to Ann. After this, you are pretty much screwed if you wanted to go for Ann.

Other events related:

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[112]-----11.2. Doctor-----

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General Info: As his name suggests, he's the head honcho of the Clinic.

Feeling all not to well? Just want to make sure you are all right? He is the one to talk to. You can also buy some quick health potions here, among other things.

He keeps to himself most of the time and is overall serious, you will only see him outside the clinic on Wednesdays, as that's his free day... Man he works hard. He is a little distracted however, as he misses Elli's easiest hints, but watch their scenes and he WILL notice them...

Rival for: Elli. There's is no foolproof to get her, simply be a gentleman and woe her the normal way.

Birthday: Fall 19.

Likes: Milk, Red Magic Grass and Wild Grasses (All!).

Rival Heart Events:

- > Black Heart: Go to the Clinic on a Monday, Wednesday or Friday when Elli's heart is black for this event to ensue. Elli seems to have been working too hard lately and the Doctor warns her not to overwork herself out and she seems happy that he cares for her, but the Doctor... Just watch.
- > Blue Heart: Go to Elli's house on a Monday between 9 AM to 7 PM to find out that Ellen isn't feeling so well and thus the Doctor drops by. After some more comments, Elli and Stu compliment the Doctor on his hard work and he is able to leave with a smile.
- > Green Heart: On the second year of the game, go to the Clinic on a Thursday between 9 AM to 7 PM to witness this. After Elli suggests that the Doctor takes a day off because of his flu, but he refuses and Elli asks of him to not at least not overwork himself and the Doctor returns with a small comment...
- > Orange Heart: On the fourth year, go to the Beach between 7 PM and 10 PM on a sunny day to see Elli slip away from your hands if you ever wanted her.

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[113]-----11.3. Gray-----

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General Info: So he is slightly moody... He is an apprentice of Saibara and so can be found in the blacksmith at most times. He also doesn't likes being in such a small town... Which he counters with books, so you can also find him in the library.

Rival for: Mary. Well, he spends a lot of time in the library and really enjoys books, so it's no wonder he is going for her. If they do marry, the Library will also close on Thursdays.

Birthday: Winter 06.

Likes: Baked Corn, Jewels (All!) and Ores (All except Junk).

Rival Heart Events:

- > Black Heart: Go to the Blacksmith between 10 AM and 1 PM and as Mary goes in Gray hurts himself and starts bleeding all around. Saibara scolds him but Mary banadages him up.
- > Blue Heart: Go to the Library between 1 PM and 4 PM to see Mary thank Gray for coming to the Library so often since not many do visit it which seems to shock him. Mary asks him if he would like to read the novel she has been writing and Gray accepts wholeheartedly.
- > Green Heart: On the 2nd year of the game go to Mother's Hill between 7 AM and 10 AM on a sunny day to see Gray compliment Mary on her fantastic novel. He makes a blunt analogy on how she can always improve with practice at her writing while he will never get better and to Mary's inquire he answer that he refers to blacksmithing but, well, just watch Mary's words of support.
- > Orange Heart: On the fourth year, enter the Library between 1 PM and 4 PM to witness this and to see that he wants to tell her something later if everything goes right. Say goodbye to her if you had any romantic thoughts about her and your character as she is now taken.

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[114]-----11.4. Kai-----

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General Info: He comes to town every Summer and opens up his own restaurant at the time. Once the season is over, he goes away. He sells food there and can be found on the beach most of the time. Overall, a sort of nice guy even if Rick thinks otherwise...

Rival for: Popuri. Yes, he only comes on Summer so you have 3 seasons to work with her... If they get married, Popuri will leave town and come with him every Summer.

Birthday: Summer 22.

Likes: Eggs, Flour, Summer Crops (All).

Rival Heart Events:

- > Black Heart: On a Summer, walk to the Beach between 1 PM and 4 PM to witness the start of all...
- > Blue Heart: Same as above but between 9 AM and 7 PM.
- > Green Heart: Yes, I've been forgetting to take notes... Same as usual, but between 1 PM and 4 PM and on the 2nd year.
- > Orange Heart: But no, I did note this one down! Go to the Chicken Farm in the fourth year to find Kai and Popuri's family inside and they mention that Popuri is thinking of leaving town and Rick as the dork he is starts to argue before Lila agreeds to let Popuri go. But Kai must be the one to tak her and he'll say he'll think it before he leaves. As for Popuri, she is out of your league now.

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[115]-----11.5. Rick-----

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General Info: Well, never liked this guy personally, but I'm supposed to give an impartial view here, so... He lives with his mother and Popuri and takes care not only of them, but of the chicken farm. He is also always arguing about Kai, be it with him or with someone else about him.

Rival for: Karen. I could never understand how she feels something for this dorky, jealous little guy... But heck, he is your rival for her nonetheless.

Birthday: Fall 27.

Likes: Honey and Spa-Boiled Eggs.

Rival Heart Events:

- > Black Heart: Again with the notes... Head to the Harvest Goddess' Pond on

a sunny day between 11 AM and 6 PM.

-> Blue Heart: Go to the area below your farm to see Rick and Karen talking behind Gotz's house. This will trigger between 11 AM and 6 PM.

-> Green Heart: In the 2nd year, go to the Goddess Pond between 11 AM and 6 PM.

-> Orange Heart: I would hit you if you let this event happen but I can't... So yeah, head to the Chicken Farm between 1 PM and 4 PM to see this dreadful event, but only if Popuri is married (To you or Kai).

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[012]-----12. Seasons-----

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And yes, this is a list of festivals/events...

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[121]-----12.1. Spring-----

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Spring 01, New Years Festival: To celebrate this, you get to eat rice smashed down. Talk to Thomas, the Mayor, to get yours. Every empty space on your backpack gets filled up! And that's it.

Spring 14, Spring Thanksgiving: This is the time to repay the girls for their chocolate presents in the Winter, so be sure to make some cookies for them!

Spring 18, Spring Horse Race: On this day you can participate in the horse races if your horse is big enough, or simply bet on them. There are 3 races and as such, you can bet on each of them.

About the bets, the smaller the odds are, the more chance the horse has to win but the lower the payout. Simply exchange 50 Gs per ticket and if the horse wins, the tickets get multiplied by the odds the horse had.

Prizes: Adamantite, 4 medals.  
Truffle, 10 medals.  
Diamond, 14 medals.  
Brooch, 18 medals.  
Necklace, 20 medals.  
Sunblock, 30 medals.  
Skin Lotion, 35 medals.  
Facial Pack, 42 medals.  
Power Berry, 900 medals.  
Pirate Treasure, 1000 medals.  
Jewel of Truth, 1000 medals.

Spring 22, Cooking Festival: As the name implies, a cooking competition. This time though, you have to go the plaza before 12 PM and talk to the Gourmet to get a dish assigned, go back to your farm, cook it and hand it in to Thomas. Each year the category is different, at first it's Juices, the next are Sweets, then Bread, then Noodles and finally Rices. After that, they will be randomly selected. However, a normal recipe won't be enough, you need an extra touch, like honey and stuff.

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[122]-----12.2. Summer-----

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Summer 01, Frisbee Competition: If your dog is big enough and you have a frisbee you can compete. If you win with the scores you get in your two shots, you'll get a Power Berry.

Summer 07, Chicken Festival: On the previous day, Rick shows up to see if you want to enter a chicken. If you do, pick your best one and go to the plaza the next day by 10 AM to watch the fight. If your chicken

wins, she'll be able to lay Golden Eggs when she has 10 hearts.

Summer 20, Cow Festival: On the previous day, Barley will ask if you want to enter a cow. Pick your healthiest one and go to Rose Plaza the next day by 10 AM to watch the competition. If your cow wins, she'll start giving Gold or P-Type Milk, depends on her life.

Summer 24, Fireworks Watching: At 6 PM, go to the Beach and watch them. If you have a girl with a Green or higher heart, she will be waiting for you by the riverside~

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[123]-----12.3. Fall-----

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Fall 03, Music Festival: On the 2nd Carter will ask if you want to join the event. If you agree, meet him at the Church the next day to start and play along.

Fall 05, Ann's Mother's Memorial: This isn't marked at the calendar, but it's a yearly event so... Go to the Inn by 10 AM to meet Ann. After that, go to the summit in Mother's Hill to trigger the actual event.

Fall 09, Harvest Festival: Thomas will stop by at morning to remind you of the giant-pot-that-comes-out-of-nowhere-with-mass-burnination-inside-event will take place in the Plaza the next day (He comes in the 8th) so be sure to carry something edible that day and throw it in the pot.

Fall 13, Mother's Hill Festival: If you have a girl with a Green heart or higher, be sure to meet her here between 6 PM and midnight. You will meet the girl with the highest love rating though.

Fall 18, Fall Horse Race: See Spring Horse Race.

Fall 21, Sheep Festival: On the previous day Barley will ask if you want to enter a Sheep. Pick your healthiest one and send it in and then go to Rose Plaza the next day by 10 AM to see the judgement. If your sheep wins, it will shed Golden Wool or P-Type.

Fall 30, Pumpkin Festival (Read: Halloween): This day a kid will come by and stand there until you give him/her some candy. You have 2 or 3 visits, depends on other events.

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[124]-----12.4. Winter-----

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Winter 02, Thomas' Request: Thomas will drop by and ask for a wintery item. Get one by 7 PM and you'll get a Golden Lumber... This triggers up an event if laid out though.

Winter 14, Winter Thanksgiving: If any girl is in Purple heart, they will visit you with a nice treat for you. Popuri at 6 AM, Ann at 8 AM, Elli at 10 AM, Karen at noon and Mary at 2 PM.

Winter 24, Starry Night: On the 23rd, talk to a girl with a Green or higher heart rating to be invited to spend the Starry Night Festival with her family. If you agree (Why wouldn't you?), meet her at her house by 6 PM on the 24th.

Winter 25, Stocking Festival: If you have a pair of stockings from your good relationship with Ellen, you'll hang em up the night of the 25th, then go to sleep between 9 PM and midnight and Thomas will act as a very cheap Santa and give you a cheap gift.



Winter 30, New Year: There are two events. You can go to Rose Plaza by 6 PM and talk to Thomas to start this event or go the summit of Mother's Hill by midnight to watch this event instead. I prefer the latter.

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[013]-----13. Power Berries-----

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So what are these things? Well, they raise your stamina, which is how much energy you have to work on the field before you collapse. Nifty things indeed, and the effects are permanent of course!

Power Berry 1: Around your field.

-> Simply dig around your field to find it.

Power Berry 2: Harvest Goddess.

-> Throw an item you grew in your farm to the Goddess' Pond and she will appear. Do this 10 times and you'll get this Berry.

Power Berry 3: Medals.

-> Turn in 900 medals in the Horse races to get this one.

Power Berry 4: Horse Race.

-> Simply win the horse race.

Power Berry 5: Frisbee Competition.

-> Win to get this one.

Power Berry 6: Fishing.

-> When your fishing pole is lv5 or higher, go to the pier and start casting away in the Winter.

Power Berry 7: Mining.

-> Go all the way down to the 100th floor and dig it up. BE SURE TO SAVE ON THE FLOOR BEFORE IT!

Power Berry 8: TV Shopping.

-> Once most of the items are out of the way, you can get this thing for the cheap price of 10,000 G.

Power Berry 9: Winter Mine.

-> No, not inside. When the lake is frozen in winter go behind the entrance of the mine to find it.

Power Berry 10: Winter Mining.

-> This one is inside. But thankfully, it's on the 19th floor.

Special Berry:

-> Get this from Kappa. Simply throw a Cucumber a day and on the 10th one he'll throw this to you.

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[014]-----14. The 3 Gems-----

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There are three special gems in the game and they aren't easy to come by. But they are nifty things indeed. In order to get the good gem you gotta collect all 9 pieces of each.

Gem of the Goddess: Restores your strength if you have it equipped. All pieces are found in the Spring Mine.

-> Floor 60.

-> Floor 102.

- > Floor 123.
- > Floor 152.
- > Floor 155.
- > Floor 171.
- > Floor 190.
- > Floor 202.
- > Floor 222.

Gem of the Kappa: Restores your fatigue if you have it equipped. All pieces are found in the Winter Mine.

- > Floor 0.
- > Floor 40.
- > Floor 60.
- > Floor 80.
- > Floor 100.
- > Floor 120.
- > Floor 140.
- > Floor 160.
- > Floor 180.
- > Floor 255.

Gem of the Truth: Allows you to see your current/max strength and fatigue levels. Pieces are found all over the Mineral Town.

- > Check the water inside the Horse's barn.
- > Check the top of your dog's house.
- > Buy from Won for 500,000 G.
- > Check in the middle set of bookcases, the one on the far right in the 2nd floor of the library.
- > Check on one of the lampposts between the Church and Rose Plaza.
- > Drops from the calendar in the Mountain Cottage.
- > Exchange 1,000 medals at the Horse Races.
- > Play the New Year game in the TV inside the Town Cottage.
- > When you have all the previous eight, take them to Thomas' house and check the fridge.

The gems will only restore you if time can pass and they can restore you to full.

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[015]-----15. Houses-----

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Yes, there are more than one house...

Farm House: Your starting home. You can expand it twice and add a bathroom, all the extra furnishing can be purchased from the TV Shopping channel.

Town Cottage: So, feeling stinking rich? Then ask Gotz to build this baby by shipping in 100,000,000 Gs and 999 lumber pieces! This will place you as neighbors with Saibara and Lillia.

Seaside Cottage: Link up with A Wonderful Life to make this one appear on the southern half of Mineral Beach.

Mountain Cottage: You must have a lot of patience to get this if you ask me. Why? Because you must endure 50 years married, yes, that's right, 50 years of not getting older and having a super old child who can barely walk in order to see this house! (I gotta thank to Cherubae's site for this one...)

So yeah, good luck...

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[016]-----16. Mini-games-----

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Next version...

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[017]-----17. GameCube Link-----

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[018]-----18. Conclusion-----

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So yeah, this is basically a closure to the guide.

In other words, hope you enjoyed the guide, because well, you know, this kinda takes a while to finish.

Any problems, or stuff you can easily email me (See top or bottom of file).

As you know, most of us FAQ writers pretty much just do it for the heck of it or to help (Yes, I know you people wonder how we can spend all our time doing this).

So if you ever feel like repaying to me in one way or another, money is the way. ^0^

Seriously, if you ever have one spare buck you wish to send me, it would be greatly appreciated. What is it used for? Well, either to keep me alive, or help me keep my comp up to date and/or buy new games to keep more guides like these coming out.

How to do so? Well, if you are interested, how kind of you. Just enter the page below, and you need a PayPal account though.

[https://www.paypal.com/row/cgi-bin/webscr?cmd=\\_transaction-run](https://www.paypal.com/row/cgi-bin/webscr?cmd=_transaction-run)

Then just enter my mail in the "Recipient's Email" and the rest of the subjects are up to you. Giving a note or reason is appreciated, but not necessary (as it says Optional there).

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[181]-----18.01. Thanks-----

~~~~~Thanks to:

-> Natsume of course for making this.

-> Cherubae's Ushi no Tane x4 for some stuff I didn't had the patience to get. Namely, the Mountain Cottage and the Teleport Stone. Plus an event or two I forgot to note down.

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