

Harvest Moon: Friends of Mineral Town FAQ/Walkthrough (w/ samurai goroh)

by thekingofthisgame

Updated to v7.5 on Jul 27, 2005

Name: Harvest Moon: Friends of Mineral Town
Console: Gameboy Advance
Version 7.5

Written By:

Samurai Goroh & thekingofthisgame
ericku@ignmail.com , king_faq2003@yahoo.com

```
|_| | / \ | | ( ) ( ) | | | | | | | |
|_| | | ^ ^ | | | \ \ / / | | | | | |
|_| | | | / \ | | \ \ \ / | | | | | |
```

```
| | | | | | | | | | | |
| | | | | | | | | | | |
|_|_| | | | | | | | | |
```

```
| | ) / \ | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
|_|riends \_/f | | | | | | | | | | | |
```

```
+-----+
| Table of Contents |
+-----+
```

NOTE: Use Ctrl + F to find faster what you want to look i.e. a certain item.

- 1.0 Introduction
- 2.0 Controls
- 3.0 Getting Started
- 4.0 Beginning Dialogue
- 5.0 House Map
- 6.0 Game Screen and Game Menu
- 7.0 Crops
- 8.0 Animals
- 9.0 Items
- 10.0 Tools
- 11.0 Mining
- 12.0 Fishing
- 13.0 The Townsfolk
- 14.0 Printer Friendly Calendar
 - 14.1 Spring
 - 14.2 Summer
 - 14.3 Fall
 - 14.4 Winter
- 15.0 Wife Selection
 - 15.1 Ann

- 15.2 Elli
- 15.3 Karen
- 15.4 Mary
- 15.5 Popuri
- 15.6 Harvest Goddess
- 16.0 Sprites
- 17.0 Power Berries
- 18.0 Tips
 - 18.1 Mines Tip
- 19.0 Codes
 - 19.1 Changing Names
 - 19.2 Changing Houses
 - 19.3 Changing time, season & weather
 - 19.4 Animals
 - 19.5 Spring mine & Winter mine
 - 19.6 Goddess TV Games
 - 19.7 Fishing List
 - 19.8 Affection Codes
 - 19.9 The sprites
 - 19.10 Storing items
 - 19.11 Item Codes
 - 19.12 Shipping items codes
 - 19.13 Other codes
 - 19.14 Text codes
 - 19.15 Linking Codes
- 20.0 Littering
- 21.0 Confessing
- 22.0 Recipe Guide
- 23.0 Frequently Asked Questions
 - 23.1 Off-Topic Questions
 - 23.2 Crop Questions
 - 23.3 Girl Questions
 - 23.4 Festival Questions
 - 23.5 General Questions
 - 23.6 Linking Questions
- 24.0 Glitches/Typos/Errors
- 25.0 Credits
- 26.0 Version Updates
- 27.0 Staff in Game
- 28.0 Copyright

```

+-----+
|1. Introduction |
+-----+

```

This is a FAQ/Walkthrough for Harvest Moon: Friends of Mineral Town for the Gameboy Advance and Gameboy Advance SP. We decided to create it after we noticed that the other FAQs weren't as in-depth as they could have been. With two minds working together, we were hoping that this FAQ could be two times as good.

The Harvest Moon series originated back on the Super Nintendo Entertainment System. Although there have been many add-ons to the newer games, the same storyline stays the same:

You, a young man named Jack, has inherited a farm. It is your job to cultivate the farm, get married, and have a good life. While playing in the game, you will go through some of the ordeals of a farmer. You learn to spend money wisely, and just have an exciting time.

The storyline of Harvest Moon: Friends of Mineral Town is basically the same thing, with just a new twist: "(Taking from Nintendo's website) As a child, you visited a nice old man's farm and found a new world of excitement. When your dear friend passed on, he willed his land to you. But when you return to the farm, it's current state of disrepair clouds your fond childhood memories. Much work is needed to bring the neglected fields back to life. Your goal is to successfully rebuild and maintain the farm while befriending the people in town."

If you skipped all of the introduction, it basically described your two goals:

- 1) Rebuild and maintain the farm.
- 2) Befriend the people in town.

Now that you know what you need to do, let us tell you how to do it!

```
+-----+
|2. Controls|
+-----+
```

<u>Button Key/Legend</u>	
a	= A Button
b	= B Button
S	= Start
se	= Select
L	= L Button
R	= R Button
^	= Up (Control Pad)
v	= Down (Control Pad)
<	= Left (Control Pad)
>	= Right (Control Pad)

Basic Controls

<u>Button</u>	<u>Effect</u>
a	Talk, Pick up things, read, throw objects
b	Use equipped tool, exit out of menu
S	Display Game Menus
se	Brings up Status Screen
L	Whistle for dog/horse
R	Hold down to run
^	Move North

v	Move South
<	Move East
>	Move West

Advanced Controls

<u>Button</u>	<u>Effect</u>
L + a	Removes items from rucksack. Non-tool items appear in your hands. Cycles
L + b	Eat edible items placed in your hand. Cycles.
L + v	Whistles your horse.
L + ^	Whistles for your dog.
L + S	Brings up town map.
L + se	Brings up farm map.
A + B	Brings up your rucksack.

+-----+ |3. Getting Started | +-----+

When you first get into the game, they will ask your name. Use the alphabet below to help you understand. Type in your name(the capital letters are at the top, and the lowercase letters are below), and then press Start. The next screen asks for your Birthday. Instead of Months, however, there are seasons. Choose whatever birthday you would like. Since my birthday is on May 19, I chose Spring 19.

The next screen that comes up is the Farm's Name. You can pick whatever name you like. A few good ideas are your town, state, or a possessive noun. I chose the possessive noun "Harvester's". Be careful what name you pick, because you'll be seeing that name a lot!

The last screen to pop up is to name your dog. Choose whatever name you like. Again, be careful, because you will be seeing your dog's name a lot.

After you are complete with everything, everything you typed in will come up with a window that says "Is this OK?" If you made a mistake, choose no and fix it. You are now ready to begin!

+-----+ |4. Beginning Dialogue | +-----+

*Note: Any Dialogue Glitches/Errors were corrected so it would make more sense. Also, "<you>" is the places that you will see your username.

Below is the scenes and dialogue of what happens in the beginning of the game.

(You walk in, looking unhappy. The mayor, Thomas, sees you and runs to you. He is angry.)

Thomas: "Hey! The owner of this farm died a while back. (A Button) You can' just come waltzing in here!

You: (tell something to Thomas)

Thomas: "What? You knew him? (A Button) And you didn't know that he had died...?"

You: (nod, as if saying "Yes")

Thomas: "He died about... (A Button) Oh, 6 months ago, I reckon. When I was cleaning out his place I found his will. (A Button) In it, he said "I'm leaving my farm to <you>." (A Button) So, until whoever that is shows up, I'm taking care of the farm.

You: (tell something to Thomas)

Thomas: "What? You say you're <you>?"

You: (nod, as if saying "Yes")

Thomas: "Will you tell me how you met the old man...?"

You: (nod, again)

****Flashback****

(everything goes black, except the dialogue box)

You're Mom: What about it, <you>? Aren't you glad you came on the trip?

You're Dad: I'm glad for the vacation, too. Hey, want to go fishing in the river?

You're Mom: <you>? (A button) Oh, dear! I can't find <you>!

You're Dad: What...?

(screen lights up to show old image of your future farm, with the old man and a younger you)

Old Man: Hey, young man. Why are you crying? Did you get lost? (A button)
What's this? ia that your phone number on your bag? (A Button)
Let's call your parents.

(screen goes black, again)

You're Mom: "Thank you so much for helping us find our son!"

You're Dad: "We live in the city, but we wanted to show our son the country on

this trip."

Old Man: "Is that so?(A Button) In that case, why not spend a few days on my farm?"

You're Dad: "You really mean it?"

Old Man: "Sure! I live alone, so you wouldn't bother anybody. I'd love the company.

You're Mom: "Isn't this great, <you>?"(A Button) Now you'll have a whole farm to play on!"

(pictures flash of you having a lot of fun on the farm)

(everything goes white)

??? : "y...(A Button) ey...(A Button) Hey. (A Button) !

Girl: "You were so quiet that I thought you were dead!(A Button) This is perfect. I was looking for someone to play together.(A Button) I guess you'll do. (A Button) It's no fun if you just sit there and say nothing!(A Button) Why don't you tell me about yourself?

(screen goes white)

(same picture of you and the old man on the farm)

Old Man: "Did you have fun?(A Button) I sure had fun with you. I don't have any grandkids of my own, you know...(A Button) Well, you have to go now. Farewell...(A Button) Is there any chance of you writing an old man a letter once in a while?(A Button) Really? Here's my address, then."

(same girl appears)

Girl: "You're leaving already?(A Button) If you go, I'll be bored and lonely again...(A Button) You HAVE to come back, OK?"

Old Man: "Looks like you've made a friend! Just one more reason to return. guess."

(screen goes black)

Old Man: "I'll be waiting for your letter..."

Flashback Over

Thomas: "You were writing letters to each other, eh?(A Button) And when he stopped writing back, you came to check on him, did you?"

You: (nods)

Thomas: "Since he left you the farm, it's yours if you want it.(A Button) Well, what do you think?

You: (nods)

Thomas: "Great! From here on out this place is yours!"

- #4(Example: sun) - Displays the current weather.
- #5(Example: Hoe) - Shows the tool you have equipped.
- #6(Example: AM) - Shows if it is am or pm.
- #7(Example: 6:20) - Shows the time.

Game Menu (See when pressing Start)

#1	#2	#3	#4	#5	#6	#7
----	----	----	----	----	----	----

- #1 - Your Diary
- #2 - Rucksack
- #3 - World Map
- #4 - Farm Map
- #5 - Earnings
- #6 - Memo
- #7 - Tutorial

#1 - Diary

You can save your game, change the running settings & display or hide the clock, Faces & names.

#2 - Rucksack (Backpack)

You can see what's inside your rucksack here (You can upgrade it at the general store).

#3 - World Map

You can see any place on Mineral Town with a description of the place.

#4 - Farm Map

You can see how does your Farm looks like, plus you can see where your animals are.

#5 - Earnings

This menu has several sections, which are useful because they'll tell you about your status, how many animals you have with their affection, the recipes you've cooked & how many lumber pieces you have.

In the next sections, you can see the affection of each farm animals, which are Chickens, Cows & Sheep. (This will only appear if you have such animal). After that, you can see status of the Harvest Sprites & if they are scheduled to work on Watering the crops, Harvesting them or Taking care of the animals. Then, you can see the Earning Report section, in which it will tell you how much have you spend & earn per day & season.

In the last part, It'll show you the Exp. of the tools & if you can upgrate them & up to which level.

#6 - Memo

Again, this section is also divided in several parts. In the 1st one, you can see how many crops & other stuff you have shipped. The next list it's the Fishing List, It'll mention the name of what you've fished, it size & how many of them you have fished.

In the last one, you'll see some records that the game keeps track of, you can open 2 extra records which are the longest living animal & how many moles have you whacked.

#7 - Tutorial

It'll explain some of the basic stuff that you need to know to run your farm. The Mayor explains this to you when you begin a new file, but you can see it anytime if you forgot about something...

-----+
|7.0 Crops |
+-----+

Follow these steps before getting ready to grow crops. After this, choose which crop will be your best choice in the season you are currently at.

=====
Steps
=====

- 1) Clear the land
- 2) Till the soil into 3x3 square(s)
- 3) Stand in center of 3x3 square(s) and plant seed(s).
- 4) Water Daily
- 5) Harvest Crops
- 6) If crops are renewable, repeat steps #4 and #5.

=====
Crop patterns
=====

These crop patterns are very useful, depending on the upgrade you currently have on your watering can.

Key: X = crop
_ = free space

Note: Remember that even if you have upgraded your watering can you need to charge & release the button in order to water more than 1 space.

Watering Can (Normal)

```
XXX   X_X  
____  X_X  
XXX   X_X
```

Even though that you can water more spaces, is faster that way if you have more than 5 bags of seeds planted. You can seed them without making a space between each seed (join several bags one next to the other)so you save space & don't walk more than necessary.

Watering Can (Copper)

```
X_X   XXX   XXX   XXX   XXX  
XXX   XX_   XXX   _XX   X_X  
XXX   XXX   X_X   XXX   XXX
```

Since you can water 3 spaces at the same time you can place yourself in the empty space (except for the last one), water the 3 spaces in the middle & when the crops harvest you can pick up all the harvest, even if they regrow.

Watering Can (Silver, Gold, Mystril, Cursed, Blessed & Mythic)

```
XXX  
XXX  
XXX
```

Since you can water the middle space you can place all the seeds, the only problem is that if the harvest regrows, you can't take the middle harvest unless you have a Sprite helping you (or you cut a crop to grab the middle one).

=====
Crops
=====

I figured that a lot of you probably scroll down looking for the prices of the crops, so I put the name of the crops on the right side so you can easily scroll down and find what you are looking for.

=====
SPRING CROPS
=====

Turnip	Turnip
Price: 120G	
How to obtain: Supermarket (Only on Spring)	
Sells For: 60G	
Grows: Once	
Grow Time: 4 Days	
Regrow Time: N/A	

Potato	Potato
Price: 150G	
How to obtain: Supermarket (Only on Spring)	
Sell For: 80G	
Grows: Once	
Grow Time: 7 Days	
Regrow Time: N/A	

Cucumber	Cucumber
Price: 200G	
How to obtain: Supermarket (Only on Spring)	
Sell For: 60G	
Grows: Many	
Grow Time: 9 Days	
Regrow Time: 6 Days	

Cabbage	Cabbage
Price: 500G	
How to obtain: Zack's House	
Sell For: 250G	
Grows: Once	
Grow Time: 15 Days	
Regrow Time: N/A	

*Strawberry	Strawberry
Price: 150 G	

Obtained: Ship 100 Cucumber, Potato & Turnips
Supermarket (Only on Spring)
Profit: 30 G
Harvest: 9 Days
Renewable: Yes, 2 days

=====
SUMMER CROPS
=====

Corn Corn

Price: 300G
How to obtain: Supermarket (Only on Summer)
Sell For: 100G
Grows: Many
Grow Time: 13 Days
Regrow Time: 4 Days

Tomato Tomato

Price: 200G
How to obtain: Supermarket (Only on Summer)
Sell For: 60G
Grows: Many
Grow Time: 10 Days
Regrow Time: 3 Days

Onion Onion

Price: 150G
How to obtain: Supermarket (Only on Summer)
Sell For: 80G
Grows: Once
Grow Time: 8 Days
Regrow Time: N/A

Pineapple Pineapple

Price: 1000G
How to obtain: Zack's House
Sell For: 500G
Grows: Once
Grow Time: 21 Days
Regrow Time: 5 Days

*Pumpkin Pumpkin

Price: 500 G
Obtained: Ship 100 Corn, Onion, and Tomato,
Supermarket (Only on Summer)
Profit: 250 G
Renewable: N/A

=====

FALL CROPS

=====

Eggplant

Eggplant

Price: 120G
How to obtain: Supermarket (Only on Fall)
Sell For: 80G
Grows: Many
Grow Time: 8 Days
Regrow Time: 3 Days

Carrot

Carrot

Price: 300G
How to obtain: Supermarket (Only on Fall)
Sell For: 120G
Grows: Once
Grow Time: 8 Days
Regrow Time: N/A

Sweet Potato

Sweet Potato

Price: 300G
How to obtain: Supermarket (Only on Fall)
Sell For: 120G
Grows: Many
Grow Time: 6 Days
Regrow Time: 3 Days

Green Pepper

Green Pepper

Price: 150G
How to obtain: Supermarket (Only on Fall)
Sell For: 40G
Grows: Many
Grow Time: 8 Days
Regrow Time: 2 Days

*Spinach

Spinach

Price: 200G
Obtained: Ship 100 Carrots, Eggplant & Sweet Potato
Supermarket (Only on Fall)
Profit: 80 G
Renewable: N/A

* represents seeds where information was given by teepojay@earthlink.net

So, you may wonder, which crop is the best one to harvest, then take a look at this part.

Note: Some crops aren't renewable but you can plant them again to have max profit out of it. I'll put the latest days you can plant them & later calculate how much you can obtain that way. Example:

Turnip (2,6,10,14,18,22,26,30) It means that you plant it up to Spring 2, then harvest it on Spring 6 & ,in this case plant it again also in Spring 6, harvest again on Spring 10... Crops with * are the best ones to plant ASAP, because they give you most profit on that season.

=====
 SPRING CROPS
 =====

Turnip (2,6,10,14,18,22,26,30)
 Potato (2,9,16,23,30)
 Cucumber (1,10,15,20,25,30)
 *Cabbage (2,16,30)
 Strawberries (2,10,12,14,16,18,20,22,24,26,28,30)

=====
 SUMMER CROPS
 =====

Tomato (2,12,15,18,21,24,27,30)
 Corn (3,18,21,24,27,30)
 Onion (6,14,22,30)
 *Pineapple (5,25,30)
 Pumpkin (15,30)

=====
 AUTUMN CROPS
 =====

Eggplant (2,12,15,18,21,24,27,30)
 Carrot (6,14,22,30)
 *Sweet Potato (2,8,10,12,14,16,18,20,22,24,26,28,30)
 Green Pepper (2,10,12,14,16,18,20,22,24,26,28,30)
 Spinach (6,12,18,24,30)

Now, you may wonder what happens if you don't plant a crop on the latest day possible for max profit?, then which crop is the best one if you plant it late? Here's the answer. I'll put the days & the profit (Income - Expense) you get for each crop they where calculated if you harvested 9 crops each time & only planted a bag when needed. (Remember that you have to replant crops that are NOT renewables in the same day harvested...)

Day	Turnip	Potato	Cucumber	Cabbage	Strawberry
1	2,940	2,280	2,500	3,500	2,820
2	2,940	2,280	1,960	3,500	2,820
3	2,520	1,710	1,960	1,750	2,550
4	2,520	1,710	1,960	1,750	2,550
5	2,520	1,710	1,960	1,750	2,280
6	2,520	1,710	1,960	1,750	2,280
7	2,100	1,710	1,420	1,750	2,010
8	2,100	1,710	1,420	1,750	2,010
9	2,100	1,710	1,420	1,750	1,740
10	2,100	1,140	1,420	1,750	1,740
11	1,680	1,140	1,420	1,750	1,470
12	1,680	1,140	880	1,750	1,470
13	1,680	1,140	880	1,750	1,200

14	1,680	1,140	880	1,750	1,200
15	1,260	1,140	880	1,750	930
16	1,260	1,140	880	1,750	930
17	1,260	570	340	-----	660
18	1,260	570	340	-----	660
19	840	570	340	-----	390
20	840	570	340	-----	390
21	840	570	340	-----	120
22	840	570	-----	-----	120
23	420	570	-----	-----	-----
24	420	-----	-----	-----	-----
25	420	-----	-----	-----	-----
26	420	-----	-----	-----	-----
27	-----	-----	-----	-----	-----
28	-----	-----	-----	-----	-----
29	-----	-----	-----	-----	-----
30	-----	-----	-----	-----	-----

Day	Tomato	Corn	Onion	Pineapple	Pumpkin
1	3,580	4,200	1,710	8,000	1,750
2	3,580	4,200	1,710	8,000	1,750
3	3,040	4,200	1,710	8,000	1,750
4	3,040	3,300	1,710	8,000	1,750
5	3,040	3,300	1,710	8,000	1,750
6	2,500	3,300	1,710	3,500	1,750
7	2,500	2,400	1,140	3,500	1,750
8	2,500	2,400	1,140	3,500	1,750
9	1,960	2,400	1,140	3,500	1,750
10	1,960	1,500	1,140	3,500	1,750
11	1,960	1,500	1,140	-----	1,750
12	1,420	1,500	1,140	-----	1,750
13	1,420	600	1,140	-----	1,750
14	1,420	600	1,140	-----	1,750
15	880	600	570	-----	1,750
16	880	-----	570	-----	-----
17	880	-----	570	-----	-----
18	340	-----	570	-----	-----
19	340	-----	570	-----	-----
20	340	-----	570	-----	-----
21	-----	-----	570	-----	-----
22	-----	-----	570	-----	-----
23	-----	-----	-----	-----	-----
24	-----	-----	-----	-----	-----
25	-----	-----	-----	-----	-----
26	-----	-----	-----	-----	-----
27	-----	-----	-----	-----	-----
28	-----	-----	-----	-----	-----
29	-----	-----	-----	-----	-----
30	-----	-----	-----	-----	-----

Day	Eggplant	Carrot	Sweet P.	Green P.	Spinach
1	4,920	2,340	12,660	3,810	2,080
2	4,920	2,340	12,660	3,810	2,080
3	4,200	2,340	11,580	3,450	2,080

4	4,200	2,340	11,580	3,450	2,080
5	4,200	2,340	10,500	3,090	2,080
6	3,480	2,340	10,500	3,090	2,080
7	3,480	1,560	9,420	2,730	1,560
8	3,480	1,560	9,420	2,730	1,560
9	2,760	1,560	8,340	2,370	1,560
10	2,760	1,560	8,340	2,370	1,560
11	2,760	1,560	7,260	2,010	1,560
12	2,040	1,560	7,260	2,010	1,560
13	2,040	1,560	6,180	1,650	1,040
14	2,040	1,560	6,180	1,650	1,040
15	1,320	780	5,100	1,290	1,040
16	1,320	780	5,100	1,290	1,040
17	1,320	780	4,020	930	1,040
18	600	780	4,020	930	1,040
19	600	780	2,940	570	520
20	600	780	2,940	570	520
21	-----	780	1,860	210	520
22	-----	780	1,860	210	520
23	-----	-----	780	-----	520
24	-----	-----	780	-----	520
25	-----	-----	-----	-----	-----
26	-----	-----	-----	-----	-----
27	-----	-----	-----	-----	-----
28	-----	-----	-----	-----	-----
29	-----	-----	-----	-----	-----
30	-----	-----	-----	-----	-----

+-----+
|8.0 Animals |
+-----+

All the animals have the same value of points & hearts, so use the next chart to know more or less how many points does the animal needs to raise it hearts, so it can produce certain quality product.

Animal Hearts

0 hearts	0 -->	49 points
1 heart	50 -->	99 points
2 hearts	100 -->	149 points
3 hearts	150 -->	199 points
4 hearts	200 -->	249 points
5 hearts	250 -->	299 points
6 hearts	300 -->	349 points
7 hearts	350 -->	399 points
8 hearts	400 -->	449 points
9 hearts	450 -->	499 points
10 hearts	500 -->	501 points

Brushing the animal = +2 points
Pick up the animal = +3 points
Talk to the animal = +3 points
Hit it with a tool = -20 points

You can also increase their affection if you confess "I was cruel to my animals" or "I don't care for animals" (look on section 21.0 for the info)

Note: Playing with the ball does NOT increase the dog affection, Milking a cow won't increase her affection & Shearing a Sheep also won't increase her affection. Also, if you carry your dog or chicken & sleep, it won't have any effect...

- Chickens & Dog

For chickens & your dog, you can only pick them up to rise their affection, so they take the longest to get to 10 hearts.

- Cows & Sheep

For cows & sheep, their affection can be rised almost twice as for the dog or chickens...

- Horse

When your horse hasn't the saddle, you can increase his affection in the same rate as cows/sheep, but when he gets it, then you can't talk to him & you won't gain to much affection.

```
+-----+
|9.0 Items                                     |
+-----+
```

In this section I will name ALL the items in the game along with some other info that is important. It's almost completed now ^.^

Just use Ctrl + F to look for an especific item to find it ASAP.

.....

Name: The name of the Item

.....

Description: What it says in the game (w/o the typos).

How to get it: What to do in order to get certain item.

Buy: How much it cost.

Sell: How much can you sell it.

Store: Where can you put it (Fridge, Shelf, Tool Box, Tool Bag and/or Item Bag)

Stamina: When eated, used or placed in Vase (only Flowers) how much does affect

Fatigue: When eated, used or placed in Vase (only Flowers) how much does affect

Note 1: The Stamina normally starts at 150 points + 10 points per Red Berry & it decrease down to 0.

Note 2: The Fatigue normally starts at 0 points & it increase up to 100.

Note 3: For Recipe items, the values of the Stamina & Fatigue are the basics.

Note 4: For the Tools, the Stamina & Fatigue are only when you charge to the top the tool.

.....

Turnip

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Spring.

Buy: N/A

Sell: 60 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Potato

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Spring.

Buy: N/A

Sell: 80 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Cucumber

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Spring.

Buy: N/A

Sell: 60 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 1

.....

Strawberry

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Spring. In order to make them appear you need to ship 100 or more of Turnip, Potato & Cucumber.

Buy: N/A

Sell: 30 G

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 2

.....

Cabbage

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds from Won, then plant it in Spring.

Buy: N/A

Sell: 250 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Tomato

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Summer.

Buy: N/A

Sell: 60 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 1

.....

Corn

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Summer.

Buy: N/A

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Onion

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Summer.

Buy: N/A

Sell: 80

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Pumpkin

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Summer. In order to make them appear you need to ship 100 or more of Tomato, Corn & Onion.

Buy: N/A

Sell: 250 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Pineapple

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds from Won, then plant it in Summer.

Buy: N/A

Sell: 500 G

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 2

.....

Eggplant

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Fall.

Buy: N/A

Sell: 80 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Carrot

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Fall.

Buy: N/A

Sell: 60 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 1

.....

Sweet Potato

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Fall.

Buy: N/A

Sell: 120 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Spinach

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds in the store, then plant it; only in Fall. In order to make them appear you need to ship 100 or more of Eggplant, Carrot & Sweet Potato.

Buy: N/A

Sell: 80 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Green Pepper

.....

Description: Can be eaten or shipped.

How to get it: Buy some seeds from Won, then plant it in Fall.

Buy: N/A

Sell: 40 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Regular Quality Egg

.....

Description: Can be eaten or shipped.

How to get it: Produced by a chicken with affection of 0 --> 4 hearts.

Buy: N/A

Sell: 50 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Good Quality Egg

.....

Description: Can be eaten or shipped.

How to get it: Produced by a chicken with affection of 4 --> 8 hearts.

Buy: N/A

Sell: 60 G

Store: Fridge, Item Bag
Stamina: + 3
Fatigue: - 1

.....

High Quality Egg

.....

Description: Can be eaten or shipped.
How to get it: Produced by a chicken with affection of 8 --> 10 hearts.
Buy: N/A
Sell: 80 G
Store: Fridge, Item Bag
Stamina: + 3
Fatigue: - 1

.....

Golden Egg

.....

Description: Can be eaten or shipped.
How to get it: Produced by a chicken that has won the Chicken Sumo.
Buy: N/A
Sell: 150 G
Store: Fridge, Item Bag
Stamina: + 4
Fatigue: - 2

.....

P Egg

.....

Description: Can be eaten or shipped.
How to get it: Produced by a chicken that has won the Chicken Sumo & has spent 600 or more game hours outside.
Buy: N/A
Sell: 180 G
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 3

.....

X Egg

.....

Description: Can be eaten or shipped.
How to get it: Rarely produced by a chicken that has won the Chicken Sumo & has spent 600 or more game hours. Also a Recipe.
Buy: N/A
Sell: 350 G
Store: Fridge, Item Bag
Stamina: + 6
Fatigue: - 4

.....

Spa-Boiled Egg

.....

Description: Put an Egg in Hot Spring. Can be eaten or shipped.
How to get it: Take ANY egg (not boiled) & throw it to the Hot Spring.
Buy: N/A
Sell: 80 G
Store: Fridge, Item Bag
Stamina: + 4
Fatigue: - 2

.....

Mayonnaise (S)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a small egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 1

.....

Mayonnaise (M)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a medium egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 150 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 1

.....

Mayonnaise (L)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a large egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 200 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 1

.....

Mayonnaise (G)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a golden egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 300 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 2

.....

Mayonnaise (P)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a P-egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 450 G

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 3

.....

Mayonnaise (X)

.....

Description: Place Eggs in the Mayonnaise Maker.

How to get it: Place a X-egg in the Mayo Maker. Also a Recipe.

Buy: N/A

Sell: 800 G

Store: Fridge, Item Bag

Stamina: + 6

Fatigue: - 3

.....

Milk (S)

.....

Description: Milk from a Cow. Can be drunk or shipped.

How to get it: Produced by an adult Cow with affection of 0 --> 4 hearts.

Buy: N/A

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 2

.....

Milk (M)

.....

Description: Milk from a Cow. Can be drunk or shipped.

How to get it: Produced by an adult Cow with affection of 4 --> 8 hearts.

Buy: N/A

Sell: 150 G

Store: Fridge, Item Bag

Stamina: + 3

Fatigue: - 2

.....

Milk (L)

.....

Description: Milk from a Cow. Can be drunk or shipped.

How to get it: Produced by an adult Cow with affection of 8 --> 10 hearts.

Buy: N/A

Sell: 200 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 2

.....

Milk (G)

.....

Description: Milk from a Cow. Can be drunk or shipped.

How to get it: Produced by an adult Cow that has won the Cow Festival.

Buy: N/A

Sell: 300 G

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 3

.....

Milk (P)

.....

Description: Milk from a Cow. Can be drunk or shipped.

How to get it: Produced by an adult Cow that has won the Cow Festival & has spent 600 or more game hours outside.

Buy: N/A

Sell: 500 G

Store: Fridge, Item Bag

Stamina: + 6
Fatigue: - 4

.....

Milk (X)

.....

Description: Milk from a Cow. Can be drunk or shipped.
How to get it: Rarely produced by an adult Cow that has won the Cow Festival & has spent 600 or more game hours outside.
Buy: N/A
Sell: 800 G
Store: Fridge, Item Bag
Stamina: + 7
Fatigue: - 5

.....

Cheese (S)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a small milk in the Cheese Maker.
Buy: N/A
Sell: 300 G
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 1

.....

Cheese (M)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a medium milk in the Cheese Maker.
Buy: N/A
Sell: 400 G
Store: Fridge, Item Bag
Stamina: + 6
Fatigue: - 1

.....

Cheese (L)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a large milk in the Cheese Maker.
Buy: N/A
Sell: 500 G
Store: Fridge, Item Bag
Stamina: + 7
Fatigue: - 1

.....

Cheese (G)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a golden milk in the Cheese Maker.
Buy: N/A
Sell: 600 G
Store: Fridge, Item Bag
Stamina: + 8
Fatigue: - 2

.....

Cheese (P)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a P-milk in the Cheese Maker.
Buy: N/A
Sell: 750 G
Store: Fridge, Item Bag
Stamina: + 9
Fatigue: - 3

.....

Cheese (X)

.....

Description: Place Milk in the Cheese Maker.
How to get it: Place a X-milk in the Cheese Maker.
Buy: N/A
Sell: 1500 G
Store: Fridge, Item Bag
Stamina: + 10
Fatigue: - 4

.....

Apple

.....

Description: Grows on Apple Trees. Can be eaten or shipped.
How to get it: Get it from the tree behind your chicken barn, only in Fall.
Buy: N/A
Sell: 50 G
Store: Fridge, Item Bag
Stamina: + 2
Fatigue: - 2

.....

Honey

.....

Description: Made by Honey Bees. Can be eaten or shipped.
How to get it: Get it from the tree behind your chicken barn, in the bee nest.
Buy: N/A
Sell: 50 G
Store: Fridge, Item Bag
Stamina: + 2
Fatigue: - 2

.....

Bamboo Shoot

.....

Description: Find them in the mountains. Can be eaten or shipped.
How to get it: Get it near the lake on Mother's Hill, where Kappa appears; only in Spring.
Buy: N/A
Sell: 50 G
Store: Fridge, Item Bag
Stamina: + 10
Fatigue: - 1

.....

Wild Grapes

.....

Description: Find them in the mountains. Can be eaten or shipped.
How to get it: Get it in the forest or near the lake on Mother's Hill; only

in Summer.

Buy: N/A

Sell: 50 G

Store: Fridge, Item Bag

Stamina: + 10

Fatigue: - 2

.....

Mushroom

.....

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

How to get it: Get it in the forest, near the lake on Mother's Hill or behind the Church; only in Fall.

Buy: N/A

Sell: 70 G

Store: Fridge, Item Bag

Stamina: + 10

Fatigue: - 1

.....

Poisonous Mushroom

.....

Description: Find them in the mountains. Dangerous if eaten.

How to get it: Get it in the forest or behind the Church; only in Fall.

Buy: N/A

Sell: 100 G

Store: Fridge, Item Bag

Stamina: - 50

Fatigue: + 5

.....

Truffle

.....

Description: Find them in the mountains. Very rare.

How to get it: Smash the Huge Stone & follow the path, behind the Church or buy it for 10 medals in the Horse Race; only in Fall or the last also in Spring.

Buy: 10 medals

Sell: 500 G

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 1

.....

Blue Grass

.....

Description: Find them in the mountains. Eat to recover some Stamina.

How to get it: Near the Hot Springs or get it in the Goddess TV show randomly winning 2 times; only in Spring & Summer.

Buy: N/A

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 10

Fatigue: - 1

.....

Green Grass

.....

Description: Find them in the mountains. Eat to recover some Fatigue.

How to get it: Near the Hot Springs or get it in the Goddess TV show randomly winning 2 times; only in Summer & Fall.

Buy: N/A
Sell: 100 G
Store: Fridge, Item Bag
Stamina: + 0
Fatigue: - 2

.....

Red Grass

.....

Description: Find them in the mountains. Dangerous if eaten.
How to get it: Near the Hot Springs, forest or get it in the Goddess TV show randomly winning 2 times; only in Summer & Fall.

Buy: N/A
Sell: 110 G
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 2

.....

Yellow Grass

.....

Description: Decreases Stamina, but recovers some Fatigue.
How to get it: Get it in Mineral Beach or get it in the Goddess TV show randomly winning 2 times; only in Spring.

Buy: N/A
Sell: 120 G
Store: Fridge, Item Bag
Stamina: - 5
Fatigue: - 5

.....

Orange Grass

.....

Description: Does not affect Stamina nor Fatigue.
How to get it: Get it in Mineral Beach or get it in the Goddess TV show randomly winning 2 times; only in Spring.

Buy: N/A
Sell: 100 G
Store: Fridge, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Purple Grass

.....

Description: Eat to recover some Stamina and Fatigue.
How to get it: Get it in Mineral Beach or get it in the Goddess TV show randomly winning 2 times; only in Summer.

Buy: N/A
Sell: 120 G
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 2

.....

Indigo Grass

.....

Description: Find them on the beach. Eat to recover Stamina.
How to get it: Get it in Mineral Beach or get it in the Goddess TV show randomly winning 2 times; only in Fall.

Buy: N/A
Sell: 100 G
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 1

.....

Black Grass

.....

Description: Eat to recover some Stamina and Fatigue.
How to get it: Found it by diggin in the mines or get it in the Goddess TV show randomly winning 2 times.

Buy: N/A
Sell: 10 G
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 5

.....

White Grass

.....

Description: Eat to recover some Stamina and Fatigue.
How to get it: Receive in exchange after giving 10 presents to the H.G. after she gives you the power berry, in the forest, behind the Church, get it in the Goddess TV show randomly winning 2 times or in the R-P-S game winning 2 times.

Buy: N/A
Sell: 150 G
Store: Fridge, Item Bag
Stamina: + 10
Fatigue: - 10

.....

Queen of the Night

.....

Description: Blooms on Summer nights. Brings good luck.
How to get it: You can only get it with CHEATS.

Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Bodigizer

.....

Description: Helps recuperate Stamina.
How to get it: Buy it from the store. Also a recipe.

Buy: 500 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 50
Fatigue: - 1

.....

Bodigizer XL

.....

Description: Helps recuperate lots of Stamina.
How to get it: Buy it from the store (when you have shipped 50 or more blue grass). Also a recipe.
Buy: 1000 G

Sell: N/A
Store: Fridge, Item Bag
Stamina: +100
Fatigue: - 1

.....

Turbojolt

.....

Description: Helps recuperate Fatigue.
How to get it: Buy it from the store. Also a recipe.
Buy: 1000 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 0
Fatigue: - 20

.....

Turbojolt XL

.....

Description: Helps recuperate lots of Fatigue.
How to get it: Buy it from the store (when you have shipped 50 or more green grass). Also a recipe.
Buy: 2000 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 0
Fatigue: - 50

.....

Wine

.....

Description: Made with Grapes from the winery or the mountain.
How to get it: Buy it from the winery.
Buy: 300 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 1
Fatigue: - 5

.....

Grape Juice

.....

Description: Made with Grapes from the winery or the mountain.
How to get it: Buy it from the winery.
Buy: 200 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 5

.....

Rice Ball

.....

Description: May be eaten as is, or used for cooking.
How to get it: Buy it from the store.
Buy: 100 G
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 2
Fatigue: - 1

.....

Bread

.....

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

How to get it: Buy it from the store.

Buy: 100 G

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 1

.....

Oil

.....

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

How to get it: Buy it from the store.

Buy: 50 G

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 0

.....

Flour

.....

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

How to get it: Buy it from the store.

Buy: 50 G

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 0

.....

Curry Powder

.....

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

How to get it: Buy it from the store.

Buy: 50 G

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 0

.....

Muffin Mix

.....

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

How to get it: Buy it from the store.

Buy: 100 G

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 0

.....

Chocolate

.....

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

How to get it: Buy it from the store.

Buy: 100 G

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 2

.....

Relaxation Tea Leaves

.....

Description: Present from the Harvest Sprite's Tea Party.

How to get it: Like the description or get it in the Goddess TV show winning 10-14 times. Also A recipe.

Buy: N/A

Sell: 1000 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 3

.....

SUGDW Apple

.....

Description: Full name: Super Ultra Great Delicious Wonderful Apple.

How to get it: Buy it from Won when he visit you. Also a recipe.

Buy:

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 2

.....

HMSG B Apple

.....

Description: Stands for Hyper-Miracle Sweet-Gorgeous-Beautiful.

How to get it: Buy it from Won when he visit you. Also a recipe.

Buy:

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 2

.....

AEPFE Apple

.....

Description: Stands for Angelic-Eternal-Pure-Fresh-Elegant.

How to get it: Buy it from Won when he visit you. Also a recipe.

Buy:

Sell: 100 G

Store: Fridge, Item Bag

Stamina: + 2

Fatigue: - 2

.....

Buckwheat Flour

.....

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

How to get it:

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1
Fatigue: - 0

.....
Wild Grape Wine

.....
Description: A wine made with Wild Grapes.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 1
Fatigue: - 40

.....
Salad

.....
Description: Made with fresh vegetables. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 5

.....
Curry Rice

.....
Description: Curry eaten with Rice. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 30
Fatigue: - 2

.....
Stew

.....
Description: Stewed vegetables. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 30
Fatigue: - 2

.....
Miso Soup

.....
Description: A delicious soup. To drink or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 3

.....
Stir Fry

.....
Description: Healthy veggy stir fry. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 1

.....
Fried Rice
.....

Description: A yummy rice dish. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 1

.....
Savory Pancake
.....

Description: Made with flour and veggies. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 50
Fatigue: - 1

.....
Sandwich
.....

Description: An old favorite. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 5

.....
Fruit Juice
.....

Description: A drink made with fruits. To drink or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 15

.....
Vegetable Juice
.....

Description: A drink made with veggies. To drink or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A

Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 20

.....

Mixed Juice

.....

Description: A drink made with fruits. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 50

Fatigue: - 30

.....

Fruit Latte

.....

Description: Made with fruits and Milk. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 15

.....

Vegetable Latte

.....

Description: A drink made with vegetables and Milk.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 20

.....

Mixed Latte

.....

Description: A drink made with fruit, vegetables and Milk.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 60

Fatigue: - 20

.....

Strawberry Smoothie (Milk)

.....

Description: A drink made with Strawberries and Milk. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 15

.....
Strawberry Jam

.....
Description: Jam made with Strawberries. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 5

.....
Tomato Juice

.....
Description: A juice made from Tomatoes. To drink or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 20

.....
Pickled Turnip

.....
Description: A Turnip dish. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 4

.....
French Fries

.....
Description: Everyone's favorite. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 30
Fatigue: - 2

.....
Pickles

.....
Description: A Pickled Cucumber. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 7

.....
Ketchup

.....
Description: Made with fresh Tomatoes. To eat or use as a gift.
How to get it: A recipe.

Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 1
Fatigue: - 0

.....

Popcorn

.....

Description: Made with fresh Corn. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 1

.....

Corn Flakes

.....

Description: Great in the morning. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 10

Fatigue: - 2

.....

Baked Corn

.....

Description: Made with fresh Corn. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 7

Fatigue: - 1

.....

Pineapple Juice

.....

Description: Freshly squeezed Pineapple. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 15

.....

Pumpkin Pudding

.....

Description: A delicious dessert. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 50

Fatigue: - 10

.....

Pumpkin Stew

.....

Description: Savory Pumpkin dish. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 8

Fatigue: - 1

.....

Happy Eggplant

.....

Description: Using Eggplant and Miso. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 2

.....

Sweet Potatoes

.....

Description: Sweet and yummy. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 5

.....

Baked Sweet Potato

.....

Description: Sweet and delicious. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 5

.....

Greens

.....

Description: Healthy and delicious. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 1

.....

Scrambled Eggs

.....

Description: Made with fresh Eggs. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 3

.....

Omelet

.....

Description: Made with fresh Eggs. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 50

Fatigue: - 4

.....

Omelet Rice

.....

Description: Made with fresh Eggs. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 60

Fatigue: - 4

.....

Boiled Egg

.....

Description: Made with a fresh Egg. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 2

.....

Hot Milk

.....

Description: Made with fresh Milk. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 10

.....

Butter

.....

Description: Made with fresh Milk. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 1

Fatigue: - 0

.....

Cheese Cake

.....

Description: Made with fresh Cheese. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 50

Fatigue: - 5

.....

Cheese Fondue

.....

Description: Made with fresh Cheese. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 3

.....

Apple Pie

.....

Description: A traditional dessert. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 50

Fatigue: - 8

.....

Apple Jam

.....

Description: Made with fresh Apples. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 5

.....

Apple Soufflé

.....

Description: Made with fresh Apples. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 8

Fatigue: - 2

.....

Mushroom Rice

.....

Description: Mushroom-mixed Rice. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 30
Fatigue: - 1

.....
Bamboo Rice

.....
Description: Bamboo Shoots-mixed Rice. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 30
Fatigue: - 1

.....
Truffle Rice

.....
Description: Truffle-mixed Rice. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 60
Fatigue: - 1

.....
Sushi

.....
Description: Made with Sashimi, Rice, and Vinegar.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 1

.....
Jam Bun

.....
Description: Made with Jam and Bread. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 5

.....
Dinner Roll

.....
Description: Made with Bread and Butter. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag

Stamina: + 40
Fatigue: - 2

.....

Raisin Bread

.....

Description: Made with Wild Grapes. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 4

.....

Grape Jam

.....

Description: Made with Wild Grapes. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 5

.....

Curry Bread

.....

Description: Made with Curry ana Bread. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 2

.....

Sashimi

.....

Description: Thinly sliced raw fish. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 3

.....

Grilled Fish

.....

Description: Made with fresh fish. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 1

.....

Sashimi Mix

.....
Description: Sashimi and other goodies on top of Rice. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 50
Fatigue: - 1

.....
Pizza

.....
Description: Savory Italian Pizza. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 1

.....
Noodles

.....
Description: Made with Flour. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 40
Fatigue: - 3

.....
Curry Noodles

.....
Description: Made with Curry and Noodles. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 60
Fatigue: - 3

.....
Tempura Noodles

.....
Description: Made with Noodles. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 60
Fatigue: - 3

.....
Fried Noodles (Red)

.....
Description: Made with Noodles. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A

Store: Fridge, Item Bag
Stamina: + 60
Fatigue: - 2

.....

Buckwheat Noodles

.....

Description: Noodles made with Buckwheat flour.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 3

.....

Tempura Buckwheat Noodles

.....

Description: Made with Tempura. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 60

Fatigue: - 3

.....

Fried Noodles (Yellow)

.....

Description: Made with Noodles. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 60

Fatigue: - 2

.....

Buckwheat Chips

.....

Description: Made with Buckwheat Flour. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 15

Fatigue: - 2

.....

Cookies

.....

Description: A delicious treat. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 15

Fatigue: - 5

.....

Chocolate Cookies

.....

Description: A delicious treat. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 5

.....

Tempura

.....

Description: Deep-fried. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 2

.....

Ice Cream

.....

Description: Cold and sweet. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 20

.....

Cake

.....

Description: A sweet treat. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 8

.....

Chocolate Cake

.....

Description: A delicious treat. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 70

Fatigue: - 8

.....

Relaxation Tea

.....

Description: An English Tea. To drink or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A
Store: Fridge, Item Bag
Stamina: + 50
Fatigue: - 50

.....

Toast

.....

Description: Toasted Bread. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 7

Fatigue: - 1

.....

French Toast

.....

Description: Made with fresh Bread. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 2

.....

Pudding

.....

Description: A delicious dessert. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 8

.....

Mountain Stew

.....

Description: A very healthy dish. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 1

.....

Moon Dumplings

.....

Description: Roasted veggies on a stick. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 40

Fatigue: - 3

.....
Rice Cake

.....
Description: Eaten on New Year's day. To eat or use as a gift.
How to get it: Get it after New Year's day event. Also win ??? times the Guess the number game.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 2
Fatigue: - 1

.....
Roasted Rice Cake

.....
Description: Made with Rice Cakes. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 10
Fatigue: - 2

.....
Elli Leaves

.....
Description: Recover Stamina and Fatigue. To eat or use as a gift.
How to get it: Win 10-19 times the R-P-S game in the Cottage House. Also a recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: +100
Fatigue: - 50

.....
Failure (1)

.....
Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Failure (2)

.....
Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Failure (3)

Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Failure (4)
.....

Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Failure (5)
.....

Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Failure (6)
.....

Description: Too bad the recipe didn't work out...
How to get it: A not working recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: - 10
Fatigue: + 5

.....
Small Fish
.....

Description: Caught in ocean or river. Can be eaten or shipped.
How to get it: Caught it with the Fishing Rod.
Buy: N/A
Sell: 50 G
Store: Fridge, Item Bag
Stamina: + 2
Fatigue: - 1

.....
Medium Fish
.....

Description: Caught in ocean or river. Can be eaten or shipped.
How to get it: Caught it with the Fishing Rod.
Buy: N/A
Sell: 120 G
Store: Fridge, Item Bag

Stamina: + 3
Fatigue: - 1

.....

Large Fish

.....

Description: Caught in ocean or river. Can be eaten or shipped.

How to get it: Caught it with the Fishing Rod.

Buy: N/A

Sell: 200 G

Store: Fridge, Item Bag

Stamina: + 4

Fatigue: - 1

.....

Toasted Rice Ball

.....

Description: Made with Rice. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 1

.....

Tempura Rice

.....

Description: Tempura with Rice. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 30

Fatigue: - 2

.....

Egg Over Rice

.....

Description: Made with Eggs and Rice. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 20

Fatigue: - 1

.....

Rice Gruel

.....

Description: A soft Rice soup. To eat or use as a gift.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Fridge, Item Bag

Stamina: + 5

Fatigue: - 3

.....

Pancakes

.....
Description: Made with Flour. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 3

.....
Fish Sticks
.....

Description: Made with Fish. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 5
Fatigue: - 1

.....
Candied Potato
.....

Description: Potato with sweet glaze. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 8
Fatigue: - 1

.....
Potato Pancakes
.....

Description: Made with Potatoes. To eat or use as a gift.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Fridge, Item Bag
Stamina: + 20
Fatigue: - 2

.....
Moon Drop Grass
.....

Description: Flowers in Spring. Cannot be shipped.
How to get it: Buy some seeds with Won & plant them or found them; only in Spring or Fall.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 10
Fatigue: - 0

.....
Pink Cat Grass
.....

Description: Flowers in Summer. Cannot be shipped.

How to get it: Buy some seeds with Won & plant them or found them; only in Summer or Fall.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 15

.....

Blue Magic Grass

.....

Description: Flowers in Fall. Cannot be shipped.

How to get it: Buy some seeds with Won & plant them or found them; only in Fall

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 3

Fatigue: - 0

.....

Red Magic Grass

.....

Description: Flowers in Fall. Cannot be shipped.

How to get it: Buy some Magic Seeds with Won & plant them, look at your Farm Map if any flower is red (like 10% of getting 1); only in Fall.

Buy: N/A

Sell: 200 G

Store: Shelf, Item Bag

Stamina: +

Fatigue: -

.....

Toy Flower

.....

Description: Flowers in Spring. Cannot be shipped.

How to get it: Buy some seeds with Won & plant them or found them; only in Spring.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 7

.....

Wool (S)

.....

Description: Shorn from Sheep.

How to get it: Produced by an adult Sheep with affection of 0 --> 4 hearts.

Buy: N/A

Sell: 100 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Wool (M)

.....

Description: Shorn from Sheep.

How to get it: Produced by an adult Sheep with affection of 4 --> 8 hearts.

Buy: N/A
Sell: 400 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Wool (L)

.....

Description: Shorn from Sheep.
How to get it: Produced by an adult Sheep with affection of 8 --> 10 hearts.

Buy: N/A
Sell: 500 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Wool (G)

.....

Description: Shorn from Sheep.
How to get it: Produced by an adult Sheep that has won the Sheep Festival.

Buy: N/A
Sell: 600 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Wool (P)

.....

Description: Shorn from Sheep.
How to get it: Produced by an adult Sheep that has won the Sheep Festival & has spent 600 or more game hours outside.

Buy: N/A
Sell: 1000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Wool (X)

.....

Description: Shorn from Sheep.
How to get it: Rarely produced by an adult Sheep that has won the Sheep Festival & has spent 600 or more game hours outside.

Buy: N/A
Sell: 2000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Yarn (S)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a small wool in the Yarn Maker.

Buy: N/A
Sell: 300 G
Store: Shelf, Item Bag

Stamina: + 0
Fatigue: - 0

.....

Yarn (M)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a medium wool in the Yarn Maker.
Buy: N/A
Sell: 700 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Yarn (L)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a large wool in the Yarn Maker.
Buy: N/A
Sell: 800 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Yarn (G)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a golden wool in the Yarn Maker.
Buy: N/A
Sell: 1000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Yarn (P)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a P-wool in the Yarn Maker.
Buy: N/A
Sell: 1500 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Yarn (X)

.....

Description: Made by putting Wool in a Yarn Maker.
How to get it: Place a X-wool in the Yarn Maker.
Buy: N/A
Sell: 4000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Junk Ore

.....
Description: Found in mines. Not very valuable so it's cheap.
How to get it: Smash rocks in any floor in the Spring mine.
Buy: N/A
Sell: 1 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Copper Ore
.....

Description: Found in mines. Used to upgrade Tools.
How to get it: Smash rocks in any floor in the Spring mine or buy it from Lou (Ban).
Buy: 150 G
Sell: 15 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Silver Ore
.....

Description: Found in mines. Used to upgrade Tools.
How to get it: Smash rocks in any floor in the Spring mine or buy it from Lou (Ban).
Buy: 200 G
Sell: 20 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Gold Ore
.....

Description: Found in mines. Used to upgrade Tools.
How to get it: Smash rocks in any floor below 2 in the Spring mine or buy it from Lou (Ban).
Buy: 250 G
Sell: 25 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Mystrile Ore
.....

Description: Found in mines. Used to upgrade Tools.
How to get it: Smash rocks in any floor below 4 in the Spring mine or buy it from Lou (Ban).
Buy: 400 G
Sell: 40 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Orichalc Ore
.....

Description: Found in mines. Used to make jewelry.

How to get it: Smash rocks in any floor below 9 in the Spring mine.

Buy: N/A

Sell: 50 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Adamantite Ore

.....

Description: Found in mines. Used to make Makers.

How to get it: Smash rocks in any floor below 9 in the Spring mine or buy it for 4 medals

Buy: 4 medals

Sell: 50 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Moon Stone

.....

Description: Found in mines, and relatively valuable.

How to get it: Smash rocks in any floor that ends with 8 in the Winter Mine.

Buy: N/A

Sell: 55 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Sand Rose

.....

Description: Found in mines, and relatively valuable.

How to get it: Smash rocks in any floor that ends with 9 in the Winter Mine.

Buy: N/A

Sell: 60 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Pink Diamond

.....

Description: Found in mines. Very rare and valuable.

How to get it: Smash rocks in the floors 30, 70, 90, 110, 130, 170, 190 & 255 in the Winter Mine or win 30-39 times the R-P-S game in the Cottage House.

Buy: N/A

Sell: 10000 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Alexandrite

.....

Description: Found in mines. Very rare and valuable.

How to get it: Smash rocks in the floors 50, 100, 150, 200, 251 & below in the Winter Mine or win 20-29 times the R-P-S game in the Cottage House.

Buy: N/A
Sell: 10000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Mythic Stone

.....

Description: Found rarely in mines. Used to upgrade Tools.
How to get it: Smash rocks in the floor 60 and HG Jewel floors at the Spring Mine (they will ONLY appear after you have all your tools upgraded to blessed...) or winning 40-49 times the R-P-S game in the Town Cottage House.

Buy: N/A
Sell: 20000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Diamond

.....

Description: Found in mines. Rare and valuable.
How to get it: Smash rocks in any floor that ends with 0 in the Winter Mine (except the) or buy it for 14 medals.

Buy: 14 medals
Sell: 100 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Emerald

.....

Description: Found in mines. Rare and valuable.
How to get it: Smash rocks in any floor that ends with 5 in the Winter Mine.

Buy: N/A
Sell: 80 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Ruby

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.

Buy: N/A
Sell: 78 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Topaz

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.

Buy: N/A
Sell: 75 G

Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Peridot

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.
Buy: N/A
Sell: 68 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Fluorite

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.
Buy: N/A
Sell: 65 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Agate

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.
Buy: N/A
Sell: 62 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Amethyst

.....

Description: Found in mines, and relatively valuable.
How to get it: All the floors except 50, 100, 150 & 200 in Winter Mine.
Buy: N/A
Sell: 60 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Harvest Goddess Jewel

.....

Description: Found in mines. Collect 9 and see what happens.
How to get it: Found them in the Floors 60, 102, 123, 152, 155, 171, 190, 202 & 222 in the Spring Mine.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Kappa Jewel

.....
Description: Found in mines. Collect 9 and see what happens.
How to get it: Found them in the Floors 0, 40, 60, 80, 120, 140, 160, 180 & 255
in the Winter Mine.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Jewel of Truth

.....
Description: Collect 9 and see what happens.
How to get it: (Most of them will only appear after you bought the Cabinet).
Check your Dog House Roof (from the left).
Check in the Water Tank in your Horse's Barn
Exchange for 1000 medals at the Horse Races
Buy from Won for 50000 G
Check one of the Street Lamps between the Church and Rose Plaza
In Mary's Library, 2nd floor, the shelve next to the stairs
Win the New Years gameshow on the tv inside of the Town Cottage
Dropped from the calendar in the Mountain Cottage
Take all 8 to Thomas' house and check the Refridgerator
Buy: Read above how to get it
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Spring Sun

.....
Description: Unused Item. You can cook it.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Summer Sun

.....
Description: Unused Item. You can cook it.
How to get it: A recipe.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Autumn Sun

.....
Description: Unused Item. You can cook it.
How to get it: A recipe.
Buy: N/A

Sell: N/A
Store: Shelf, Item Bag
Stamina:
Stamina: + 0
Fatigue: - 0

.....

Winter Sun

.....

Description: Unused Item. You can cook it.

How to get it: A recipe.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Bracelet

.....

Description: Jewelry that the blacksmith can make.

How to get it: Bring a Orichalc & 1000 G to Saibara & he'll make one.

Buy: 1000 G + Orichalc

Sell: 2000 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Necklace

.....

Description: Jewelry that the blacksmith can make.

How to get it: Bring a Orichalc & 1000 G to Saibara & he'll make one or exchange 20 medals in the Horse Race Event.

Buy: 1000 G + Orichalc OR 20 medals

Sell: 2000 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Earrings

.....

Description: Jewelry that the blacksmith can make.

How to get it: Bring a Orichalc & 1000 G to Saibara & he'll make one.

Buy: 1000 G + Orichalc

Sell: 2000 G

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Broach

.....

Description: Jewelry that the blacksmith can make.

How to get it: Bring a Orichalc & 1000 G to Saibara & he'll make one or exchange 18 medals in the Horse Race Event.

Buy: 1000 G + Orichalc OR 18 medals

Sell: 2000 G

Store: Shelf, Item Bag

Stamina: + 0
Fatigue: - 0

.....

Weeds

.....

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

How to get it: Randomly grows in you field.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Stones

.....

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

How to get it: They appear in your field.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Branches

.....

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

How to get it: They appear in your field or after a Hurricane. You can also get it while fishing.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Recipe for French Fries

.....

Description: Ingredients: Potato, Oil; Utensils: Frying Pan, Knife.

How to get it: Goddess TV show randomly winning 90-99 times or find it on the Spring mine at the last floor (255)

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Recipe for Ketchup

.....

Description: Tomato, Onion, Sugar, Salt, Vinegar and Mixer.

How to get it: Goddess TV show randomly winning 80-89 times.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Ball

.....
Description: A dog toy.
How to get it: Buy it from Won when your dog has already grown up.
Buy: 100 G
Sell: N/A
Store: Shelf, Item Bag
Stamina:
Fatigue:

.....
Pirate Treasure

.....
Description: Very valuable Pirate Treasure from long ago.
How to get it: Goddess TV show randomly winning 70-79 times, or buy it for 1000 medals
Buy: 1000 medals
Sell: 10000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Fossil of Ancient Fish

.....
Description: A very valuable fossil.
How to get it: Goddess TV show randomly winning 60-69 times.
Buy: N/A
Sell: 5000 G
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Empty Can

.....
Description: Garbage.
How to get it: Fish it.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Boots

.....
Description: Garbage.
How to get it: Fish it.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Fish Bones

.....
Description: Garbage.

How to get it: Fish it.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Karen's Wine

.....

Description: Wine received from Karen. The label has her name.

How to get it: Get it from Karen's Blue Heart event.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Popuri's Mud Ball

.....

Description: A ball of mud made by Popuri.

How to get it: Get it from Popuri's Blue Heart event.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Ann's Music Box

.....

Description: A Music Box received from Ann. It's broken, so it plays no music.

How to get it: Get it from Ann's Blue Heart event.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Mary's Great Book

.....

Description: A fabulous novel received from Mary.

How to get it: Get it from Mary's Blue Heart event.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Elli's Pressed Flower

.....

Description: A pressed flower made by Elli. Quite pretty.

How to get it: Get it from Elli's Blue Heart event.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 1

.....

Description: Spring song for SFC Map.

How to get it: Buy it from Ban on Wenesdays.

Buy: 500 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 2

.....

Description: Song for SFC Event.

How to get it: Buy it from Ban on Wenesdays.

Buy: 600 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 3

.....

Description: Fall song for N64 Map.

How to get it: Buy it from Ban on Wenesdays.

Buy: 700 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 4

.....

Description: N64 opening song.

How to get it: Buy it from Ban on Wenesdays.

Buy: 800 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 5

.....

Description: PS girl opening song.

How to get it: Buy it from Ban on Wenesdays.

Buy: 900 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Album 6

.....

Description: PS girl love event song.
How to get it: Buy it from Ban on Wenesdays.
Buy: 1000 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Album 7
.....

Description: Summer song for PS2 map.
How to get it: Buy it from Ban on Wenesdays.
Buy: 1100 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Album 8
.....

Description: Fall song for PS2 forest.
How to get it: Buy it from Ban on Wenesdays.
Buy: 1200 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Album 9
.....

Description: GC Fall/Winter song.
How to get it: Buy it from Ban on Wenesdays.
Buy: 1300 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Album 10
.....

Description: GC bar night song.
How to get it: Buy it from Ban on Wenesdays.
Buy: 1400 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Album 11
.....

Description: Received after 90 straight Rock-Paper-Scissors wins.
How to get it: Win 90 times the R-P-S game in the Cottage House.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag

Stamina: + 0
Fatigue: - 0

.....

Album 12

.....

Description: Received after 80 straight Rock-Paper-Scissors wins.
How to get it: Win 80 times the R-P-S game in the Cottage House.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Album 13

.....

Description: Received after 70 straight Rock-Paper-Scissors wins.
How to get it: Win 70 times the R-P-S game in the Cottage House.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Album 14

.....

Description: Received after 60 straight Rock-Paper-Scissors wins.
How to get it: Win 60 times the R-P-S game in the Cottage House.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Album 15

.....

Description: Received after 50 straight Rock-Paper-Scissors wins.
How to get it: Win 50 times the R-P-S game in the Cottage House.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Band-Aid

.....

Description: Always a good idea to keep one around!
How to get it: You can only get it with CHEATS.
Buy: N/A
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Book from H.G.

.....
Description: Guess if the number is small or large. Win 100 times and get this book from H.G.

How to get it: Win 100 times Guess the Number in your house.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Perfume

.....
Description: This elegant perfume is perfect gift for women.

How to get it: Get it in the Goddess TV show randomly winning 30-39 times

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Photo

.....
Description: A photo fallen next to Cliff. A family picture?

How to get it: It's a event with Cliff in 1st year of Winter

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Plant Encyclopedia

.....
Description: This book from the Library contains every plant ever.

How to get it:

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Invitation

.....
Description: An invitation to the Harvest Sprites' Tea party

How to get it: Be friend with the H.S. & you'll receive it on your mail

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....
Dress

.....
Description: Sure to please girls, and wrapped in a pretty box.

How to get it: Get it in the Goddess TV show randomly winning 40-49 times

Buy: N/A

Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Facial Pack

.....
Description: Makes skin silky smooth, but looks silly when on.
How to get it: Exchange 42 medals in the Horse Race Event or get it in the Goddess TV show randomly winning 25-29 times.
Buy: 42 medals
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Skin Lotion

.....
Description: This special lotion is great for skin. Girls like it.
How to get it: Exchange 35 medals in the Horse Race Event or get it in the Goddess TV show randomly winning 20-24 times.
Buy: 35 medals
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Sunblock

.....
Description: Helps avoid sunburn in the summertime.
How to get it: Exchange 30 medals in the Horse Race Event or get it in the Goddess TV show randomly winning 15-19 times.
Buy: 30 medals
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Lumber

.....
Description: Use for construction, fire-wood. or Fences.
How to get it: Chop the branches or buy it from Gotz.
Buy: 50 G
Sell: N/A
Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....
Golden Lumber

.....
Description: Can be used to build Fences. Won't rot ever.
How to get it: Buy it from Gotz when you have 999 Lumbers or get it in the Goddess TV show randomly winning 50-59 times.
Buy: 100,000 G
Sell: N/A

Store: Shelf, Item Bag
Stamina: + 0
Fatigue: - 0

.....

Animal Fodder

.....

Description: Feed for Cows and Sheep. Place in Feed Boxes.

How to get it: Buy it from Barley at the Yodel Farm.

Buy: 20 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Chicken Feed

.....

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

How to get it: Buy it from Lillia at the Poultry Farm.

Buy: 10 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Certificate of R-P-S

.....

Description: Certificate of Rock-Paper-Scissors Mastery. Win after 100 straight wins over H.G.

How to get it: Win 100 or more times the R-P-S game in the Cottage House.

Buy: N/A

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Frisbee

.....

Description: Use to play with your Dog on Mineral Beach.

How to get it: Buy it from Won when your dog has already grown up.

Buy: 5000 G

Sell: N/A

Store: Shelf, Item Bag

Stamina: + 0

Fatigue: - 0

.....

Sickle

.....

Description: Good for cutting grass or weeds. Also cuts crops!

How to get it: You'll start with it.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Copper Sickle

.....

Description: Good for cutting grass or weeds. Also cuts crops!

How to get it: Bring to Saibara a Copper Ore + 1000 G

Buy: 1000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 3

Fatigue: + 0

.....

Silver Sickle

.....

Description: Good for cutting grass or weeds. Also cuts crops!

How to get it: Bring to Saibara a Silver Ore + 2000 G

Buy: 2000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 5

Fatigue: + 0

.....

Gold Sickle

.....

Description: Good for cutting grass or weeds. Also cuts crops!

How to get it: Bring to Saibara a Gold Ore + 3000 G

Buy: 3000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 7

Fatigue: + 0

.....

Mystrile Sickle

.....

Description: Good for cutting grass or weeds. Also cuts crops!

How to get it: Bring to Saibara a Mystrile Ore + 5000 G

Buy: 5000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 10

Fatigue: + 0

.....

Cursed Sickle

.....

Description: Once equipped, go to Church to remove it.

How to get it: Find on Floor 79 of the Winter Mine.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: -100

Fatigue: + 10

.....

Blessed Sickle

.....

Description: A sickle whose curse has been removed!
How to get it: Equip the Cursed Sickle for 10 straight days.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 20
Fatigue: + 0

.....
Mythic Sickle
.....

Description: Good for cutting grass or weeds. Also cuts crops!
How to get it: Bring to Saibara a Mythic Stone + 50000 G
Buy: 50,000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 35
Fatigue: + 0

.....
Hoe
.....

Description: Till earth, sown fields, or grass right after mown.
How to get it: You'll start with it.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Copper Hoe
.....

Description: Till earth, sown fields, or grass right after mown.
How to get it: Bring to Saibara a Copper Ore + 1000 G
Buy: 1000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 3
Fatigue: + 0

.....
Silver Hoe
.....

Description: Till earth, sown fields, or grass right after mown.
How to get it: Bring to Saibara a Silver Ore + 2000 G
Buy: 2000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 4
Fatigue: + 0

.....
Gold Hoe
.....

Description: Till earth, sown fields, or grass right after mown.
How to get it: Bring to Saibara a Gold Ore + 3000 G
Buy: 3000 G
Sell: N/A
Store: Tool Box, Tool Bag

Stamina: - 5
Fatigue: + 0

.....

Mystrile Hoe

.....

Description: Till earth, sown fields, or grass after mown.

How to get it: Bring to Saibara a Mystrile Ore + 5000 G

Buy: 5000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 7

Fatigue: + 0

.....

Cursed Hoe

.....

Description: Once equipped, go to Church to remove it.

How to get it: Find on Floor 39 of the Winter Mine.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: -100

Fatigue: + 10

.....

Blessed Hoe

.....

Description: A Hoe whose curse has been removed!

How to get it: Have Carter bless the Cursed Hoe 10 times for 1000 G each time.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 10

Fatigue: + 0

.....

Mythic Hoe

.....

Description: Till earth, sown fields, or grass after mown.

How to get it: Bring to Saibara a Mythic Stone + 50000 G

Buy: 50,000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 40

Fatigue: + 0

.....

Axe

.....

Description: Chop Branches into Lumber. Can't breack apart Stumps.

How to get it: You'll start with it.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Copper Axe

.....
Description: Chop Branches or Stumps into Lumber.
How to get it: Bring to Saibara a Copper Ore + 1000 G
Buy: 1000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 4
Fatigue: + 0

.....
Silver Axe
.....

Description: Chop Branches or Stumps into Lumber.
How to get it: Bring to Saibara a Silver Ore + 2000 G
Buy: 2000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 5
Fatigue: + 0

.....
Gold Axe
.....

Description: Chop Branches or Stumps into Lumber.
How to get it: Bring to Saibara a Gold Ore + 3000 G
Buy: 3000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 8
Fatigue: + 0

.....
Mystrile Axe
.....

Description: Chop Branches or Stumps into Lumber.
How to get it: Bring to Saibara a Mystrile Ore + 5000 G
Buy: 5000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 10
Fatigue: + 0

.....
Cursed Axe
.....

Description: Once equipped, go to Church to remove it.
How to get it: Find on Floor 49 of the Winter Mine.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: -100
Fatigue: + 10

.....
Blessed Axe
.....

Description: An axe whose curse has been removed!
How to get it:
Buy: N/A
Sell: N/A

Store: Tool Box, Tool Bag
Stamina: - 20
Fatigue: + 0

.....

Mythic Axe

.....

Description: Chop Branches or Stumps into Lumber.
How to get it: Bring to Saibara a Mythic Stone + 50000 G
Buy: 50,000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 10
Fatigue: + 0

.....

Hammer

.....

Description: Smash Stones or fences. Prepare fields for tilling.
How to get it: You'll start with it.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Copper Hammer

.....

Description: Smash Stones, large Stones, or fences. Prepare fields.
How to get it: Bring to Saibara a Copper Ore + 1000 G
Buy: 1000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 4
Fatigue: + 0

.....

Silver Hammer

.....

Description: Smash Stones, large Stones, huge Stones, Prepare fields for tilling.
How to get it: Bring to Saibara a Silver Ore + 2000 G
Buy: 2000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 5
Fatigue: + 0

.....

Gold Hammer

.....

Description: Smash Stones of all sizes and fences. Prepare fields.
How to get it: Bring to Saibara a Gold Ore + 3000 G
Buy: 3000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 8
Fatigue: + 0

.....
Mystrile Hammer

.....
Description: Smash Stones of all sizes and fences. Prepare fields.
How to get it: Bring to Saibara a Mystrile Ore + 5000 G
Buy: 5000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 10
Fatigue: + 0

.....
Cursed Hammer

.....
Description: Once equipped, go to Church to remove it.
How to get it: Find on Floor 59 of the Winter Mine.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: -100
Fatigue: + 10

.....
Blessed Hammer

.....
Description: A Hammer whose curse has been removed!
How to get it: Equip the Cursed Hammer for 10 straight days.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 15
Fatigue: + 0

.....
Mythic Hammer

.....
Description: Smash Stones of all sizes and fences. Prepare fields.
How to get it: Bring to Saibara a Mythic Stone + 50000 G
Buy: 50,000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 20
Fatigue: + 0

.....
Watering Can

.....
Description: Water crops. xxx squares left.
How to get it: You'll start with it.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Copper Watering Can

.....
Description: Water crops. xxx squares left.
How to get it: Bring to Saibara a Copper Ore + 1000 G

Buy: 1000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 4
Fatigue: + 0

.....

Silver Watering Can

.....

Description: Water crops. xxx squares left.
How to get it: Bring to Saibara a Silver Ore + 2000 G
Buy: 2000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 6
Fatigue: + 0

.....

Gold Watering Can

.....

Description: Water crops. xxx squares left.
How to get it: Bring to Saibara a Gold Ore + 3000 G
Buy: 3000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 8
Fatigue: + 0

.....

Mystrile Watering Can

.....

Description: Water crops. xxx squares left.
How to get it: Bring to Saibara a Mystrile Ore + 5000 G
Buy: 5000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 10
Fatigue: + 0

.....

Cursed Watering Can

.....

Description: Once equipped, go to Church to remove it.
How to get it: Find on Floor 69 of the Winter Mine.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: -100
Fatigue: + 10

.....

Blessed Watering Can

.....

Description: Curse has been removed! xxx squares left.
How to get it: Have Carter bless the Cursed Watering Can 10 times for 1000 G each time.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 20

Fatigue: + 0

.....

Mythic Watering Can

.....

Description: Water crops. xxx squares left.

How to get it: Bring to Saibara a Mythic Stone + 50000 G

Buy: 50,000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 30

Fatigue: + 0

.....

Fishing Rod

.....

Description: For fishing.

How to get it: Get it from Zack in his house (in the beach).

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Copper Fishing Rod

.....

Description: For fishing.

How to get it: Bring to Saibara a Copper Ore + 1000 G

Buy: 1000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Silver Fishing Rod

.....

Description: For fishing.

How to get it: Bring to Saibara a Silver Ore + 2000 G

Buy: 2000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Gold Fishing Rod

.....

Description: For fishing.

How to get it: Bring to Saibara a Gold Ore + 3000 G

Buy: 3000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Mystrile Fishing Rod

.....

Description: For fishing.

How to get it: Bring to Saibara a Mystrile Ore + 5000 G

Buy: 5000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Cursed Fishing Rod

.....

Description: Once equipped, go to Church to remove it.

How to get it: Find on Floor 29 of the Winter Mine.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 10

.....

Blessed Fishing Rod

.....

Description: A Fishing Rod whose curse has been removed!

How to get it: Use the Cursed tool 255 times.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Mythic Fishing Rod

.....

Description: For fishing.

How to get it: Bring to Saibara a Mythic Stone + 50000 G

Buy: 50,000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Cow Miracle Potion

.....

Description: Use to impregnate adult Cows.

How to get it: Buy it from Barley at the Yodel Farm.

Buy: 3000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 4

Fatigue: + 0

.....

Sheep Miracle Potion

.....

Description: Use to impregnate adult Sheep.

How to get it: Buy it from Barley at the Yodel Farm.

Buy: 3000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 4
Fatigue: + 0

.....

Turnip Seeds

.....

Description: Plant in Spring.
How to get it: Buy it in the Grocery Store.
Buy: 120 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Potato Seeds

.....

Description: Plant in Spring.
How to get it: Buy it in the Grocery Store.
Buy: 150 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Cucumber Seeds

.....

Description: Plant in Spring.
How to get it: Buy it in the Grocery Store.
Buy: 200 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Strawberry Seeds

.....

Description: Plant in Spring.
How to get it: Buy it in the Grocery Store.
Buy: 150 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Cabbage Seeds

.....

Description: Plant in Spring.
How to get it: Buy it from Won.
Buy: 500 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Tomato Seeds

.....
Description: Plant in Summer.
How to get it: Buy it in the Grocery Store.
Buy: 200 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Corn Seeds

.....
Description: Plant in Summer.
How to get it: Buy it in the Grocery Store.
Buy: 300 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Onion Seeds

.....
Description: Plant in Summer.
How to get it: Buy it in the Grocery Store.
Buy: 150 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Pumpkin Seeds

.....
Description: Plant in Summer.
How to get it: Buy it in the Grocery Store.
Buy: 500 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Pineapple Seeds

.....
Description: Plant in Summer.
How to get it: Buy it from Won.
Buy: 1000 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Eggplant Seeds

.....
Description: Plant in Fall.
How to get it: Buy it in the Grocery Store.
Buy: 120 G
Sell: N/A

Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Carrot Seeds

.....

Description: Plant in Fall.
How to get it: Buy it in the Grocery Store.
Buy: 300 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Sweet Potato Seeds

.....

Description: Plant in Fall.
How to get it: Buy it in the Grocery Store.
Buy: 300 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Spinach Seeds

.....

Description: Plant in Fall.
How to get it: Buy it in the Grocery Store.
Buy: 200 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Green Pepper Seeds

.....

Description: Plant in Fall.
How to get it: Buy it from Won.
Buy: 150 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Grass Seeds

.....

Description: Plant in any season but Winter.
How to get it: Buy it in the Grocery Store.
Buy: 500 G
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....

Moon Drop Seeds

.....

Description: Plant in Spring or Fall.

How to get it: Buy it from Won.

Buy: 500 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Pink Cat Seeds

.....

Description: Plant in Summer or Fall.

How to get it: Buy it from Won.

Buy: 300 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Magic Seeds

.....

Description: Plant in Fall.

How to get it: Buy it from Won.

Buy: 600 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Toy Flower Seeds

.....

Description: Plant in Spring.

How to get it: Buy it from Won.

Buy: 400 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Brush

.....

Description: A Tool for brushing Cows, Sheep, or Horses.

How to get it: Buy it from Saibara.

Buy: 800 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 2

Fatigue: + 0

.....

Milker

.....

Description: A Tool for milking adult female cows.

How to get it: Buy it from Saibara.

Buy: 2000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 4

Fatigue: + 0

.....

Shears

.....

Description: A Tool for shearing Wool from adult Sheep.

How to get it: Buy it from Saibara.

Buy: 1800 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 8

Fatigue: + 0

.....

Bell

.....

Description: Ring the Bell to call Cows and Sheep to you.

How to get it: Buy it from Barley at the Yodel Farm.

Buy: 500 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 4

Fatigue: + 0

.....

Animal Medicine

.....

Description: Use to cure sick livestock.

How to get it: Buy it from Barley at the Yodel Farm.

Buy: 1000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 4

Fatigue: + 0

.....

Blue Feather

.....

Description: Use it to propose to that special girl.

How to get it: Buy it in the Grocery Store.

Buy: 1000 G

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 0

Fatigue: + 0

.....

Pedometer

.....

Description: XX steps.

How to get it: You'll start with it.

Buy: N/A

Sell: N/A

Store: Tool Box, Tool Bag

Stamina: - 0

Fatigue: + 0

.....
Teleport Stone

.....
Description: Teleport to a location of your choice.
How to get it: Found it on the last floor (255) of the Spring Mine, it will only appear in the year 3 & after.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 2
Fatigue: + 0

.....
Gem of the Goddess

.....
Description: Recuperate Stamina over time.
How to get it: Receive it after collected the 9 Goddess Jewels.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: + 1 (per second, has to be picked up)
Fatigue: - 0

.....
Gem of the Kappa

.....
Description: Recuperate Fatigue over time.
How to get it: Receive it after collected the 9 Kappa Jewels.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: + 0
Fatigue: - 1 (per 5 secs., has to be picked up)

.....
Gem of the Truth

.....
Description: Displays your Stamina and Fatigue.
How to get it: Receive it after collected the 9 Jewels of Truth.
Buy: N/A
Sell: N/A
Store: Tool Box, Tool Bag
Stamina: - 0
Fatigue: + 0

.....
Record Player

.....
Description: A Record Player.
How to get it: Buy it from Lou (Ban).
Buy: 2000 G
Sell: N/A
Store: It goes in your house.
Stamina: N/A
Fatigue: N/A

.....
Power Berry

.....
Description: A red berry
How to get it: Look at section 16
Buy: Read above how to buy it
Sell: N/A
Store: N/A
Stamina: + 10
Fatigue: - 0

.....
Basket

.....
Description: N/A
How to get it: Buy it from the Store
Buy: 5000 G
Sell: N/A
Store: N/A
Stamina: N/A
Fatigue: N/A

.....
Rucksack (Medium)

.....
Description: N/A
How to get it: Buy it from the Store
Buy: 3000 G
Sell: N/A
Store: N/A
Stamina: N/A
Fatigue: N/A

.....
Rucksack (Large)

.....
Description: N/A
How to get it: Buy it from the Store a week later after you bought the Medium Rucksack
Buy: 5000 G
Sell: N/A
Store: N/A
Stamina: N/A
Fatigue: N/A

.....
Wrapping Paper

.....
Description: It adds +25% of the normal value of any item.
How to get it: Buy it from the Store
Buy: 100 G
Sell: N/A
Store: N/A
Stamina: N/A
Fatigue: N/A

.....
Water

.....
Description: Just plain old water.
How to get it: Buy it from Kai in the Snack Shack.
Buy: 0 G

Sell: N/A
Store: N/A
Stamina: + 1
Fatigue: + 0

.....

Baked Corn

.....

Description: Made with fresh Corn. To eat or use as a gift.

How to get it: Buy it from Kai in the Snack Shack.

Buy: 250 G

Sell: N/A

Store: N/A

Stamina: + 20

Fatigue: - 3

.....

Spaghetti

.....

Description: Some delicious-looking spaghetti

How to get it: Buy it from Kai in the Snack Shack.

Buy: 300 G

Sell: N/A

Store: N/A

Stamina: + 40

Fatigue: - 5

.....

Pizza

.....

Description: Savory Italian Pizza. To eat or use as a gift.

How to get it: Buy it from Kai in the Snack Shack.

Buy: 200 G

Sell: N/A

Store: N/A

Stamina: + 30

Fatigue: - 3

.....

Snow-cone

.....

Description: Crushed ice with syrup.

How to get it: Buy it from Kai in the Snack Shack.

Buy: 300 G

Sell: N/A

Store: N/A

Stamina: + 1

Fatigue: - 20

.....

Water

.....

Description: Just plain old water.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm &
03:00pm to 09:00pm

Buy: 0 G

Sell: N/A

Store: N/A

Stamina: + 1

Fatigue: + 0

.....

Box Lunch

.....

Description: Sold only at the Hotel in the afternoon.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm & 03:00pm to 06:00pm

Buy: 500 G

Sell: N/A

Store: N/A

Stamina: +100

Fatigue: - 20

.....

Salad

.....

Description: Made with fresh vegetables. To eat or use as a gift.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm & 03:00pm to 06:00pm

Buy: 300 G

Sell: N/A

Store: N/A

Stamina: + 20

Fatigue: - 30

.....

Apple Pie

.....

Description: A traditional dessert. To eat or use as a gift.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm & 03:00pm to 06:00pm

Buy: 300 G

Sell: N/A

Store: N/A

Stamina: + 50

Fatigue: - 3

.....

Cheese Cake

.....

Description: Made with fresh Cheese.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm & 03:00pm to 06:00pm

Buy: 250 G

Sell: N/A

Store: N/A

Stamina: + 40

Fatigue: - 3

.....

Cookies

.....

Description: A delicious treat. To eat or use as a gift.

How to get it: Buy it from Doug at the inn from 08:00am to 01:00pm & 03:00pm to 06:00pm

Buy: 200 G

Sell: N/A

Store: N/A

Stamina: + 20

Fatigue: - 3

Note: You'll use -2 Stamina when you refill the Watering Can, no matter how much water it had nor what level is it.

Since the Cursed tools makes you to gain Fatigue, the next chart is only when you have equipped this cursed tools & charge it to a certain level.

	Normal	Cooper	Silver	Gold	Mystril	Cursed
	S	F	S	F	S	F
Sickle	-10	+10	-15	+10	-25	+10
Hoe	-10	+10	-15	+10	-20	+10
Axe	-10	+10	-20	+10	-25	+10
Hammer	-10	+10	-20	+10	-25	+10
Watering Can	-10	+10	-20	+10	-30	+10
Fishing Rod	-2	+10	-2	+10	-2	+10

In then next chart, I'll mention how much exp. is needed to upgrade certain tool (Any tool can be upgraded with the same amount of exp.)

You'll always get 50 exp. by using ANY leveled tool charged or not, so only use the tool w/o charging to lose less Stamina.

	Cooper	Silver	Gold	Mistril
	6,000	18,000	36,000	65,535

Note: For the Watering Can, you must have water, otherwise you can't use it & you won't get exp.

11.0 Mining

One of the activities you can do in this game is to mine in order to find some ores & other useful stuff.

There are 2 places where you can mine, the Spring Mine, which is located next to the HG pond & above from the Spa, & the Winter Mine, which you can only reach on winter because you have to cross the lake that is next to the Mother's Hill unless you obtain the teleport stone & warp there.

Each mine consist of 255 floors, but getting to the bottom will take you lots of time an patience, because in some floors there are no stairs going down, if that happens then you have to do the "save & reload" trick. You have to bring at least your Hammer, to break the rocks; & the Hoe, to dig for the stairs.

In the next charts I'll mention what can you find in each mine. Note that in some items, you have to do something before the item can appear.

- Spring Mine

Item	Found at...	Where
Black Grass	Any floor	Ground
Bag of Money	Any floor	Ground
Junk Ore	Any floor	Rocks
Cooper Ore	Any floor	Rocks
Silver Ore	Any floor	Rocks
Gold Ore	Floor 3 & below	Rocks
Mystrile Ore	Floor 5 & below	Rocks
Adamantite	Floor 10 & below	Rocks
Orichalc	Floor 10 & below	Rocks
* Mythic Stone	Floor 60 & HG jewel floors	Rocks
Power Berry	Floor 100	Ground
Recipe for French Fries	Floor 255	Ground
Teleport Stone	Floor 255 (From the 3rd year & on)	Rocks
Harvest Goddess Jewels	Floor 60, 102, 123, 152, 155, 171, 198, 202 & 222	Rocks
Gem of the Goddess	When you gather ALL 9 HG Jewels	Event

* The Mythic Stones will ONLY appear once you have ALL your tools upgrated to Blessed.

- Winter Mine (AKA Lake Mine)

Item	Found at...	Where
Black Grass	Any floor	Ground
Bag of Money	Any floor	Ground
Amethyst	Any floor but 50, 100, 150 & 200	Rocks
Agate	Any floor but 50, 100, 150 & 200	Rocks
Fluorite	Any floor but 50, 100, 150 & 200	Rocks
Peridot	Any floor but 50, 100, 150 & 200	Rocks
Topaz	Any floor but 50, 100, 150 & 200	Rocks
Ruby	Any floor but 50, 100, 150 & 200	Rocks
Emerald	Floors that ends in 5 (5,15,25,etc)	Rocks
Moon Stone	Floors that ends in 8 (8,18,28,etc)	Rocks
Sand Rose	Floors that ends in 9 (9,19,29,etc)	Rocks
Diamond	Floors that ends in 0 (10,20,30,etc)	Rocks
Pink Diamond	Floors 30,70,90,110,130,170,190,255	Rocks
Alexandrite	Floors 50, 100, 150, 200, 251 & bellow	Rocks
Kappa Jewels	Floors 0, 40, 60, 80, 120, 140, 160, 180 & 255	Rocks
Gem of the Kappa	When you gather ALL 9 Kappa Jewels	Event
Power Berry	Floor 19	Ground
* Cursed Fishing Rod	Floor 29	Ground
* Cursed Hoe	Floor 39	Ground
* Cursed Axe	Floor 49	Ground
* Cursed Hammer	Floor 59	Ground
* Cursed Watering Can	Floor 69	Ground
* Cursed Sickle	Floor 79	Ground

* The cursed tools will ONLY appear once you have ALL your tools upgrated to mystrile.

+-----+
 |12.0 Fishing |
 +-----+

Name: The name of the stuff that you can catch with the fishing rod.

Season: In what season you can catch it. (Sp = Spring, Su = Summer, Fa = Fall
 Wi = Winter)

Rod Level: At what level does the fishing rod needs to be upgraded/charged to
 catch stuff. (1 = Basic, 2 = Copper, 3 = Silver, 4 = Gold, 5 = Mystrile,
 6 = Cursed/Blessed, 7 = Mythic)

Size: The size of what you fished. (sm = small, Me = Medium, LA = Large,
 King = King Fish)

Location: The location of the stuff you fished. (Sea, Lake, Down = Downstream
 Up = Upstream, HG = Harvest Goddess Pond)

Sea: Is where you can find Kai's Seaside Lodge, Zack's House & the Seaside
 cottage.

Lake: Is the lake in which the Winter mine is held, also is where Kappa lives.

Downstream: Is the river that passes in front of your house.

Upstream: Is behind the bridge that connects to Mother's Hill.

Harvest Goddess Pond: Is next to the spring mine & spa, also is where the
 Harvest Goddess lives.

Note: The more affection you have with the Harvest Goddess, the easier will be
 to catch with the fishing rod.

Name	Season	Rod Level	Size	Location
Pirate Fortune	Su	6,7	N/A	Sea
Fossil of Fish	Fa	6,7	N/A	Sea
Power Berry	Wi	5	N/A	Sea
Message Bottle	Sp	5	N/A	Sea
Empty Can	Sp,Su,Fa,Wi	1,2,3,4,5,6,7	N/A	Sea,Lake,HG,Up,Down
Branch	Sp,Su,Fa,Wi	1,2,3,4,5,6,7	N/A	Sea,Lake,HG,Up,Down
Fish Bones	Sp,Su,Fa,Wi	1,2,3,4,5,6,7	N/A	Sea,Lake,HG,Up,Down
Boots	Sp,Su,Fa,Wi	1,2,3,4,5,6,7	N/A	Sea,Lake,HG,Up,Down
Name	Season	Rod Level	Size	Location
Rock Trout	Sp Wi	3	sm,Me	Sea
Scad	Sp,Su,Fa	3	sm,Me	Sea
Fatminnow	Sp,Su,Fa,Wi	1	sm	Lake Up
Cherry Salmon	Sp,Su,Fa	1	sm,Me	Lake Up
Pigfish	Sp,Su	3	sm,Me	Sea
Sardine	Sp,Su,Fa,Wi	1	sm,Me	Sea
Mountain Trout	Sp,Su,Fa	4	sm,Me,LA	Up
Whitefish	Sp,Su,Fa,Wi	2	sm,Me	HG Down
Eel	Su,Fa	5	LA	Down
Bitterling	Sp,Su,Fa,Wi	1	sm	Down
Bonito	Sp,Su,Fa	5	LA	Sea
Fluke	Sp, Fa,Wi	4	Me,LA	Sea
Filefish	Sp, Wi	2	sm,Me	Sea
Golden Carp	Sp,Su,Fa	1	sm	HG Down
Silver Carp	Sp,Su,Fa	2	sm,Me	HG Down
Kelp Bass	Sp, Fa,Wi	4	LA	Sea

Bighead	Sp, Su, Fa, Wi	5	LA	Down
Salmon	Su, Fa	4	Me, LA	Down
Mackerel	Sp, Fa, Wi	4	Me, LA	Sea
Needlefish	Sp	3	sm, Me	Sea
Sp. Mackerel	Sp, Wi	5	LA	Sea
Saury Pike	Fa	3	sm, Me	Sea
Dorado	Sp, Su, Fa	5	LA	Sea
Red Snaper	Sp, Su, Fa	5	LA	Sea
Cod	Sp, Wi	4	Me, LA	Sea
Roach	Sp Fa	1	sm	Down
Brown Hakeling	Sp, Su Wi	1	sm, Me	Down
Rainbow Trout	Sp, Su, Fa, Wi	5	LA	Lake Up
Herring	Sp, Su Wi	1	sm, Me	Sea
Silver Carp	Sp, Su, Fa, Wi	5	LA	Down
Sandfish	Sp Wi	1	sm	Sea
Flounder	Sp, Su, Fa, Wi	5	LA	Sea
Blowfish	Sp, Wi	4	Me, LA	Sea
Black Bass	Sp, Su, Fa	4	Me, LA	Lake, HG, Up, Down
Yellowtail	Sp, Su Wi	5	LA	Sea
Bluegill	Sp, Su, Fa	1	sm, Me	Lake, HG, Up, Down
Crucian Carp	Sp, Su, Fa, Wi	4	Me, LA	Lake, HG
Greenling	Sp Wi	3	sm, Me	Sea
Tuna	Sp, Su, Fa, Wi	5	LA	Sea
Ocean Sunfish	Sp, Su, Fa	5	LA	Sea
Lionfish	Sp, Su, Fa, Wi	2	sm, Me	Sea
Rockfish	Sp Fa	2	sm, Me	Sea
L. Salmon	Sp Fa	2	sm, Me	Up
Snakehead	Su, Fa	5	Me, LA	HG Down
Lake smelt	Sp Wi	1	sm	HG Down

Name	Season	Rod Level	Size	Location
Jp. Huchen	Sp, Su, Fa	6, 7	King	Downstream
Monkfish	Sp Wi	6, 7	King	Sea
Catfish	Wi	6, 7	King	Hot Springs
Carp	Sp, Su, Fa	6, 7	King	Lake
Coelacanth	Wi	6, 7	King	Winter Mine
Squid	Sp, Su, Fa	6, 7	King	Sea

+-----+
| PERSONAL RECORDS |
+-----+

Rock Trout	35 cm	Scad	40 cm	Fatminnow	14 cm
Cherry Salmon	24 cm	Pigfish	40 cm	Sardine	25 cm
Mountain Trout	49 cm	Whitefish	34 cm	Eel	
Bitterling	15 cm	Bonito	80 cm	Fluke	56 cm
Filefish	28 cm	Golden Carp	17 cm	Silver Carp	27 cm
Kelp Bass	64 cm	Bighead	92 cm	Salmon	
Mackerel	39 cm	Needlefish	39 cm	Sp. Mackerel	95 cm
Saury Pike	cm	Dorado	1 m 55 cm	Red Snaper	88 cm
Cod	38 cm	Roach	10 cm	Brown Hakeling	25 cm
Rainbow Trout	1 m 00 cm	Herring	27 cm	Silver Carp	85 cm
Sandfish	12 cm	Flounder	60 cm	Blowfish	49 cm
Black Bass	50 cm	Yellowtail	99 cm	Bluegill	25 cm
Crucian Carp	50 cm	Greenling	40 cm	Tuna	2 m 50 cm
Ocean Sunfish	2 m 44 cm	Lionfish	30 cm	Rockfish	30 cm
L. Salmon	30 cm	Snakehead	cm	Lake smelt	15 cm

Dob: Winter 15

Lives:

Family: Aja (Daughter), Manna (Wife)

He runs Aja Winery. He liked drinking to begin with, but ever since Aja left he's been drinking too much. He's a bully to everyone (except Manna, of course).

- Ellen

Dob: Winter 13

Lives:

Family: Elli (Granddaughter), Stu (Grandson)

She lives in a house on the north side of Mineral Town. She can't walk very well because of sickness. She used to be a midwife. She worries about Elli.

- Gotz

Dob: Fall 2

Lives:

Family: N/A

He's a woodcutter who lives alone in the woods. Both his daughter and wife died on the mountain years ago.

- Harris

Dob: Summer 4

Lives:

Family: Mayor Thomas (Father)

He is a policeman, and lives on the north side. He's in charge of keeping the peace in town. He's in love with Aja, who lives in the city.

- Jeff

Dob: Winter 29

Lives: Supermarket

Family: Karen (Daughter), Sasha (Wife)

He runs the Supermarket. He can never stand up to people, so he always lets everyone buy on credit. So, he suffers from ulcers. He's been picked on by Duke from childhood.

- Lillia

Dob: Fall 27

Lives: Poultry Farm

Family: Popuri (Daughter), Rick (Son), Rod (Husband)

She runs the Poultry Farm. When Lillia took sick long ago, Rod went off to find medicine to heal her. She's cheerful and easygoing.

- Manna

Dob: Fall 11

Lives:

Family: Aja (Daughter), Duke (Husband)

She loves to talk and gossip about others. She always hopes that Aja will come back home.

- May

Dob: Winter 26

Lives: Yodel Farm

Family: Joanna (Mother), Barley (Grandfather)

She lives in Yodel Farm. May is a very sweet little girl, whom everybody loves. She hopes everyday for her mom to come back.

- Mayor Thomas

Dob: Summer 25

Lives:

Family: Harris (Son)

He is a Mayor, and lives in a house on the north side. A photographer named Kano used to live with him, but no more. He believes in serving the townspeople as well as he can. He takes Ellen an Apple Pie every Sunday. He wants everybody in his town to be friendly to each other.

- Saibara

Dob: Spring 11

Lives:

Family: Gray (Nephew)

He's a blacksmith. He's a stubborn old man, but he takes great pride in his work. He's training his nephew Gray.

- Sasha

Dob: Spring 30

Lives: Supermarket

Family: Karen (Daughter), Jeff (Husband)

She runs the Supermarket. Unlike her husband, she is confident and assertive. She loves her husband, but has to look after him.

- Stu

Dob: Fall 5

Lives:

Family: Elli (Sister), Ellen (Grandmother)

He lives in a house on the north side of Mineral Town. Stu loves to play jokes on people, but he's also a cry-baby. Still, the townspeople all like him.

- Won

Dob: Winter 19

Lives:

Family: N/A

He's a wandering salesman who just appeared in Mineral Town. For some

reason, he lives at Zack's house, where he also runs his shop. He comes to the farm once in a while to sell his wares.

- Zack

Dob: Summer 29

Lives:

Family: N/A

He owns a house in Mineral Beach. There's someone else staying there too... The wandering salesman Won stays there as well. He comes and picks up things from your Shipment box everyday (except holidays). He also delivers what you buy on the TV Shopping Network.

- Ann

Dob: Summer 17/ Summer 22

Lives: Doug's Inn

Family: Doug (Father)

She always helps out her dad at Doug's Inn. She has no confidence in herself at all when it comes to love. Maybe because she's a tom-boy.

- Elli

Dob: Spring 16/ Spring 20

Lives:

Family: Stu (Brother), Ellen (Grandmother)

She wants to become a Nurse, and works at the Clinic. Elli believes in hard work, maybe because she's had to raise her brother after her parents died. She can be very strict.

- Harvest Goddess

Dob: Spring 8/ Spring 9

Lives: Spring on Mother's Hill

Family: N/A

She lives in the spring on Mother's Hill. She'll appear if you throw an offering into her spring. She's in charge of communications, and hates having to appear whenever someone throws an offering into her spring.

- Karen

Dob: Fall 15/ Fall 23

Lives: Supermarket

Family: Sasha (Mother), Jeff (Father)

Her father runs the Supermarket. She takes after her mother, so she likes to help folks. She likes to drink and dance, but can't cook at all.

- Mary

Dob: Winter 20/ Winter 25

Lives:

Family: Anna (Mother), Basil (Father)

She works at the Library. She loves books, and even writes novels herself.

She's not very interested in romance at all.

- Popuri

Dob: Summer 3/ Summer 10

Lives: Poultry Farm

Family: Rick (Brother), Lillia (Mother), Rod (Father)

She lives at the Poultry Farm. She is still childish, and can be moody too. Her dream is to go live in a big city, and she hates it when Rick babies her.

- Cliff

Dob: Summer 6

Lives: Doug's Inn

Family: N/A

He likes to hang out at the Church so much you'd think he lives there. He left his family before arriving in Mineral Town. At first he spent all his time in confessional, but now he's beginning to make more friends.

- Doctor (Tim)

Dob: Fall 17

Lives: Mineral Clinic

Family: N/A

He runs the Mineral Clinic. At the Clinic, Elli works as a nurse-in-training. He seems cool and aloof, but is passionate about his patients. He's tempted to go study medicine in the city, but doesn't want to leave them behind.

- Gray

Dob: Winter 6

Lives: Doug's Inn

Family: Saibara (Uncle)

He is a blacksmith's apprentice. He came to Mineral Town to apprentice with his uncle. He hated it at first, but then began to like it. He's very prideful, but with a good heart.

- Kai

Dob: Winter 6

Lives: N/A

Family: N/A

He runs Kai's Beach House during the Summer. He comes from the city to spend Summers in Mineral Beach. He's popular with women and children, but men don't like his attitude much.

- Rick

Dob: Summer 27

Lives: Poultry Farm

Family: Popuri (Sister), Lillia (Mother), Rod (Father)

He lives at the Poultry Farm. He loves his sister very much, and is quite

protective of her. He also has a fierce temper.

- Gourmet Guy

Dob: (Spring 21/ Spring 20) <-- Only in HM:FoMT fg

Lives: N/A

Family: N/A

His birthday is... unknown. He's the judge of the Cooking Festival. More than anything else, he loves to eat. He knows everything about food.

- Kappa

Dob: (Spring 8/ Spring 9) <-- Only in HM:FoMT fg

Lives: Lake on Mother's Hill

Family: N/A

His birthday is... unknown. He likes Cucumbers a lot. He also gets upset when he gets caught up in the hooks when people fish in the lake.

- Van/Ban/Lu

Dob: Spring 19

Lives: N/A

Family: N/A

You can only see him if you connect this game with HM:AWL (Harvest Moon: A Wonderful Life). You'll Find him at the Inn on Wednesdays.

- Luu/Ruby

Dob: Spring 19?

Lives: Forgotten Valley

Family: Tim (Husband), Rokku (SP?) (Son)

You can only see her if you connect this game with HM:AWL (Harvest Moon: A Wonderful Life). You'll Find her at the Inn on Sundays.

- Louis

Dob: Spring 2

Lives: N/A

Family: N/A

He studies insects, and came to Mineral Town to write about Bees. (You won't see him on Mineral Town)

- Greg

Dob: Spring 29

Lives: N/A

Family: N/A

He loves fishing, and Fishing Rods in particular. (You won't see him on Mineral Town)

- Kano

Dob: Winter 2

YEAR:		SEASON: WINTER			
1	2	3	4	5	6
	Kano's Birthday				Gray's Birthday
7	8	9	10	11	12
				Doug's Birthday	
13	14	15	16	17	18
	Valentine's Day	Duke's Birthday			
19	20	21	22	23	24
Won's Birthday	Mary's Birthday		Nappy's Birthday		Starry Festival
25	26	27	28	29	30
Stocking Festival	May's Birthday			Jeff's Birthday	New Year

+-----+
|14.1 Spring Events |
+-----+

+-----+
| New Years Festival |
+-----+

Date: Spring 1
Time:
Where: Rose Square

About:

+-----+
| Spring Thanksgiving |
+-----+

Date: Spring 14
Time: Almost any
Where: various

About: In this day, girls will appreciate cookies & chocolate cookies, so you must look for them to give them any of this 2 presents.

Extra: Girls affection will rise by + 1000 points.

Note: In this case, if you give a normal present & then some cookies, it will still give you + 1000 points a part from the other item value. Also, the HG still won't like cookies but Karen will do.

+-----+
| Spring Horse Race |
+-----+

Date: Spring 18
Time: 10:00 am - 5:59 pm
Where: Rose Square

About: There will be 3 races & you can bet money to get medals to later trade them for items. If your horse wins the race, you'll get a power berry.

Extra: If you win, Rick, Barley, May, Saibara, Duke, Manna, Thomas, Harris, Jeff, Sasha, Doug & Zack's affection will rise +20 points each. If you lose, nothing will happen.

Note: You'll be taken to your house after the event ends & the time will be set at 6:00 pm, no matter when you entered.

+-----+
| Cooking festival |
+-----+

Date: Spring
Time: 10:00 AM - 11:59 AM (Announcement)
12:00 PM - 05:59 PM (Judging)
Where: Rose Square

About: You'll have to prepare a dish in order to win the festival, for the 1st 5 years the topic will be Juices, Sweets, Bread, Noodles & Rice respectively, then it can be any of those mentioned before.

Extra: If you win, Rick, Doctor, Lillia, Manna, Thomas, Sasha, Carter, Doug, Gotz & Zack's affection will rise +20 points each. If you lose, nothing will happen.

Note: Items that can participate: Every cooked item but (Bodigizer, Turbojolt & Seasonal Suns); Bread & Rice Cake can also enter.

- JUICES: Fruit Juice, Fruit Latte, Veggie Juice, Veggie Latte, Mixed Juice, Mixed Latte, Strawberry Milk, Tomato Juice, Pineapple Juice, Hot Milk, Grape Juice, Relaxation Tea, Failure (2)

- SWEETS: Pumpkin Pudding, Sweet Potatoes, Baked Sweet Potatoes, Cheese Cake, Apple Pie, Apple Soufflé, Cookies, Chocolate Cookies, Ice Cream, Cake, Chocolate Cake, Pudding, Moon Dumplings, Pancakes, Candied Potato, Roasted Rice Cake, Failure (4)

- BREAD: Bread, Sandwich, Jam Bun, Dinner Roll, Raising Bread, Curry Bread, Toast, French Toast, Failure (5)

- NOODLES: Noodles, Curry Noodles, Tempura Noodles, (Red) Fried Noodles,

Failure (6)

- RICE: Curry Rice, Fried Rice, Omelet Rice, Mushroom Rice, Bamboo Rice, Truffle Rice, Chirashi Sushi, Toasted Rice Ball, Tempura Rice, Egg over Rice, Rice Gruel, Rice Ball

+-----+
|14.2 Summer Events |
+-----+

+-----+
| Beach Day |
+-----+

Date: Summer 1
Time: 10:00 AM - 05:59 PM
Where: Mineral Beach

About: You'll participate with your dog to catch the frisbee. Before you start, don't forget to check the metal post that is beside the bench to know how far you'll need to throw the frisbee & win the 1st place. You'll have 2 oportunities, just try to throw the frisbee where the bar change its color, otherwise you won't win no matter how big is the green section of the bar.

The 1st time you win, you'll get a power berry, which increases your stamina +10 points.

Extra: If you win, Sasha, Jeff, Thomas, Kai & Zack's affection will rise +20 points each. If you lose, nothing will happen.

Note: If you have the Beach Cottage you can enter it & you won't return to your Farm House when the event has finished.

+-----+
| Chicken Festival |
+-----+

Date: Summer 7
Time: 10:00 AM - 05:59 PM
Where: Rose Square

About:

+-----+
| Cow festival |
+-----+

Date: Summer 20
Time: 10:00 AM - 05:59 PM
Where: Rose Square

About:

+-----+
| Fireworks |
+-----+

Date: Summer 24
Time: 06:00 PM - 08:59 PM

Where: Mineral Beach

About:

+-----+
|14.3 Autumn Events |
+-----+

+-----+
| Music Festival |
+-----+

Date: Autumn 03
Time:
Where:

About:

+-----+
| Ann's Mom's memorial |
+-----+

Date: Autumn 05
Time:
Where:

About:

+-----+
| Harvest Festival |
+-----+

Date: Autumn 09
Time:
Where: Rose Square

About:

+-----+
| Festival at Mother's Hill |
+-----+

Date: Autumn 13
Time:
Where:

About:

+-----+
| Fall Horse Race |
+-----+

Date: Autumn 18
Time:
Where: Rose Square

About:

+-----+

| Sheep festival |

+-----+

Date: Autumn 21

Time:

Where: Rose Square

About:

+-----+

| Pumpkin Festival |

+-----+

Date: Autumn 30

Time:

Where:

About:

+-----+

|14.4 Winter Events |

+-----+

+-----+

| Thomas' Winter Request |

+-----+

Date: Winter 2

Time:

Where:

About:

+-----+

| Valentine's Day |

+-----+

Date: Winter 14

Time:

Where:

About:

+-----+

| Starry Festival |

+-----+

Date: Winter 24

Time:

Where:

About:

+-----+

| Stocking Festival |

+-----+

Date: Winter 25

Time:

Where:

About:

+-----+
| New Year |
+-----+

Date: Winter 30

Time:

Where:

About:

+-----+
|15.0 Wife Selection |
+-----+

Another task of Harvest Moon: Friends of Mineral Town is to find the girl of your dreams and marry her. Sometimes this is rather difficult to do, because you may not know her taste, schedule, ect. I highly advise you to woo your wife early in the game, so you aren't rushing to do it in the later years.

Many people asked who the easiest person to woo is. Although Mary seems the easiest, this may not be the case. All of the girls have their strong points and their weak points. For instance, Karen is very expensive, but has a very easy schedule to track.

When marrying, you must have the following things:

- 1) The girl must have a Red Heart
- 2) You must own the Big Bed
- 3) You must have seen all of the heart events (The HG doesn't have this events)
- 4) 2nd house extension

The Heart colors go in this order:

Black->Purple->Blue->Green->Yellow->Orange->Red

All the girls affection will start from 0 points & you'll have to raise it in order to marry someone, here's a table of how many points does a girl has when she has certain heart, still you have to guess a little because you can't see the exact value :(

The Point system works out according to this:

Black Heart	=	0	-->	9,999	points
Purple Heart	=	10,000	-->	19,999	points
Blue Heart	=	20,000	-->	29,999	points
Green Heart	=	30,000	-->	39,999	points
Yellow Heart	=	40,000	-->	49,999	points
Orange Heart	=	50,000	-->	59,999	points
Red Heart	=	60,000	-->	65,535	points

The are 4 different event with each girl, this are called heart events, you can see them if you meet certain conditions. The 4 events will appear only if the girl you want has the same color as the event of higher. The colors are:

Black, Purple, Blue & Yellow

If you want to see an event you must have the girl's affection in the same color or above, you also need to see the events in order, i.e. you can't see Ann's purple heart event if you haven't seen her black event, or you can't see a Yellow heart event if you don't have her at yellow or above.

NOTE: If you want to see a Blue event you must need an empty slot in your item section in the rucksack. Also, to see a Blue & Yellow events you need to buy the large rucksack. (The one with 8 slots available + the main one)

If you show an animal to the girls, this will be taken as if you gave a item, here's the affection they will have:

```

.....
          Ann      Elli      Karen      Mary      Popuri      Goddess
.....
Puppy      100      100      100      100      500      ???
Dog         100      100      100      100     -2500      ???
Chick       100
Chicken     100
.....

```

Don't know if you can ever show your dog to the H.G., maybe when you're about to marry her. Never try to show your dog when it's all grown up to Popuri, because her affection will be dropped a lot & for the chicks & chickens you need to be married because you can't take them out of the farm.

```

+-----+
|15.1 Ann                                     |
+-----+

```

```

=====
Schedule
=====

```

Days: Every day
Weather: Sunny

06:00am - 07:00am = Locked in the Inn
07:00am - 07:30am = Walking to Mother's Hill
07:30am - 10:00am = At Mother's Hill
10:00am - 10:30am = Returning to Inn
10:30am - 01:00pm = 2nd floor of the Inn
01:00pm - 04:00pm = 1st floor of the Inn
04:00pm - 07:00pm = 2nd floor of the Inn
07:00pm - 10:00pm = 1st floor of Inn
10:00pm - End Day = Locked in the Inn

Days: Every Day
Weather: Raining/Snowing

06:00am - 07:00pm = Locked in the Inn
07:00pm - 10:00pm = First floor of the Inn
10:00pm - End Day = Locked in the Inn

```

=====
Other Information

```


=====
Home: The Inn
Parent/s: Doug
Birthday: Summer 17
Alternate Birthday: Summer 22
Rival: Cliff
Extra Relationship Point: Buy anything from the Inn (Even water)
+200 points (only once)

=====
Heart Events
=====

Black Heart Event-

Days: Any day but Mon, Sat
Time: 10:40 am - 12:59 pm
Where: Doug's Inn
Weather: Sunny/Rainy/Snowy

Sounds Great: +3000 points
I really couldn't: -2000 points

Purple Heart Event-

Days: Tue, Thu, Sat, Sun
Time: 10:40 am - 12:59 pm
Where: Doug's Inn
Weather: Sunny/Rainy/Snowy

I like Cleaning: +3000 points
I hate Cleaning: -2000 points

Blue Heart Event-

Days: Mon, Fri
Time: 12:00 pm - 06:59 pm
Where: Doug's Inn
Weather: Sunny/Rainy/Snowy

Take her to the clinic: +3000 points
I... I don't know...!: -0 points

Yellow Heart Event-

Days: Any day but Mon, Fri
Time: 10:40 am - 06:59 pm
Where: Doug's Inn
Weather: Sunny/Rainy/Snowy

I like her: +3000 points
Only as a friend: -0 points

=====
Tastes of the items
=====

Special Items (800 points)

Band-Aid, Cake, Cheese Fondue, Pancakes, Queen of the Night, Truffle Rice.

Favorite items (500 points)

Apple Pie, Baked Sweet Potato, Bamboo Rice, Buckwheat Noodles, Cheese Cake, Chocolate, Chocolate Cake, Curry Bread, Curry Rice, Diamond, Fried Noodles, Fried Rice, Ice Cream, Mushroom Rice, Omelet, Omelet rice, Perfume, Pink Diamond, Pudding, Pumpkin Pudding, Rice Cake, Roasted Rice Cake, Salad, Sandwich, Savory pancake, Spa-Boiled Egg, Stew, Stir fry, Strawberry Smoothie, Sushi, Tempura Buckwheat Noodles, Tempura Noodles.

Liked items (300 points)

Amethyst, Apple Soufle, Apples, Boiled Egg, Bracelet, Bread, Broach, Buckwheat Chips, Buckwheat Flour, Candied Potato, Cookies, Corn flakes, Curry Noodles, Cheeses, Chocolate Cookies, Dinner Roll, Dress, Earrings, Egg Over Rice, Eggs, Emerald, Facial Pack, French fries ,French Toast, Fried Noodles, Fruit Juice, Grape Juice ,Greens, Happy Eggplant, Jam Bun, Large Fish, Mayonnaises, Milks, Miso Soup, Mixed Juice, Mixed Latte, Mountain Stew, Muffin Mix, Necklace, Noodles, Picked Turnip, Pickes, Pineapple, Pineapple Juice, Pizza, Popcorn, Raisin Bread, Recipe for French Fries, Recipe for Ketchup, Relaxation Tea, Rice ball, Rice Gruel, Ruby, Sahimi Mix, Sashimi, Scrambled Eggs, Skin Lotion, Strawberry, Strawberry Jam, Sunblock, Sweet potatoes, Tempura, Tempura Rice, Toast, Toasted Rice Ball, Tomato, Tomato Juice, Topaz, Vegetable Juice, Vegetable Latte.

Normal items (100 points)

Apple Jam, Autumn Sun, Baked Corn, Ball, Bamboo Shoot, Blue Magic Grass, Butter, Cabbage, Carrot, Corn ,Cucumber, Curry Powder, Eggplant, Elli Leaves, Fish Sticks, Flower, Fruit Latte, Grape Jam, Green Pepper ,Grilled Fish, Honey, Hot Milk, Ketchup, Medium Fish ,Moon Drop Grass ,Moon Dumplings, Mushroom, Oil, Onion, Peridot, Pink Cat Gras, Potato Potato Pancakes, Pumpkin, Pumpkin Stew, Red Magic Grass, Relaxation Tea Leaves, Small Fish ,Spinach, Spring Sun, Summer Sun, Sweet Potato, Toy Flower, Truffle, Turnip, Wild Grape Wine, Wild Grapes, Wine, Winter Sun, Wools, Yarns.

Dislike items (-500 points)

Black Grass, Blue Grass, Bodigizer, Bodigizer XL, Failures, Green Grass, Indigo Grass, Orange Grass, Purple Grass, Turbojolt, Turbojolt XL, White Grass.

Hated items (-800 points)

Adamantite Ore, Agate, Alexandrite, Animal Fodder, Boots, Branches, Chicken Feed, Copper Ore, Empty Can, Fish Bones, Fluorite, Fossil of Ancient Fish, Gold Ore, Golden Lumber, Junk Ore, Lumber, Moon Stone, Mythic Stone, Mythrile Ore, Orichalc Ore, Pirate Treasure, Poisonous Mushroom, Red Grass, Sand Rose, Silver Ore, Stones, Weeds, Yellow Grass.

+-----+
|15.2 Elli |
+-----+

=====
Schedule
=====

Days: Every day but Wednesday

Weather: Sunny

06:00am - 09:00am = Locked In The Clinic

09:00am - 04:00am = Behind The Counter In The Clinic

04:00pm - End Day = Locked In The Clinic ::

Days: Wednesday

Weather: Sunny

06:00am - 09:00am = Locked In The Clinic
09:00am - 09:30am = Walking To Ellen's House
09:30am - 01:00pm = Locked In Ellen's House
01:00pm - 01:20pm = Walking To Supermarket
01:20pm - 04:00pm = Supermarket
04:00pm - 04:10pm = Walking To Ellen's House
04:10pm - 07:00pm = Ellen's House
07:00pm - 07:20pm = Walking To The Clinic
07:20pm - End Day = Locked In The Clinic

Days: Every day but Wednesday

Weather: Raining/Snowing

06:00am - 09:00am = Locked In The Clinic
09:00am - 04:00pm = Behind The Counter In The Clinic
04:00pm - End Day = Locked In The Clinic

Days: Wednesday

Weather: Raining/Snowing

06:00am - 09:00am = Locked In The Clinic
09:00am - 09:30am = Walking To Ellen's House
09:30am - 01:00pm = Locked In Ellen's House
01:00pm - 01:20pm = Walking To Supermarket
01:20pm - 04:00pm = Supermarket
04:00pm - 04:10pm = Walking To Ellen's House
04:10pm - 07:00pm = Ellen's House
07:00pm - 07:20pm = Walking To The Clinic
07:20pm - End Day = Locked In The Clinic

=====
Other Information
=====

Home: Hospital

Parent/s:

Birthday: Spring 16

Alt. Birthday: Spring 20

Rival: Doctor

Extra Relationship Point: Buy anything from her OR get examined by the
Doctor + 200 points (only once, both will not get
you + 400)

=====
Heart Events
=====

Black Heart Event-

Days: Any day but Mon, Wed
Time: 09:00 am - 06:59 pm

Where: Mineral Clinic
Weather: Sunny/Rainy/Snowy

Sure I do: -2000 points
Not really: +3000 points

Purple Heart Event-

Days: Sat, Sun, Thu
Time: 09:00 am - 06:59 pm
Where: Mineral Clinic
Weather: Sunny/Rainy/Snowy

You'll make a great nurse: +3000 points
Hmm...: -2000 points

Blue Heart Event-

Days: Wed
Time: 09:30 am - 12:59 pm
Where: Ellen's House
Weather: Sunny

Sorry, no: -2000 points
Sure, I'll do it: + 3000 points

Yellow Heart Event-

Days: Wed
Time: 09:00 am - 10:40 am
Where: Mineral Beach
Weather: Sunny

You've spoiled him: -2000 points
You're doing a great job: +3000 points

=====
Tastes of the items
=====

Special items (800 points)

Band-Aid, Hot Milk, Moon Dumplings, Queen of the Night, Red Magic Grass.

Favorite items (500 points)

Blue Magic Grass, Bracelet, Broach, Diamond, Dress, Earrings, Elli Leaves, Facial Pack, Milks, Muffin Mix, Necklace, Perfume, Pink Cat Grass, Pink Diamond, Recipe for French Fries, Recipe for Ketchup, Skin Lotion, Strawberry, Strawberry Smoothie, Sunblock, Toy Flower, White Grass.

Liked items (300 points)

Amethyst, Apple Jam, Apple Pie, Black Grass, Blue Grass, Cake, Candied Potato, Cheese Cake, Chocolate, Chocolate Cake, Chocolate Cookies, Cookies, Emerald, Fish Sticks, French Toast, Grape Jam, Grape Juice, Greens, Grilled Fish, Ice Cream, Indigo Grass, Large Fish, Medium Fish, Mixed Latte, Mountain Stew, Pancakes, Popcorn, Pudding, Pumpkin Pudding, Purple Grass, Relaxation Tea, Relaxation Tea Leaves, Rice Cake, Roasted Rice Cake, Ruby, Sahimi Mix, Salad, Sandwich, Sashimi, Small Fish, Strawberry Jam, Sweet Potatoes, Topaz, Vegetable Juice, Vegetable Latte.

Normal items (100 points)

Adamantite Ore, Agate, Alexandrite, Apple Souffle, Apples, Autumn Sun, Baked Corn, Baked Sweet Potato, Ball, Bamboo Rice, Bamboo Shoot, Bodigizer, Bodigizer XL, Boiled Egg, Bread, Buckwheat Chips, Buckwheat Flour, Buckwheat Noodles, Butter, Cabbage, Carrot, Cheese Fondue, Cheeses, Copper Ore, Corn Flakes, Cucumber, Curry Bread, Curry Noodles, Curry Powder, Curry Rice, Dinner Roll, Egg Over Rice, Eggplant, Eggs, Flower, Fluorite, French Fries, Fried Noodles, Fried Noodles, Fruit Juice, Fruit Latte, Gold Ore, Green Grass, Happy Eggplant, Honey, Jam Bun, Mayonnaises, Miso Soup, Mixed Juice, Moon Drop Grass, Moon Stone, Mushroom, Mushroom Rice, Mythic Stone, Mythrile Ore, Noodles, Oil, Orange Grass, Orichalc Ore, Peridot, Pickled Turnip, Pickles, Pineapple, Pineapple Juice, Pizza, Potato, Potato Pancakes, Pumpkin, Pumpkin Stew, Raisin Bread, Red Grass, Rice Ball, Rice Gruel, Sand Rose, Savory Pancake, Silver Ore, Spa-Boiled Egg, Spinach, Spring Sun, Stew, Summer Sun, Sushi, Sweet Potato, Tempura, Tempura Buckwheat Noodles, Tempura Noodles, Tempura Rice, Toast, Toasted Rice Ball, Tomato, Truffle, Truffle Rice, Turbojolt, Turbojolt XL, Turnip, Wild Grapes, Winter Sun, Wools, Yarns.

Dislike items (-500 points)

Corn, Fried Rice, Green Pepper, Junk Ore, Ketchup, Omelet, Omelet Rice, Onion, Scrambled Eggs, Stir Fry, Tomato Juice, Wild Grape Wine, Wine, Yellow Grass.

Hated items (-800 points)

Animal Fodder, Boots, Branches, Chicken Feed, Empty Can, Failures, Fish Bones, Fossil of Ancient Fish, Golden Lumber, Lumber, Pirate Treasure, Poisonous Mushroom, Stones, Weeds.

+-----+
|15.3 Karen |
+-----+

=====
Schedule
=====

Days: Mon, Wed, Thu, Fri, Sat

Weather: Sunny

06:00am - 08:00am = Store (closed)
08:00am - 10:00am = Bench outside Store
10:00am - 01:00pm = Store - backroom
01:00pm - 04:00pm = Store - front
04:00pm - 05:00pm = Store - backroom
05:00pm - 06:00pm = Store - backroom
06:00pm - 07:00pm = Store (closed)
07:00pm - 08:00pm = Walking to Beach
08:00pm - 10:00pm = Mineral Beach
10:00pm - 11:00pm = Walking to Store
11:00pm - End Day = Store (closed)

Days: Tuesday

Weather: Sunny

06:00am - 08:00am = Store (closed)
08:00am - 10:00am = Bench outside Store
10:00am - 01:00pm = Store (closed)
01:00pm - 02:00pm = Walking to Hot Springs

02:00pm - 04:00pm = Hot Springs
04:00pm - 05:00pm = Walking to Store
05:00pm - 07:00pm = Store (closed)
07:00pm - 07:30pm = Walking to Inn
07:30pm - 10:00pm = Doug's Inn
10:00pm - 10:30pm = Walking to Store
10:30pm - End Day = Store (closed)

Days: Sunday
Weather: Sunny/Rainy

06:00am - 07:00pm = Store (closed)
07:00pm - 07:30pm = Walking to Inn
07:30pm - 10:00pm = Doug's Inn
10:00pm - 10:30pm = Walking to Store
10:30pm - End Day = Store (closed)

Days: Mon, Wed, Thu, Fri, Sat
Weather: Rainy

06:00am - 08:00am = Store (closed)
08:00am - 10:00am = Store - front
10:00am - 01:00pm = Store - backroom
01:00pm - 04:00pm = Store - front
04:00pm - 05:00pm = Store - backroom
05:00pm - 06:00pm = Store - backroom
06:00pm - End Day = Store (closed)

Days: Tuesday
Weather: Rainy

06:00am - 01:00pm = Store (closed)
01:00pm - 02:00pm = Walking to Gotz's
02:00pm - 04:00pm = Gotz's house
04:00pm - 05:00pm = Walking to Store
05:00pm - 07:00pm = Store (closed)
07:00pm - 07:30pm = Walking to Inn
07:30pm - 10:00pm = Doug's Inn
10:00pm - 10:30pm = Walking to Store
10:30pm - End Day = Store (closed)

=====
Other Information
=====

Home: Grocery Store
Parent/s: Jeff, Sasha
Birthday: Autumn 15
Alt. Birthday: Autumn 23
Rival: Rick
Extra Relationship Point: Buy anything from the grocery store.
+??? points (multiple)

=====
Heart Events
=====

Black Heart Event-

Days: Wed, Fri
Time: 10:00 am - 12:59 pm
Where: Supermarket
Weather: Sunny/Rainy/Snowy

I could use some help: +3000 points
No problem: - 0 points

Purple Heart Event-

Days: Mon, Thu, Sat
Time: 10:00 am - 12:59 pm
Where: Supermarket
Weather: Sunny/Rainy/Snowy

Moon drop seeds: +3000 points
Pink cat seeds: -2000 points

Blue Heart Event-

Days: Wed, Fri
Time: 10:00 am - 12:59 pm
Where: Supermarket
Weather: Sunny

I'd be glad to: +3000 points
Sorry, I'm busy: -2000 points

Yellow Heart Event-

Days: Mon, Thu, Sat
Time: 10:00 am - 12:59 pm
Where: Supermarket
Weather: Sunny/Rainy/Snowy

Sure: +3000 points
No, thanks: - 2000 points

=====
Tastes of the items
=====

Special items (800 points)

Band-Aid, French Fries, Pizza, Popcorn, Queen of the Night

Favorite items (500 points)

Bamboo Shoot, Cheeses, Diamond, Perfume, Pink Diamond, Sashimi, Tempura,
Tempura Rice, Truffle, Wild Grape Wine, Wine.

Liked items (300 points)

Amethyst, Baked Corn, Blue Magic Grass, Bracelet, Broach, Butter,
Cheese Fondue, Corn, Cucumber, Dress, Earrings, Egg Over Rice, Eggplant, Eggs,
Emerald, Facial Pack, Fried Noodles, Green Pepper, Greens, Grilled Fish,
Happy Eggplant, Mayonnaises, Miso Soup, Moon Drop Grass, Necklace,

Pickled Turnip, Pickles, Pink Cat Grass, Potato, Potato Pancakes, Pumpkin, Pumpkin Stew, Red Magic Grass, Ruby, Salad, Scrambled Eggs, Skin Lotion, Spa-Boiled Egg, Spinach, Stir Fry, Sunblock, Sweet Potato, Topaz, Toy Flower.

Normal items (100 points)

Autumn Sun, Ball, Bamboo Rice, Boiled Egg, Bread, Buckwheat Noodles, Cabbage, Carrot, Corn Flakes, Curry Bread, Curry Noodles, Curry Powder, Curry Rice, Dinner Roll, Fish Sticks, Flour, French Toast, Fried Noodles, Fried Rice, Fruit Juice, Fruit Latte, Hot Milk, Ketchup, Large Fish, Medium Fish, Milks, Mixed Juice, Moon Dumplings, Mountain Stew, Muffin Mix, Mushroom, Mushroom Rice, Noodles, Oil, Omelet, Omelet Rice, Onion, Peridot, Pineapple, Pineapple Juice, Pudding, Recipe for Ketchup, Relaxation Tea, Relaxation Tea Leaves, Rice Ball, Rice Cake, Rice Gruel, Roasted Rice Cake, Sandwich, Sashimi Mix, Savory Pancake, Small Fish, Spring Sun, Stew, Strawberry, Summer Sun, Sushi, Tempura Buckwheat Noodles, Tempura Noodles, Toast, Toasted Rice Ball, Tomato, Tomato Juice, Truffle Rice, Turnip, Vegetable Juice, Vegetable Latte, Wild Grapes, Winter Sun.

Dislike items (-500 points)

Agate, Apples, Apple Jam, Apple Pie, Apple Soufflé, Baked Sweet Potato, Black Grass, Blue Grass, Bodigizer, Bodigizer XL, Buckwheat Chips, Buckwheat Flour, Cake, Candied Potato, Cheese Cake, Chocolate, Chocolate Cake, Chocolate Cookies, Cookies, Elli Leaves, Fluorite, Grape Jam, Grape Juice, Green Grass, Honey, Ice Cream, Indigo Grass, Jam Bun, Mixed Latte, Orange Grass, Pancakes, Pumpkin Pudding, Purple Grass, Raisin Bread, Red Grass, Strawberry Jam, Strawberry Smoothie, Sweet Potatoes, Turbojolt, Turbojolt XL, White Grass, Yellow Grass.

Hated items (-800 points)

Adamantite Ore, Alexandrite, Animal Fodder, Boots, Branches, Chicken Feed, Copper Ore, Empty Can, Failures, Fish Bones, Fossil of Ancient Fish, Gold Ore, Golden Lumber, Junk Ore, Lumber, Moon Stone, Mystrile Ore, Mythic Stone, Orichalc Ore, Pirate Treasure, Poisonous Mushroom, Recipe for French Fries, Sand Rose, Silver Ore, Stones, Weeds, Wools, Yarns.

```
+-----+
|15.4 Mary                                     |
+-----+
```

```
=====
Schedule
=====
```

Days: Every day but Monday

Weather: Sunny

06:00am - 10:00am = Locked In Her House
10:00am - 10:10am = Walking To Library
10:10am - 04:00pm = Library
04:00pm - 06:00pm = Locked In Library
06:00pm - 06:10pm = Walking To Her House
06:10pm - 07:00pm = Her House
07:00pm - End Day = Locked In Her House

Days: Monday

Weather: Sunny

06:00am - 07:00am = Locked In Her House
07:00am - 07:30am = Walking To Mother's Hill
07:30am - 10:00am = Mother's Hill (Flower Patch Above Winter Mine)
10:00am - 11:30am = Walking To Her House
11:30am - 01:00pm = Her House
01:00pm - 01:20pm = Walking To The Supermarket
01:20pm - 04:00pm = The Supermarket
04:00pm - 04:20pm = Walking To Her House
04:20pm - 07:00pm = Her House
07:00pm - End Day = Locked In Her House

Days: Every day but Monday

Weather: Rainy

06:00am - 10:00am = Locked In Her House
10:00am - 10:10am = Walking To Library
10:10am - 04:00pm = Library
04:00pm - 06:00pm = Locked In Library
06:00pm - 06:10pm = Walking To Her House
06:10pm - 07:00pm = Her House
07:00pm - End Day = Locked In Her House

Days: Monday

Weather: Rainy

06:00am - 10:00am = At her House (Downstairs)
01:00pm - 01:20pm = Walking To The Supermarket
01:20pm - 04:00pm = The Supermarket
04:00pm - 04:20pm = Walking To Her House
04:20pm - 10:00pm = At her House (Downstairs)
10:00pm - End Day = Locked In Her House

=====

Other Information

=====

Home: Basil's House
Parent/s: Basil, Anna
Birthday: Winter 20
Alt. Birthday: Winter 25
Rival: Gray
Extra Relationship Point: Visit her at the library.
+ 200 points (only once)

=====

Heart Events

=====

Black Heart Event-

Days: Any day but Mon
Time: 10:00 am - 03:59 pm
Where: Mary's Library
Weather: Sunny/Rainy/Snowy

Can I help?: + 3000 points
Be careful: - 0 points

Purple Heart Event-

Days: Tue, Thu, Sat, Sun
Time: 10:00 am - 03:59 pm
Where: Mary's Library
Weather: Sunny/Rainy/Snowy

I'd be glad to: + 3000 points
Sorry, I don't want to: - 2000 points

Blue Heart Event-

Days: Mon
Time: 12:00 pm - 04:59 pm
Where: Peak of Mother's Hill
Weather: Sunny

Sometimes: +3000 points
Never: -2000 points

Yellow Heart Event-

Days: Mon
Time: 11:30 pm - 12:59 pm
Where: Basil's House
Weather: Sunny/Rainy/Snowy

I can't think of anything: -2000 points
How about a farm story?: +3000 points
How about Basil's job?: -0 points

=====
Tastes of the items
=====

Special items (800 points)

Band-Aid, Perfume, Queen of the Night, Relaxation Tea, Vegetable Juice, Vegetable Latte.

Favorite items (500 points)

Bamboo Shoot, Black Grass, Blue Grass, Chocolate, Chocolate Cake, Chocolate Cookies, Diamond, Elli Leaves, Grape Juice, Muffin Mix, Pink Diamond, Poisonous Mushroom, Raisin Bread, Recipe for French Fries, Recipe for Ketchup Red Grass, Relaxation Tea Leaves, Truffle, Turbojolt, Turbojolt XL, White Grass, Wild Grapes.

Liked items (300 points)

Amethyst, Apples, Apple Jam, Apple Pie, Apple Soufflé, Bamboo Rice, Bracelet, Broach, Cheeses, Cheese Cake, Cheese Fondue, Dress, Earrings, Emerald, Facial Pack, Grape Jam, Green Pepper, Honey, Indigo Grass, Jam Bun, Mayonnaises, Moon Dumplings, Mushroom Rice, Necklace, Orange Grass, Pineapple, Pineapple Juice, Pumpkin, Pumpkin Pudding, Pumpkin Stew, Purple Grass, Ruby, Skin Lotion, Spinach, Strawberry Jam, Strawberry Smoothie, Sunblock, Tomato, Tomato Juice,

Topaz, Truffle Rice, Wools, Yarns, Yellow Grass.

Normal items (100 points)

Adamantite Ore, Agate, Alexandrite, Autumn Sun, Baked Corn, Baked Sweet Potato, Blue Magic Grass, Bodigizer, Bodigizer XL, Boiled Egg, Bread, Buckwheat Flour, Buckwheat Noodles, Cabbage, Cake, Candied Potato, Carrot, Cookies, Copper Ore, Corn, Corn Flakes, Cucumber, Curry Noodles, Curry Powder, Dinner Roll, Egg Over Rice, Eggplant, Eggs, Fish Sticks, Flour, Fluorite, French Fries, French Toast, Fried Noodles, Fruit Juice, Fruit Latte, Gold Ore, Green Grass, Greens, Grilled Fish, Hot Milk, Ice Cream, Ketchup, Large Fish, Medium Fish, Milks, Miso Soup, Mixed Juice, Mixed Latte, Moon Drop Grass, Moon Stone, Mountain Stew, Mushroom, Mystrile Ore, Mythic Stone, Noodles, Oil, Omelet, Omelet Rice, Onion, Orichalc Ore, Pancakes, Peridot, Pink Cat Grass, Pizza, Popcorn, Potato, Potato Pancakes, Pudding, Red Magic Grass, Rice Ball, Rice Cake, Rice Gruel, Roasted Rice Cake, Salad, Sand Rose, Sandwich, Sashimi, Sashimi Mix, Scrambled Eggs, Silver Ore, Small Fish, Spa-Boiled Egg, Spring Sun, Stew, Stir Fry, Strawberry, Summer Sun, Sushi, Sweet Potato, Sweet Potatoes, Tempura, Tempura Buckwheat Noodles, Tempura Noodles, Tempura Rice, Toast, Toasted Rice Ball, Toy Flower, Turnip, Wild Grape Wine, Wine, Winter Sun

Dislike items (-500 points)

Animal Fodder, Buckwheat Chips, Butter, Chicken Feed, Curry Bread, Curry Rice, Failures, Fried Rice, Happy Eggplant, Junk Ore, Lumber, Pickled Turnip, Pickles, Savory Pancake.

Hated items (-800 points)

Ball, Boots, Branches, Empty Can, Fish Bones, Fossil of Ancient Fish, Golden Lumber, Pirate Treasure, Stones, Weeds.

+-----+
|15.5 Popuri |
+-----+

=====
Schedule
=====

Days: Every day but Sunday
Weather: Sunny

06:00am - 07:00am = Locked In The Poultry Farm
07:00am - 07:30am = Walking To Hot Springs
07:30am - 10:00am = Hot Springs
10:00am - 10:30am = Walking To The Poultry Farm
11:00am - 07:00pm = The Poultry Farm
07:00pm - End Day = Locked In The Poultry Farm

Days: Sunday
Weather: Sunny

06:00am - 09:00am = Locked In The Poultry Farm
09:00am - 10:10am = Walking To The Church
10:10am - 01:00pm = The Church
01:00pm - 01:20pm = Walking To Rose Square
01:20pm - 04:00pm = Rose Square

04:00pm - 04:50pm = Walking To The Poultry Farm
04:50pm - 07:00pm = The Poultry Farm
07:00pm - End Day = Locked In The Poultry Farm

Days: Every day but Sunday
Weather: Rainy

06:00am - 11:00am = Locked In The Poultry Farm
11:00am - 07:00pm = The Poultry Farm
07:00pm - End Day = Locked In The Poultry Farm

Days: Sunday
Weather: Rainy

06:00am - 09:00am = Locked In The Poultry Farm
09:00am - 10:10am = Walking To The Church
10:10am - 04:00pm = The Church
04:00pm - 05:20pm = Walking To The Poultry Farm
05:20pm - 07:00pm = The Poultry Farm
07:00pm - End Day = Locked In The Poultry Farm

=====
Other Information
=====

Home: Poultry Farm
Parent/s: Lillia
Birthday: Summer 3
Alt. Birthday: Summer 10
Rival: Kai
Extra Relationship Point: Buy anything from Lillia
+200 points (only once)

=====
Heart Events
=====

Black Heart Event-

Days: Wed
Time: 11:20 am - 12:59 pm
Where: Coming out from Saibara's Blacksmith shop
Weather: Sunny

Yes, I do: +3000 points
No, I don't: -2000 points

Purple Heart Event-

Days: Any day but Sat, Sun
Time: 06:00 am - 11:59 am
Where: Coming out from your house in the farm
Weather: Sunny

I'm too busy now!: -2000 points
Sure: +3000 points

Blue Heart Event-

Days: Sun
Time: 10:00 am - 12:59 am
Where: Church
Weather: Sunny

Sure, I'll play: +3000 points
Sorry, I've got work: -0 points

Yellow Heart Event-

Days: Any day but Tue, Sun
Time: 11:20 am - 12:59 pm
Where: Poultry Farm
Weather: Sunny

I agree with Popuri: + 3000 points
I agree with Rick: - 2000 points
Poor Lillia: + 3000 points

=====
Tastes of the items
=====

Special items (800 points)

Band-Aid, Omelet, Omelet Rice, Queen of the Night, Scrambled Eggs

Favorite items (500 points)

Apples, Apple Jam, Apple Pie, Apple Soufflé, Boiled Egg, Bracelet, Broach, Cake, Chocolate, Chocolate Cake, Chocolate Cookies, Cookies, Diamond, Dress, Earrings, Egg Over Rice, Facial Pack, Fruit Juice, Eggs, Ice Cream, Necklace, Pancakes, Perfume, Pink Diamond, Pudding, Relaxation Tea, Sandwich, Skin Lotion, Strawberry, Strawberry Jam, Strawberry Smoothie, Sunblock.

Liked items (300 points)

Amethyst, Baked Corn, Bamboo Rice, Bread, Candied Potato, Emerald, Flour, French Fries, French Toast, Grape Jam, Grape Juice, Honey, Hot Milk, Ketchup, Mayonnaises, Milks, Pineapple, Pineapple Juice, Pink Cat Grass, Popcorn, Pumpkin Pudding, Relaxation Tea Leaves, Ruby, Sashimi Mix, Savory Pancake, Stew, Sweet Potatoes, Toast, Topaz, Toy Flower, Yarns

Normal items (100 points)

Adamantite Ore, Autumn Sun, Baked Sweet Potato, Bamboo Shoot, Blue Magic Grass, Buckwheat Chips, Buckwheat Noodles, Butter, Cabbage, Carrot, Cheese Cake, Cheese Fondue, Cheeses, Corn, Corn Flakes, Cucumber, Curry Bread, Curry Noodles, Curry Powder, Curry Rice, Dinner Roll, Elli Leaves, Fish Sticks, Fried Noodles, Fried Noodles, Fried Rice, Fruit Latte, Greens, Grilled Fish, Jam Bun, Large Fish, Medium Fish, Miso Soup, Moon Drop Grass, Moon Dumplings, Mountain Stew, Muffin Mix, Mushroom, Mushroom Rice, Noodles, Oil, Onion, Peridot, Pickles, Pizza, Potato, Potato Pancakes, Raisin Bread, Red Magic Grass, Rice Ball, Rice Gruel, Salad, Sashimi, Small Fish, Spa-Boiled Egg, Spinach, Spring Sun, Stir Fry, Summer Sun, Sushi, Sweet Potato, Tempura, Tempura Buckwheat Noodles, Tempura Noodles, Tempura Rice, Toasted Rice Ball, Tomato, Truffle, Truffle Rice, Weeds, Wild Grapes, Winter Sun, Wools

Dislike items (-500 points)

Agate, Alexandrite, Ball, Buckwheat Flour, Copper Ore, Eggplant, Fluorite,

Gold Ore, Green Pepper, Happy Eggplant, Junk Ore, Mixed Juice, Mixed Latte, Moon Stone, Mystrile Ore, Mythic Stone, Orichalc Ore, Pickled Turnip, Pumpkin, Pumpkin Stew, Rice Cake, Roasted Rice Cake, Sand Rose, Silver Ore, Tomato Juice, Turnip, Vegetable Juice, Vegetable Latte

Hated items (-800 points)

Animal Fodder, Black Grass, Blue Grass, Bodigizer, Bodigizer XL, Boots, Branches, Chicken Feed, Empty Can, Failures, Fish Bones, Fossil of Ancient Fish, Golden Lumber, Green Grass, Indigo Grass, Lumber, Orange Grass, Pirate Treasure, Poisonous Mushroom, Purple Grass, Recipe for French Fries, Recipe for Ketchup, Red Grass, Stones, Turbojolt, Turbojolt XL, White Grass, Wild Grape Wine, Wine, Yellow Grass

+-----+
|15.6 Harvest Goddess |
+-----+

=====
Schedule
=====

Days: Everyday
Weather: Sunny/Raining/Snowing

She passes all the days in her pond.

=====
Other Information
=====

Home: Harvest Pond (Near Hot Springs)
Parent/s: ???
Birthday: Spring 8
Alt. Birthday: Spring 9
Rival: None
Extra Relationship Point:

N --> (10,000)*(10)^(0 to 5)

- Use the Pedometer N times
- Fish N fishes
- Ship N items
- Dig down to floors 100, 200 or 255 of ANY mine (just once in any mine)
- Found ALL the H.G. Jewels
- Finish the fishing list
- Ship 1 or more of every item shippable (Complete the list)

=====
Heart Events
=====

She doesn't have any Heart Event

=====
Tastes of the items
=====

Special items (800 points)
None

Favorite items (500 points)

Pineapple, Strawberry

Liked items (300 points)

Blue Magic Grass, Cabbage, Carrot, Corn, Cucmber, Eggplant, Eggs, Green Pepper, Milks, Moon Drop Grass, Onion, Pink Cat Grass, Potato, Pumpkin, Red Magic Grass, Spinach, Tomato, Toy Flower, Turnip, Relaxation Tea Leaves.

Normal items (100 points)

Apples, Autumn Sun, Bamboo Shoot, Black Grass, Blue Grass, Cheeses, Green Grass, Honey, Indigo Grass, Large Fish, Mayonnaises, Medium Fish, Mushroom, Orange Grass, Purple Grass, Red Grass, Small Fish, Spa-Boiled Egg, Spring Sun, Summer Sun, Truffle, White Grass, Wild Grapes, Winter Sun, WoolS, YarnS, Yellow Grass

Unaffective items (0 points)

Album 1 - 15, Book from H.G., Certificate of R-P-S, Invitation, Photo, Plant Enciclopedia, Band-Aid, Queen of the Night.

Dislike items (-500 points)

EVERY cooked item BUT Farm items, EVERY item found on mines, Failures, Girls accesories, Items bought BUT Golden Lumber, Poisonous Mushroom, Recipe for French Fries & Ketchup.

Hated items (-800 points)

Boots, Empty Can, Fish Bones, Golden Lumber, Fossil of Ancient Fish, Pirate Treasure.

If you just want to give an item to a girl but don't know who is gonna appreciate it better, then look at the next chart, it contains all the items that you can give to any girl, except for HG, which I haven't finished yet.

Name	Ann	Elli	Karen	Mary	Popuri
Adamantite Ore	-800	100	-800	100	100
AEPFE Apple	300	100	-500	300	500
Agate	-800	100	-500	100	-500
Alexandrite	-800	100	-800	100	-500
Amethyst	300	300	300	300	300
Animal Fodder	-800	-800	-800	-500	-800
Apple	300	100	-500	300	500
Apple Jam	100	300	-500	300	500
Apple Pie	500	300	-500	300	500
Apple Soufflé	300	100	-500	300	500
Autumn Sun	100	100	100	100	100
Baked Corn	100	100	300	100	300
Baked Sweet Potato	500	100	-500	100	100
Ball	100	100	100	-800	-500
Bamboo Rice	500	100	100	300	300
Bamboo Shoot	100	100	500	500	100
Band-Aid	800	800	800	800	800
Black Grass	-500	300	-500	500	-800
Blue Grass	-500	300	-500	500	-800
Blue Magic Grass	100	500	300	100	100
Bodigizer	-500	100	-500	100	-800

Bodigizer XL	-500	100	-500	100	-800
Boiled Egg	300	100	100	100	500
Boots	-800	-800	-800	-800	-800
Bracelet	300	500	300	300	500
Branches	-800	-800	-800	-800	-800
Bread	300	100	100	100	300
Broach	300	500	300	300	500
Buckwheat Chips	300	100	-500	-500	100
Buckwheat Flour	300	100	-500	100	-500
Buckwheat Noodles	500	100	100	100	100
Butter	100	100	300	-500	100
Cabbage	100	100	100	100	100
Cake	800	300	-500	100	500
Candied Potato	300	300	-500	100	300
Carrot	100	100	100	100	100
Cheese (G)	300	100	500	300	100
Cheese (L)	300	100	500	300	100
Cheese (M)	300	100	500	300	100
Cheese (P)	300	100	500	300	100
Cheese (S)	300	100	500	300	100
Cheese (X)	300	100	500	300	100
Cheese Cake	500	300	-500	300	100
Cheese Fondue	800	100	300	300	100
Chicken Feed	-800	-800	-800	-500	-800
Chocolate	500	300	-500	500	500
Chocolate Cake	500	300	-500	500	500
Chocolate Cookies	300	300	-500	500	500
Cookies	300	300	-500	100	500
Copper Ore	-800	100	-800	100	-500
Corn	100	-500	300	100	100
Corn Flakes	300	100	100	100	100
Cucumber	100	100	300	100	100
Curry Bread	500	100	100	-500	100
Curry Noodles	300	100	100	100	100
Curry Powder	100	100	100	100	100
Curry Rice	500	100	100	-500	100
Diamond	500	500	500	500	500
Dinner Roll	300	100	100	100	100
Dress	300	500	300	300	500
Earrings	300	500	300	300	500
Egg Over Rice	300	100	300	100	500
Eggplant	100	100	300	100	-500
Elli Leaves	100	500	-500	500	100
Emerald	300	300	300	300	300
Empty Can	-800	-800	-800	-800	-800
Facial Pack	300	500	300	300	500
Failure	-500	-800	-800	-500	-800
Failure	-500	-800	-800	-500	-800
Failure	-500	-800	-800	-500	-800
Failure	-500	-800	-800	-500	-800
Failure	-500	-800	-800	-500	-800
Failure	-500	-800	-800	-500	-800
Fish Bones	-800	-800	-800	-800	-800
Fish Sticks	100	300	100	100	100
Flour	100	100	100	100	300
Fluorite	-800	100	-500	100	-500
Fossil of Ancient Fish	-800	-800	-800	-800	-800
French Fries	300	100	800	100	300
French Toast	300	300	100	100	300
Fried Noodles	300	100	300	100	100

Fried Noodles	500	100	100	100	100
Fried Rice	500	-500	100	-500	100
Fruit Juice	300	100	100	100	500
Fruit Latte	100	100	100	100	100
Gold Ore	-800	100	-800	100	-500
Golden Egg	300	100	300	100	500
Golden Lumber	-800	-800	-800	-800	-800
Good Quality Egg	300	100	300	100	500
Grape Jam	100	300	-500	300	300
Grape Juice	300	300	-500	500	300
Green Grass	-500	100	-500	100	-800
Green Pepper	100	-500	300	300	-500
Greens	300	300	300	100	100
Grilled Fish	100	300	300	100	100
Happy Eggplant	300	100	300	-500	-500
High Quality Egg	300	100	300	100	500
HMSGB Apple	300	100	-500	300	500
Honey	100	100	-500	300	300
Hot Milk	100	800	100	100	300
Ice Cream	500	300	-500	100	500
Indigo Grass	-500	300	-500	300	-800
Jam Bun	300	100	-500	300	100
Junk Ore	-800	-500	-800	-500	-500
Ketchup	100	-500	100	100	300
Large Fish	300	300	100	100	100
Lumber	-800	-800	-800	-500	-800
Mayonnaise (G)	300	100	300	300	300
Mayonnaise (L)	300	100	300	300	300
Mayonnaise (M)	300	100	300	300	300
Mayonnaise (P)	300	100	300	300	300
Mayonnaise (S)	300	100	300	300	300
Mayonnaise (X)	300	100	300	300	300
Medium Fish	100	300	100	100	100
Milk (G)	300	500	100	100	300
Milk (L)	300	500	100	100	300
Milk (M)	300	500	100	100	300
Milk (P)	300	500	100	100	300
Milk (S)	300	500	100	100	300
Milk (X)	300	500	100	100	300
Miso Soup	300	100	300	100	100
Mixed Juice	300	100	100	100	-500
Mixed Latte	300	300	-500	100	-500
Moon Drop Grass	100	100	300	100	100
Moon Dumplings	100	800	100	300	100
Moon Stone	-800	100	-800	100	-500
Mountain Stew	300	300	100	100	100
Muffin Mix	300	500	100	500	100
Mushroom	100	100	100	100	100
Mushroom Rice	500	100	100	300	100
Mystrile Ore	-800	100	-800	100	-500
Mythic Stone	-800	100	-800	100	-500
Necklace	300	500	300	300	500
Noodles	300	100	100	100	100
Oil	100	100	100	100	100
Omelet	500	-500	100	100	800
Omelet Rice	500	-500	100	100	800
Onion	100	-500	100	100	100
Orange Grass	-500	100	-500	300	-800
Orichalc Ore	-800	100	-800	100	-500
P Egg	300	100	300	100	500

Pancakes	800	300	-500	100	500
Perfume	500	500	500	800	500
Peridot	100	100	100	100	100
Pickled Turnip	300	100	300	-500	-500
Pickles	300	100	300	-500	100
Pineapple	300	100	100	300	300
Pineapple Juice	300	100	100	300	300
Pink Cat Grass	100	500	300	100	300
Pink Diamond	500	500	500	500	500
Pirate Treasure	-800	-800	-800	-800	-800
Pizza	300	100	800	100	100
Poisonous Mushroom	-800	-800	-800	500	-800
Popcorn	300	300	800	100	300
Potato	100	100	300	100	100
Potato Pancakes	100	100	300	100	100
Pudding	500	300	100	100	500
Pumpkin	100	100	300	300	-500
Pumpkin Pudding	500	300	-500	300	300
Pumpkin Stew	100	100	300	300	-500
Purple Grass	-500	300	-500	300	-800
Queen of the Night	800	800	800	800	800
Raisin Bread	300	100	-500	500	100
Recipe for French Fries	300	500	-800	500	-800
Recipe for Ketchup	300	500	100	500	-800
Red Grass	-800	100	-500	500	-800
Red Magic Grass	100	800	300	100	100
Regular Quality Egg	300	100	300	100	500
Relaxation Tea	300	300	100	800	500
Relaxation Tea Leaves	100	300	100	500	300
Rice Ball	300	100	100	100	100
Rice Cake	500	300	100	100	-500
Rice Gruel	300	100	100	100	100
Roasted Rice Cake	500	300	100	100	-500
Ruby	300	300	300	300	300
Salad	500	300	300	100	100
Sand Rose	-800	100	-800	100	-500
Sandwich	500	300	100	100	500
Sashimi	300	300	500	100	100
Sashimi Mix	300	300	100	100	300
Savory Pancake	500	100	100	-500	300
Scrambled Eggs	300	-500	300	100	800
Silver Ore	-800	100	-800	100	-500
Skin Lotion	300	500	300	300	500
Small Fish	100	300	100	100	100
Spa-Boiled Egg	500	100	300	100	100
Spinach	100	100	300	300	100
Spring Sun	100	100	100	100	100
Stew	500	100	100	100	300
Stir Fry	500	-500	300	100	100
Stones	-800	-800	-800	-800	-800
Strawberry	300	500	100	100	500
Strawberry Jam	300	300	-500	300	500
Strawberry Smoothie	500	500	-500	300	500
SUGDW Apple	300	100	-500	300	500
Summer Sun	100	100	100	100	100
Sunblock	300	500	300	300	500
Sushi	500	100	100	100	100
Sweet Potato	100	100	300	100	100
Sweet Potatoes	300	300	-500	100	300
Tempura	300	100	500	100	100

Tempura Buckwheat Noodles	500	100	100	100	100
Tempura Noodles	500	100	100	100	100
Tempura Rice	300	100	500	100	100
Toast	300	100	100	100	300
Toasted Rice Ball	300	100	100	100	100
Tomato	300	100	100	300	100
Tomato Juice	300	-500	100	300	-500
Topaz	300	300	300	300	300
Toy Flower	100	500	300	100	300
Truffle	100	100	500	500	100
Truffle Rice	800	100	100	300	100
Turbojolt	-500	100	-500	500	-800
Turbojolt XL	-500	100	-500	500	-800
Turnip	100	100	100	100	-500
Vegetable Juice	300	300	100	800	-500
Vegetable Latte	300	300	100	800	-500
Weeds	-800	-800	-800	-800	100
White Grass	-500	500	-500	500	-800
Wild Grape Wine	100	-500	500	100	-800
Wild Grapes	100	100	100	500	100
Wine	100	-500	500	100	-800
Winter Sun	100	100	100	100	100
Wool (G)	100	100	-800	300	100
Wool (L)	100	100	-800	300	100
Wool (M)	100	100	-800	300	100
Wool (P)	100	100	-800	300	100
Wool (S)	100	100	-800	300	100
Wool (X)	100	100	-800	300	100
X Egg	300	100	300	100	500
Yarn (G)	100	100	-800	300	300
Yarn (L)	100	100	-800	300	300
Yarn (M)	100	100	-800	300	300
Yarn (P)	100	100	-800	300	300
Yarn (S)	100	100	-800	300	300
Yarn (X)	100	100	-800	300	300
Yellow Grass	-800	-500	-500	300	-800

```

+-----+
|16.0 Sprites                                     |
+-----+

```

Here's a list of the points that you need to have in order to have certain # of hearts with the Harvest Sprites.

0 hearts	0 -->	24 points
1 heart	25 -->	49 points
2 hearts	50 -->	74 points
3 hearts	75 -->	99 points
4 hearts	100 -->	124 points
5 hearts	125 -->	149 points
6 hearts	150 -->	174 points
7 hearts	175 -->	199 points
8 hearts	200 -->	224 points
9 hearts	225 -->	249 points
10 hearts	250 -->	255 points

```

+-----+
|17.0 Power Berries                               |
+-----+

```

+-----+
There are 10 Red Power berries & 1 Blue Berry. The red power berries will increase the stamina gauge by 10 points. You will start with 150 of stamina & can be increased up to 250. With the blue berry, you can now work when is raining & you won't get as fatigated as before.

PB #1 Dig your field with the hoe and you may found it. (You have to dig a clear space). It's random, so it can be in any spot.

PB #2 Have +900 medals in the Horse Races & you can buy it from Tomas. (The medals that you won will be keep it for further races, so don't worry if you can't buy it on the 1st year).

PB #3 When your horse grows, participate and win the Horse Races & your price will be a power berry.

PB #4 Throw 1 harvested item to the Goddess Pond, do this 10 days and the H.G. will give it to you. (The days doesn't have to be in a row forcelly).

PB #5 Have the Mithril fishing rod (or better), and fish in the mineral beach in winter & you may fish it.

PB #6 Once you have your house upgraded 2 times, you can purchase a berry in the TV Shopping Network (Saturdays) for 10,000 G.

PB #7 If you parcitipate & win the Frisbee Contest (Summer 1), the price will be a power berry.

PB #8 Dig down to the 100th floor in the Spring Mine, then just start diggin the ground & you may found it

PB #9 In winter, when the Lake is frozen, cross the path & you'll find the winter mine; don't enter, just go to the back of the entrance & press A button to grab the hidden power berry

PB #10 In the Winter mine, get to the 19th floor & start diggin hoping to find it.

BB You can get this berry if you throw a Cucumber in the lake at Mother's Hill throw a total of 10, 1 per day, & Kappa will give you the Blue Berry.

Note: You can grab the berries in the order you want, of course some of them will be easier to grab in the begining and some of them need to be later. It doesn't matter if you didn't get a berry in the 1st year, you can get them in any year.

+-----+
|18.0 Tips |
+-----+

Wrapped items are 125% of their normal value. Giving gifts in B-days worth 500% of their value & if you do both is 625%, which is a lot. (Just be careful that giving items that people don't like will affect the same way)

Don't give more than 1 gift to a GIRL, further items will only affect indirectly & will affect like the extra relationship points, which means that it will affect until the next day & wont affect much, +100 points at 1st. BUT if you max out that counter it will affect +3000 points, takes like +250 items to happen. So, only recommendable if you want to spend unnecessary money...

(I still have to work this a little bit...)

You can give more than 1 gift to ANYONE else, but the value will be 1/3 of the normal value (so, you can make a sprite to from 1 to 10 hearts in 1 day same happens with the villagers).

Extra relationship points will only work if you talk to the girl in any time of that day, the points will be added in the next morning.

In events that stop the time (doesn't show it), you can uncurse the Axe & Fishing Rod by using it 255 times in total, since your Stamina & Fatigue won't be affected, but don't try to get exp. to level any tool, because that won't work.

Try going to the church to confess, if you're forgiven then something will happen (look at section 20.0 for more info), if you aren't forgiven nothing will happen.

Try to bring the Basket on the Horse Festival, that way you can store lots of broaches & then sell them for lots of money. Just trade 18 tickets for a broach.

Try to plant the best seasonal crop to get max profit (Look on section 9.0)

More tips to come in the next update.

```
+-----+
|19.0 Codes                                     |
+-----+
```

The codes consist in two parts, one is the address and the other one is the value of the address. In every code you need to change the value in order to have the effect that you want. I will give you both, the address & the value & also explain what happens if you put certain # in the value.

The codes are for Visual Boy Advance (VBA), they could also work for Codebreaker only if the value of the code has 4 or 8 digits & instead of starting the code with a 0XXXXXXXX change it to a 8XXXXXXXX. If the value only has 2 digits you may add 00XX & the code may also work in Codebreaker. also you need a Master Code for CB in order to meke them work, here's the MC:

CodeBreaker Master Code

```
0000E882 000A
100D1BF8 0007
```

Note: You don't need the MC while playing with the VBA, just use it if you aren't playing with the VBA

To make it a VBA code you need to add : (colon) after the address & then the value of the address. The codebreaker codes doesn't need the :, just put the value after the code (without a space).

To input the code in the VBA go to the Menu Bar, Cheats --> Cheat list... In the bottom of the page you'll see Code..., press it and then input the code.

You can also change the value of the code with the memory viewer. To see the memory in the VBA search in the Menu Bar, go to Tools --> Memory Viewer, then type the address and press GO. You can change the display settings with

the 8, 16 & 32 bit buttons (what is 2,4 or 8 digits).

The codes have 2 stages, than means that one code will be moved away some spaces if certain conditions are presented, this don't affect the values.

Stage 1 = Never load the game with battery (Just Save States)

Stage 2 = Loaded the game with battery = (Stage 1 + 2834 hex)

Example:

020041B0 is the code in Stage 1 for your name, and
[020069E4] is the same code for the name, but this time is for Stage 2.

NOTE: All Stage 2 codes have [Brackets], so there's no confusion, I hope (^.^)

NOTE 2: The XX's or ??'s that are in the values are used for different things, this are explained in the same section that you found the address code.

Remember that the values doesn't change for Stage 1 to Stage 2

NOTE 3: If a code doesn't work that may be because isn't in that address, so use the memory viewer, put a code for a name (so you can see the name in the right part of the screen),and look how far away it was, then just add or substract the number of bits to know any code.

```
+-----+
| 19.1 Changing Names |
+-----+
```

If you want to change the names of you & your animals you can do 2 things, the 1st one is by using the memory viewer, and the 2nd one is via codes, I recommend using the memory viewer because it's by far easier than just putting the code.

Each name has a space for 12 characters max & each code will give you 4 character. So if you want a name with 5 characters you need to use Code 1 & Code 2.

If you want to use codes, change any value of this section with the table that follows this one.

To Who	Code 1	Code 2	Code 3	Value
Your Name	020041B0,	020041B4,	020041B8	XXXXXXXX
	[020069E4]	[020069E8]	[020069EC]	
Your Nick Name (When you're married)	020041C0,	020041C4,	020041C8	XXXXXXXX
	[020069F4]	[020069F8]	[020069FC]	
Your Son's Name	020042C4,	020042C8,	020042CC	XXXXXXXX
	[02006AF0]	[02006AF4]	[02006AF8]	
Property Name	020025EC,	020025F0,	020025F4	XXXXXXXX
	[02004E20]	[02004E24]	[02004E28]	
AWL Player	020047C8	020047CC	020047D0	XXXXXXXX
	[02006FFC]	[02007000]	[02007004]	
AWL Player's son	020047D8	020047DC	020047E0	XXXXXXXX
	[0200000C]	[02000010]	[02000014]	

AWL Farm	020047B8 020047BC 020047C0	XXXXXXXXXX
	[02006FEC] [02006FF0] [02006FF4]	
+-----+		
Horse Name	02002608, 0200260C, 02002610	XXXXXXXXXX
	[02004E3C] [02004E40] [02004E44]	
+-----+		
Dog's Name	02004250, 02004254, 02004258	XXXXXXXXXX
	[02006A84] [02006A88] [02006A8C]	
+-----+		
Chicken # 1 Name	02002A0C, 02002A10, 02002A14	XXXXXXXXXX
	[02005240] [02005244] [02005248]	
Chicken # 2 Name	02002A3C, 02002A40, 02002A44	XXXXXXXXXX
	[02005270] [02005274] [02005278]	
Chicken # 3 Name	02002A6C, 02002A70, 02002A74	XXXXXXXXXX
	[020052A0] [020052A4] [020052A8]	
Chicken # 4 Name	02002A9C, 02002AA0, 02002AA4	XXXXXXXXXX
	[020052D0] [020052D4] [020052D8]	
Chicken # 5 Name	02002ACC, 02002AD0, 02002AD4	XXXXXXXXXX
	[02005300] [02005304] [02005308]	
Chicken # 6 Name	02002AFC, 02002B00, 02002B04	XXXXXXXXXX
	[02005330] [02005334] [02005338]	
Chicken # 7 Name	02002B2C, 02002B30, 02002B34	XXXXXXXXXX
	[02005360] [02005364] [02005368]	
Chicken # 8 Name	02002B5C, 02002B60, 02002B64	XXXXXXXXXX
	[02005390] [02005394] [02005398]	
+-----+		
Barn Animal # 1 Name	02002C00, 02002C04, 02002C08	XXXXXXXXXX
	[02005434] [02005438] [0200543C]	
Barn Animal # 2 Name	02002C3C, 02002C40, 02002C44	XXXXXXXXXX
	[02005470] [02005474] [02005478]	
Barn Animal # 3 Name	02002C78, 02002C7C, 02002C80	XXXXXXXXXX
	[020054AC] [020054B0] [020054B4]	
Barn Animal # 4 Name	02002CB4, 02002CB8, 02002CBC	XXXXXXXXXX
	[020054E8] [020054EC] [020054F0]	
Barn Animal # 5 Name	02002CF0, 02002CF4, 02002CF8	XXXXXXXXXX
	[02005524] [02005528] [0200552C]	
Barn Animal # 6 Name	02002D2C, 02002D30, 02002D34	XXXXXXXXXX
	[02005560] [02005564] [02005568]	
Barn Animal # 7 Name	02002D68, 02002D6C, 02002D70	XXXXXXXXXX
	[0200559C] [020055A0] [020055A4]	
Barn Animal # 8 Name	02002DA4, 02002DA8, 02002DAC	XXXXXXXXXX
	[020055D8] [020055DC] [020055E0]	
Barn Animal # 9 Name	02002DE0, 02002DE4, 02002DE8	XXXXXXXXXX
	[02005614] [02005618] [0200561C]	

```

| Barn Animal #10 Name      02002E1C, 02002E20, 02002E24      XXXXXXXXX
|                          [02005650][02005654][02005658]
|
| Barn Animal #11 Name      02002E58, 02002E5C, 02002E60      XXXXXXXXX
|                          [0200568C][02005690][02005694]
|
| Barn Animal #12 Name      02002E94, 02002E98, 02002E9C      XXXXXXXXX
|                          [020056C8][020056CC][020056D0]
|
| Barn Animal #13 Name      02002ED0, 02002ED4, 02002ED8      XXXXXXXXX
|                          [02005704][02005708][0200570C]
|
| Barn Animal #14 Name      02002F0C, 02002F10, 02002F14      XXXXXXXXX
|                          [02005740][02005744][02005748]
|
| Barn Animal #15 Name      02002F48, 02002F4C, 02002F50      XXXXXXXXX
|                          [0200577C][02005780][02005784]
|
| Barn Animal #16 Name      02002F84, 02002F88, 02002F8C      XXXXXXXXX
|                          [020057B8][020057BC][020057C0]
+-----+

```

.....
Naming Manually
.....

If you want to change the names with the code you need to put the name in series of 4 letters (8 characters) but backwards. Example, the word Harvester, you separate it in groups of 4 letters from left to right. If there's space for more letters just fill them with 00. Put each letter in the value.

Harvester

```

H a r v e s t e r END END END
48 61 72 76      65 73 74 65      72 00 00 00

```

Then you change the order of the letters, beginning with the 4th and ending with the 1st letter.

```

v r a H e t s e END END END r
76 72 61 48      65 74 73 65      00 00 00 72

```

And the values are: 76726148, 65747365, 00000072

The 1st 2 digits are the value & the next character is the result

.....

41 A	42 B	43 C	44 D	45 E	46 F
47 G	48 H	49 I	4A J	4B K	4C L
4D M	4E N	4F O	50 P	51 Q	52 R
53 S	54 T	55 U	56 V	57 W	58 X
59 Y	5A Z				

.....

6F o	B6 White Star	B7 Black Star	25 %
------	---------------	---------------	------

.....

61 a	62 b	63 c	64 d	65 e	66 f
67 g	68 h	69 i	6A j	6B k	6C l
6D m	6E n	6F o	70 p	71 q	72 r
73 s	74 t	75 u	76 v	77 w	78 x
79 y	7A z				


```

.....
27 '      2E .      A5 .      2A *      00 END of the Name
.....
30 0      31 1      32 2      33 3      34 4      35 5
36 6      37 7      38 8      39 9
.....
2B +      2D -      78 x      7E -      2F /      3C <
3E >      28 (      29 )      A2 Opening Board
A3 Closing Board      26 &      21 !      3F ?
B1 Women's symbol      B2 Men's symbol      B3 Musical Note
B4 Heart
.....
20 Space  22 "      23 #      24 $      2C ,      3A :
3B ;      3D =      40 @      5B [      5C ¥      5D ]
5E ^      5F _      60 `      7B {      7C |      7D }
.....

```

```

+-----+
| 19.2 Changing Houses |
+-----+

```

In this section you'll be able to change your House & Cottage Houses.

UPGRADES IN THE HOUSE 020027xx --> xx goes from CC to D3
[020050xx --> xx goes from 00 to 07]

(So there are 8 diferent codes in total)

Note: Don't try to put any other value that the ones mentioned here, because your house may dissappear & the only way to fix this is by returning the values to their normal status

CC = Upgrades of the house (House, Mail, Dog house, Windows)

```

[00] 00 --> Not upgraded
      01 --> 1st upgrade
      02 --> 2nd upgrade

```

CD = Record Player, Shelf, Refrigerator, Bathroom, Vase, Carpet

```

[01] 00 --> Nothing
      01 --> Bathroom
      02 --> Refrigerator
      03 --> Bathroom + Refrigerator
      04 --> Shelf
      05 --> Bathroom + Shelf
      06 --> Refrigerator + Shelf
      07 --> Bathroom + Refrigerator + Shelf
      08 --> Record Player
      09 --> Bathroom + Record Player
      0A --> Refrigerator + Record Player
      0B --> Bathroom + Refrigerator + Record Player
      0C --> Shelf + Record Player
      0D --> Bathroom + Shelf + Record Player
      0E --> Refrigerator + Shelf + Record Player
      0F --> Bathroom + Refrigerator + Shelf + Record Player

```

```

+40 --> + Vase
+60 --> + Carpet
+80 --> Same

```

Here's a table, just to see the sequence, that's all

o = you have it
X = you don't have it

```

.....
| Name          |00  01  02  03  04  05  06  07  08  09  0A  0B  0C  0D  0E  0F
.....
| Bathroom      | x  o  x  o  x  o  x  o  x  o  x  o  x  o  x  o
| Refrigerator  | x  x  o  o  x  x  o  o  x  x  o  o  x  x  o  o
| Shelf         | x  x  x  x  o  o  o  o  x  x  x  x  o  o  o  o
| Record Player | x  x  x  x  x  x  x  x  o  o  o  o  o  o  o  o
.....

```

CE = Inside the Vase (Don't try to change this one or you'll mess it up)
[02] 2F --> Nothing

CF = Mirror, Clock, Sock
[03] C1 to CF --> Mirror
D0 to D7 --> Clock
D8 to DF --> Mirror + Clock
E0 to E7 --> Sock
E8 to EF --> Sock + Mirror
F0 to F7 --> Sock + Clock
F8 to FF --> Sock + Mirror + Clock

D0 = Kitchen, Fireplace lighted, Filling the Sock
[04] 00 to 3F --> none
40 to 7F --> Fireplace lighted
80 to BF --> Kitchen
C0 to FF --> Kitchen + Fireplace lighted

+ <20 --> Sock Empty
+ >20 --> Sock Full

D1 = Utensils
[05]

(Seasoning set = A, Oven = B, Rolling pin = C, Whisk = D, Mixer = E, Pot = F,
Frying pan = G, Knife = H)

0 = You don't have it
1 = You DO have it

```

.....
A B C D E F G H          Binary   Decimal Hexadecimal
.....
0 0 0 0 0 0 0 0          00000000    0      00
0 0 0 0 0 0 0 1          00000001    1      01
0 0 0 0 0 0 1 0          00000010    2      02
0 0 0 0 0 1 0 0          00000100    4      04
0 0 0 0 1 0 0 0          00001000    8      08
0 0 0 1 0 0 0 0          00010000   16     10
0 0 1 0 0 0 0 0          00100000   32     20
0 1 0 0 0 0 0 0          01000000   64     40
1 0 0 0 0 0 0 0          10000000  128    80
.....
11111111  255    FF
.....

```

So, if you want certain Utensils, just add in Binary the 1's in the left

table, example: I want a,b,e,h. that would be:

00000001 (Knife)
00001000 (Mixer)
01000000 (Rolling Pin)
10000000 (Seasoning Set)

11001001

Now separate the number in groups of 4 (that would be 2 groups). 1100 & 1001.
Then, use the next chart to convert from binary to hexadecimal:

0000 is 0 in hex 0001 is 1 in hex 0010 is 2 in hex 0011 is 3 in hex
0100 is 4 in hex 0101 is 5 in hex 0110 is 6 in hex 0111 is 7 in hex
1000 is 8 in hex 1001 is 9 in hex 1010 is A in hex 1011 is B in hex
1100 is C in hex 1101 is D in hex 1110 is E in hex 1111 is F in hex

And finally change the numbers 1100 & 1001 and you'll have C & 9; just join
them and the number you got is C9

D2 = Not sure if this byte is used for the house, just don't use it
[06]

D3 = Not sure if this byte is used for the house, just don't use it
[07]

Table with 10 columns (D0-D9) and 4 rows of data. Headers: 020027XX --> | CC CD CE CF D0 D1 D2 D3 |, [020050XX] --> |[00][01][02][03][04][05][06][07]|. Rows: Have nothing, When you begin; Not upgraded, Have all you can; 1st upgrade, Have all you can; 2nd upgrade, Have everything.

020025D8:XX = Town, Mountain & Seaside Cottages
[02004E0C]

Table with 10 columns (00-09) and 3 rows of data. Headers: | 00 01 02 03 04 05 06 07 |. Rows: Mountain Cottage; Town Cottage; Seaside Cottage. Legend: o = you have it, x = you don't have it.

(If you add 08, then the results will be the same).

+-----+
| 19.3 Changing Time, Season & Weather |
+-----+

If you want to be somewhere at certain time, you can't wait until the next
Spring or the weather is bad, use this codes to change whatever you want.

Set Hour

Don't change the time inside a house where you normally can't be at that time because you'll get stuck & need to change the time again in a normal hour.

020025EA:XX
[02004E1E]

```
+-----+  
| Hour | 12 01 02 03 04 05 06 07 08 09 10 11 |  
+-----+  
| AM   | 00 01 02 03 04 05 06 07 08 09 0A 0B |  
| PM   | 0C 0D 0E 0F 10 11 12 13 14 15 16 17 |  
+-----+
```

00 = 12 midnight
0C = 12 noon

Freeze minutes at ____:??

020025EB:XX
[02004E1F]

```
+-----+  
| Min. | 00 10 20 30 40 50 |  
+-----+  
| Code |   79 7A 7B 7C 7D |  
+-----+
```

Set the Weather

If you change the weather to a rainy day after you leave your house at 6:00 AM hoping that you don't need to water the ground that will not happen, but if there is a storm or a blizzard & you change the weather to other thing, you can now get out of your house.

020025E0:XX
[02004E14]

00 = Sunny
01 = Rainy
02 = Snowy
03 = Stormy (Can't leave the house)
04 = Blizzard (Can't leave the house)

Tomorrow Forecast (Use the #'s above)

020025E4:XX
[02004E18]

Set Year & Day

If you want to be in a special day like an event you can use this codes to

change the day or year; if you had a event like the cooking festival and you go to sleep and then change the day to yesterday, then the event won't happen again.

Even though that there isn't a day 31 nor 32, with the codes you can be in that day... So, if you want a day, for example Autumn 10, the value is 26

```
020025E8:??XX
[02004E1C]
```

```
?? --> Day      (+80 hex = The same result)
XX --> Year
```

Day #	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Spring	00	04	08	0C	10	14	18	1C	20	24	28	2C	30	34	38	3C
Summer	01	05	09	0D	11	15	19	1D	21	25	29	2D	31	35	39	3D
Autumn	02	06	0A	0E	12	16	1A	1E	22	26	2A	2E	32	36	3A	3E
Winter	03	07	0B	0F	13	17	1B	1F	23	27	2B	2F	33	37	3B	3F

Day #	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Spring	40	44	48	4C	50	54	58	5C	60	64	68	6C	70	74	78	7C
Summer	41	45	49	4D	51	55	59	5D	61	65	69	6D	71	75	79	7D
Autumn	42	46	4A	4E	52	56	5A	5E	62	66	6A	6E	72	76	7A	7E
Winter	43	47	4B	4F	53	57	5B	5F	63	67	6B	6F	73	77	7B	7F

```
+-----+
| 19.4 Animals |
+-----+
```

In this section you can change the Happiness, Year, Championship, etc. of every animal you can get. The code for the cows & sheeps are the same, so you need to know the position of your animal if you want to change a specific animal, just look in the Farm Map if all of your barn animals are inside the barn, they will be sorted by the day you got it.

The ??? that the value has before the Max hearts are used to determine the age of the animals, it can go from 000 up to 3FF, that is +8 years.

```
1 year  = 078, 2 years = 0F0, 3 years = 168, 4 years = 1E0,
5 years = 258, 6 years = 2D0, 7 years = 348, 8 years = 3C0
```

If you add 400, then the animal will have a crown, meaning that has already won the contest. For making the Horse all growned up put 078 or more & for the dog put 03C or more; with this you can now be in the contest.

With the code of the days 'till produce Milk/Wool, you can make a cow milk nonstop if you fix the value to 0.

Animal	Code	Value
Chicken #1	02002A1C [02005250]	001F5??? Max Hearts
	02002A20 [02005254]	FFFF001C Happy
Chicken #2	02002A4C [02005280]	001F5??? Max Hearts

	02002A50	[02005284]	FFFF001C	Happy
Chicken #3	02002A7C	[020052B0]	001F5???	Max Hearts
	02002A80	[020052B4]	FFFF001C	Happy
Chicken #4	02002AAC	[020052E0]	001F5???	Max Hearts
	02002AB0	[020052E4]	FFFF001C	Happy
Chicken #5	02002ADC	[02005310]	001F5???	Max Hearts
	02002AE0	[02005314]	FFFF001C	Happy
Chicken #6	02002B0C	[02005340]	001F5???	Max Hearts
	02002B10	[02005344]	FFFF001C	Happy
Chicken #7	02002B3C	[02005370]	001F5???	Max Hearts
	02002B40	[02005374]	FFFF001C	Happy
Chicken #8	02002B6C	[020053A0]	001F5???	Max Hearts
	02002B70	[020053A4]	FFFF001C	Happy

Barn Animal #1				
	02002C10	[02005444]	001F5???	Max Hearts
	02002C14	[02005448]	FFFF001C	Happy
	02002C2C	[02005460]	000X	Days 'till produce Milk/Wool
Barn Animal #2				
	02002C4C	[02005480]	001F5???	Max Hearts
	02002C50	[02005484]	FFFF001C	Happy
	02002C68	[0200549C]	000X	Days 'till produce Milk/Wool
Barn Animal #3				
	02002C88	[020054BC]	001F5???	Max Hearts
	02002C8C	[020054C0]	FFFF001C	Happy
	02002CA4	[020054D8]	000X	Days 'till produce Milk/Wool
Barn Animal #4				
	02002CC4	[020054F8]	001F5???	Max Hearts
	02002CC8	[020054FC]	FFFF001C	Happy
	02002CE0	[02005514]	000X	Days 'till produce Milk/Wool
Barn Animal #5				
	02002D00	[02005534]	001F5???	Max Hearts
	02002D04	[02005538]	FFFF001C	Happy
	02002D1C	[02005550]	000X	Days 'till produce Milk/Wool
Barn Animal #6				
	02002D3C	[02005570]	001F5???	Max Hearts
	02002D40	[02005574]	FFFF001C	Happy
	02002D58	[0200558C]	000X	Days 'till produce Milk/Wool
Barn Animal #7				
	02002D78	[020055AC]	001F5???	Max Hearts
	02002D7C	[020055B0]	FFFF001C	Happy
	02002D94	[020055C8]	000X	Days 'till produce Milk/Wool
Barn Animal #8				
	02002DB4	[020055E8]	001F5???	Max Hearts
	02002DB8	[020055EC]	FFFF001C	Happy
	02002DD0	[02005604]	000X	Days 'till produce Milk/Wool

Barn Animal #9				
	02002DF0	[02005624]	001F5???	Max Hearts
	02002DF4	[02005628]	FFFF001C	Happy
	02002E0C	[02005640]	000X	Days 'till produce Milk/Wool
Barn Animal #10				
	02002E2C	[02005660]	001F5???	Max Hearts
	02002E30	[02005664]	FFFF001C	Happy
	02002E48	[02005670]	000X	Days 'till produce Milk/Wool
Barn Animal #11				
	02002E68	[02005690]	001F5???	Max Hearts
	02002E6C	[02005694]	FFFF001C	Happy
	02002E84	[020056B8]	000X	Days 'till produce Milk/Wool
Barn Animal #12				
	02002EA4	[020056D8]	001F5???	Max Hearts
	02002EA8	[020056DC]	FFFF001C	Happy
	02002EC0	[020056F4]	000X	Days 'till produce Milk/Wool
Barn Animal #13				
	02002EE0	[02005714]	001F5???	Max Hearts
	02002EE4	[02005718]	FFFF001C	Happy
	02002EFC	[02005730]	000X	Days 'till produce Milk/Wool
Barn Animal #14				
	02002F1C	[02005750]	001F5???	Max Hearts
	02002F20	[02005754]	FFFF001C	Happy
	02002F38	[0200576C]	000X	Days 'till produce Milk/Wool
Barn Animal #15				
	02002F58	[0200578C]	001F5???	Max Hearts
	02002F5C	[02005790]	FFFF001C	Happy
	02002F74	[020057A8]	000X	Days 'till produce Milk/Wool
Barn Animal #16				
	02002F94	[020057C8]	001F5???	Max Hearts
	02002F98	[020057CC]	FFFF001C	Happy
	02002FB0	[020057E4]	000X	Days 'till produce Milk/Wool
+-----+				
Horse				
	02002618	[02004E4C]	001F5???	Horse Max Hearts
+-----+				
Dog				
	02004260	[02006A94]	001F5???	Dog's Max Hearts
+-----+				

Max Food For Chicken

020029E9	[0200521D]	FF
020029EA	[0200521E]	FF

Max food for Barn Animals

02002BC9	[020053FD]	F0
02002BCA	[020053FE]	FF
02002BCB	[020053FF]	1F

+-----+
| 19.5 Spring mine & Winter mine |
+-----+

Mine Level

In order to put this codes you need to be in the mine (doesn't matter which) then find a stair going down (by digging), and when it ask you to go down, put the code & then remove it, so the game won't freeze, if that happens just press a + b buttons or any combination that calls another screen to unfreeze the game.

02005CF8:XXXX
[0200852C]

or

0200 8:XXXX
[020027FC]

0034 -> 0133 = Lv0 -> 255 for the Spring mine

Lv 1 = 0035
Lv 10 = 003E
Lv 100 = 0098
Lv 255 = 0133

0134 -> 0233 = Lv0 -> 255 for the Winter mine.

Lv 1 = 0135
Lv 10 = 013E
Lv 100 = 0198
Lv 255 = 0233

Spring Mine (Goddess Gems)

Winter Mine (Kappa Gems)

Floor 60 = 0070
Floor 102 = 009A
Floor 123 = 00AF
Floor 152 = 00CC
Floor 155 = 00CF
Floor 171 = 00DF
Floor 190 = 00F2
Floor 202 = 00FE
Floor 222 = 0112

Floor 0 = 0134
Floor 40 = 015C
Floor 60 = 0170
Floor 80 = 0184
Floor 120 = 01AC
Floor 140 = 01C0
Floor 160 = 01D4
Floor 180 = 01E8
Floor 255 = 0233

To get the level you want, make the value one less than the level you want.
Ex. To get to level 255 of the winter mine the value is 0232 instead of 0233.

+-----+
| 19.6 Goddess TV Games |
+-----+

TV "Guess the number higher or lower" quiz mini-game. Just play, activate the code, and lose. Also works for the Rock-Paper-Scissors game in the Cottage House. If you set the value more than 64 then you'll NOT win the Book from H.G.

02002240:XX
[02004A74]

Your Farm:

- 00 - 01 = Nothing
- 02 = Random piece of colored grass
- 03 - 09 = Buckwheat Flour
- 0A - 0E = Relaxation Tea Leaves
- 0F - 13 = Suntan Lotion
- 14 - 18 = Skin Lotion
- 19 - 1D = Facial Pack
- 1E - 27 = Perfume
- 28 - 31 = Dress
- 32 - 3B = Golden Lumber
- 3C - 45 = Fossil of Ancient Fish
- 46 - 4F = Pirate Treasure
- 50 - 59 = Recipe for Ketchup
- 5A - 63 = Recipe for French Fries
- 64 = Book from Harvest Goddess

Cottage House:

- 00 - 01 = Nothing
- 02 = White Grass
- 03 - 09 = Mochi or soba noodless
- 0A - 13 = Elli Grass
- 14 - 1D = Alexandrite
- 1E - 27 = Pink Diamond
- 28 - 31 = Mythic Stone
- 32 - 3B = Record # 15
- 3C - 45 = Record # 14
- 46 - 4F = Record # 13
- 50 - 59 = Record # 12
- 5A - 63 = Record # 11
- 64 = Certificate of R-P-S

```

+-----+
| 19.7 Fishing List |
+-----+

```

Since there's a lot of fish I don't know the size of each fish but you can put whatever you want, but try to be less than FF --> 2m 55cm, anyway nothing happens if you pass the regular size of the fish...

Name	Code	Results	Code	Maximum Size
Pirate Fortune	02005258 [02007A8C]	XXXXXXXX	0200525C [02007A90]	XXXXXXXX
Fossil of Fish	02005260 [02007A94]	XXXXXXXX	02005264 [02007A98]	XXXXXXXX
Power Berry	02005268 [02007A9C]	XXXXXXXX	0200526C [02007AA0]	XXXXXXXX
Message Bottle	02005270 [02007AA4]	XXXXXXXX	02005274 [02007AA8]	XXXXXXXX
Empty Can	02005278 [02007AAC]	XXXXXXXX	0200527C [02007AB0]	XXXXXXXX
Branch	02005280 [02007AB4]	XXXXXXXX	02005284 [02007AB8]	XXXXXXXX
Fish Bones	02005288 [02007ABC]	XXXXXXXX	0200528C [02007AC0]	XXXXXXXX
Boots	02005290 [02007AC4]	XXXXXXXX	02005294 [02007AC8]	XXXXXXXX

Rock Trout	02005298	XXXXXXXXXX	0200529C	XXXXXXXXXX
	[02007ACC]		[02007AD0]	
Scad	020052A0	XXXXXXXXXX	0200529A	XXXXXXXXXX
	[02007AD4]		[02007AD8]	
Fatminnow	020052A8	XXXXXXXXXX	020052AC	XXXXXXXXXX
	[02007ADC]		[02007AE0]	
Cherry Salmon	020052B0	XXXXXXXXXX	020052B4	XXXXXXXXXX
	[02007AE4]		[02007AE8]	
Pigfish	020052B8	XXXXXXXXXX	020052BC	XXXXXXXXXX
	[02007AEC]		[02007AF0]	
Sardine	020052C0	XXXXXXXXXX	020052C4	XXXXXXXXXX
	[02007AF4]		[02007AF8]	
Mountain Trout	020052C8	XXXXXXXXXX	020052CC	XXXXXXXXXX
	[02007AFC]		[02007B00]	
Whitefish	020052D0	XXXXXXXXXX	020052D4	XXXXXXXXXX
	[02007B04]		[02007B08]	
Eel	020052D8	XXXXXXXXXX	020052DC	XXXXXXXXXX
	[02007B0C]		[02007B10]	
Bitterling	020052E0	XXXXXXXXXX	020052E4	XXXXXXXXXX
	[02007B14]		[02007B18]	
Bonito	020052E8	XXXXXXXXXX	020052EC	XXXXXXXXXX
	[02007B1C]		[02007B20]	
Fluke	020052F0	XXXXXXXXXX	020052F4	XXXXXXXXXX
	[02007B24]		[02007B28]	
Filefish	020052F8	XXXXXXXXXX	020052FC	XXXXXXXXXX
	[02007B2C]		[02007B30]	
Golden Carp	02005300	XXXXXXXXXX	02005304	XXXXXXXXXX
	[02007B34]		[02007B38]	
Silver Carp	02005308	XXXXXXXXXX	0200530C	XXXXXXXXXX
	[02007B3C]		[02007B40]	
Kelp Bass	02005310	XXXXXXXXXX	02005314	XXXXXXXXXX
	[02007B44]		[02007B48]	
Bighead	02005318	XXXXXXXXXX	0200531C	XXXXXXXXXX
	[02007B4C]		[02007B50]	
Salmon	02005320	XXXXXXXXXX	02005324	XXXXXXXXXX
	[02007B54]		[02007B58]	
Mackerel	02005328	XXXXXXXXXX	0200532C	XXXXXXXXXX
	[02007B5C]		[02007B60]	
Needlefish	02005330	XXXXXXXXXX	02005334	XXXXXXXXXX
	[02007B64]		[02007B68]	
Sp. Mackerel	02005338	XXXXXXXXXX	0200533C	XXXXXXXXXX
	[02007B6C]		[02007B70]	
Saury Pike	02005340	XXXXXXXXXX	02005344	XXXXXXXXXX
	[02007B74]		[02007B78]	
Dorado	02005348	XXXXXXXXXX	0200534C	XXXXXXXXXX
	[02007B7C]		[02007B80]	
Red Snaper	02005350	XXXXXXXXXX	02005354	XXXXXXXXXX
	[02007B84]		[02007B88]	
Cod	02005358	XXXXXXXXXX	0200535C	XXXXXXXXXX
	[02007B8C]		[02007B90]	
Roach	02005360	XXXXXXXXXX	02005364	XXXXXXXXXX
	[02007B94]		[02007B98]	
Brown Hakeling	02005368	XXXXXXXXXX	0200536C	XXXXXXXXXX
	[02007B9C]		[02007BA0]	
Rainbow Trout	02005370	XXXXXXXXXX	02005374	XXXXXXXXXX
	[02007BA4]		[02007BA8]	
Herring	02005378	XXXXXXXXXX	0200537C	XXXXXXXXXX
	[02007BAC]		[02007BB0]	
Silver Carp	02005380	XXXXXXXXXX	02005384	XXXXXXXXXX

Sandfish	[02007BB4]	02005388	XXXXXXXXXX	[02007BB8]	0200538C	XXXXXXXXXX
Flounder	[02007BBC]	02005390	XXXXXXXXXX	[02007BC0]	02005394	XXXXXXXXXX
Blowfish	[02007BC4]	02005398	XXXXXXXXXX	[02007BC8]	0200539C	XXXXXXXXXX
Black Bass	[02007BCC]	020053A0	XXXXXXXXXX	[02007BD0]	020053A4	XXXXXXXXXX
Yellowtail	[02007BD4]	020053A8	XXXXXXXXXX	[02007BD8]	020053AC	XXXXXXXXXX
Bluegill	[02007BDC]	020053B0	XXXXXXXXXX	[02007BE0]	020053B4	XXXXXXXXXX
Crucian Carp	[02007BE4]	020053B8	XXXXXXXXXX	[02007BE8]	020053BC	XXXXXXXXXX
Greenling	[02007BEC]	020053C0	XXXXXXXXXX	[02007BF0]	020053C4	XXXXXXXXXX
Tuna	[02007BF4]	020053C8	XXXXXXXXXX	[02007BF8]	020053CC	XXXXXXXXXX
Ocean Sunfish	[02007BFC]	020053D0	XXXXXXXXXX	[02007C00]	020053D4	XXXXXXXXXX
Lionfish	[02007C04]	020053D8	XXXXXXXXXX	[02007C08]	020053DC	XXXXXXXXXX
Rockfish	[02007C0C]	020053E0	XXXXXXXXXX	[02007C10]	020053E4	XXXXXXXXXX
L. Salmon	[02007C14]	020053E8	XXXXXXXXXX	[02007C18]	020053EC	XXXXXXXXXX
Snakehead	[02007C1C]	020053F0	XXXXXXXXXX	[02007C20]	020053F4	XXXXXXXXXX
Lake smelt	[02007C24]	020053F8	XXXXXXXXXX	[02007C28]	020053FC	XXXXXXXXXX
	[02007C2C]			[02007C30]		
.....						
Jp. Huchen	[02007C34]	02005400	XXXXXXXXXX	[02007C38]	02005404	XXXXXXXXXX
Monkfish	[02007C3C]	02005408	XXXXXXXXXX	[02007C40]	0200540C	XXXXXXXXXX
Catfish	[02007C44]	02005410	XXXXXXXXXX	[02007C48]	02005414	XXXXXXXXXX
Carp	[02007C4C]	02005418	XXXXXXXXXX	[02007C50]	0200541C	XXXXXXXXXX
Coelacanth	[02007C54]	02005420	XXXXXXXXXX	[02007C58]	02005424	XXXXXXXXXX
Squid	[02007C5C]	02005428	XXXXXXXXXX	[02007C60]	0200542C	XXXXXXXXXX
.....						

+-----+
| 19.8 Affection Codes |
+-----+

These codes are for how much the villagers and girls like you...

02004338	[02006B6C]	XX = Rick
020043A4	[02006BD8]	XX = Gray
020044B0	[02006CE4]	XX = Doctor
020044F0	[02006D24]	XX = Cliff
02004530	[02006D64]	XX = Kai
02004324	[02006B58]	XX = Lillia
02004364	[02006B98]	XX = Barley

02004378	[02006BAC]	XX = May
0200438C	[02006BC0]	XX = Saibara
020043B8	[02006BEC]	XX = Duke
020043CC	[02006C00]	XX = Manna
020043E0	[02006C14]	XX = Basil
020043F4	[02006C28]	XX = Anna
02004420	[02006C54]	XX = Thomas
02004434	[02006C68]	XX = Harris
02004448	[02006C7C]	XX = Ellen
0200445C	[02006C90]	XX = Stu
02004470	[02006CA4]	XX = Jeff
02004484	[02006CB8]	XX = Sasha
020044DC	[02006D10]	XX = Carter
02004504	[02006D38]	XX = Doug
02004544	[02006D78]	XX = Gotz
0200455C	[02006D90]	XX = Zack
02004570	[02006DA4]	XX = Won
020045C4	[02006DF8]	XX = Lou (Ban)
020045DC	[02006E10]	XX = Lu (Rubi)
020045F0	[02006E24]	XX = Staid
02004614	[02006E48]	XX = Nappy
02004638	[02006E6C]	XX = Bold
0200465C	[02006E90]	XX = Chef
02004680	[02006EB4]	XX = Aqua
020046A4	[02006ED8]	XX = Hoggy
020046C8	[02006EFC]	XX = Timid
02004358	[02006B8C]	XXXX = Popuri
02004414	[02006C48]	XXXX = Mary
020044A4	[02006CD8]	XXXX = Karen
020044D0	[02006D04]	XXXX = Elli
02004524	[02006D58]	XXXX = Ann
020045A4	[02006DD8]	XXXX = Goddess

The villagers all have a max affection of 255 points = FF, and the girls all have a max affection of 65535 points = FFFF

If you change the view to 32 bits & change the affection of the girl like this: 02004524 ?xxFXXXX = Ann (or just add 4 digits)

then Ann will be married to you, but you have to change your husband name manually with the code at the beginning. It works with every girl you can marry.

The first digit (?), I don't know what it does (maybe is for the Heart event counter), then the 2 following digits (xx), are for the affection of your rival, the 4th digit (F), if you set it to E or F then you'll marry that girl & the last 4 digits are for the affection from you to her.

The heart rank for the girls goes this way:

Black Heart	=	0	-->	9,999 points		0000	-->	270F
Purple Heart	=	10,000	-->	19,999 points		2710	-->	4E1F
Blue Heart	=	20,000	-->	29,999 points		4E20	-->	752F
Green Heart	=	30,000	-->	39,999 points		7530	-->	9C3F
Yellow Heart	=	40,000	-->	49,999 points		9C40	-->	C34F
Orange Heart	=	50,000	-->	59,999 points		C350	-->	EA5F
Red Heart	=	60,000	-->	65,535 points		EA60	-->	FFFF

```

+-----+
| 19.9 The sprites |
+-----+

```

With this codes you can make the sprites work anytime you like, if you put the code after you leave the house & then put the code hope for they to work if they normally won't work you will loose a day.

```

02004602 [02006E36]    XX = Staid
02004626 [02006E5A]    XX = Nappy
0200464A [02006E7E]    XX = Bold
0200466E [02006EA2]    XX = Chef
02004692 [02006EC6]    XX = Aqua
020046B6 [02006EEA]    XX = Hoggy
020046DA [02006F0E]    XX = Timid

```

```

.....
          7 days  6 days  5 days  4 days  3 days  2 days  1 days  0 days
.....
Animal Husbandry  1E      1A      16      12      0E      0A      06      02
Watering          1D      19      15      11      0D      09      05      01
Harvest           1C      18      14      10      0C      08      04      00
.....
Nothing          1F      1B      17      13      0F      0B      07      03
.....

```

If you add 20, 40, 60, 80, A0, C0 or E0 to any value, the code will also work the same.

WORK Experience (up to FF)

Staid

```

020045FC [02006E30]    XX Harvest
020045FD [02006E31]    XX Watering
020045FE [02006E32]    XX Animal husbandry

```

Nappy

```

02004620 [02006E54]    XX Harvest
02004621 [02006E55]    XX Watering
02004622 [02006E56]    XX Animal husbandry

```

Bold

```

02004644 [02006E78]    XX Harvest
02004645 [02006E79]    XX Watering
02004646 [02006E7A]    XX Animal husbandry

```

Chef

```

02004668 [02006E9C]    XX Harvest
02004669 [02006E9D]    XX Watering
0200466A [02006E9E]    XX Animal husbandry

```

Aqua

```

0200468C [02006EC0]    XX Harvest

```

0200468D [02006EC1] XX Watering
 0200468E [02006EC2] XX Animal husbandry

Hoggy

020046B0 [02006EE4] XX Harvest
 020046B1 [02006EE5] XX Watering
 020046B2 [02006EE6] XX Animal husbandry

Timid

020046D4 [02006F08] XX Harvest
 020046D5 [02006F09] XX Watering
 020046D6 [02006F0A] XX Animal husbandry

Note: You still need to play the Watering game to increase the # of times that you can water the seeds...

```
+-----+
| 19.10 Storing items |
+-----+
```

If you want a special item in your bag or anywhere else, these codes will be very handy for you. The items are in the next section.

There are only listed 12 codes for the Fridge, Cabinet & Tool Box, you can hold up to 64 items, but having 64 codes would take a log space, if you need to fill his spaces just change the position of the items & put the code again

Main Tool in bag 0200420C [02006A40] 01XX
 Main Item in bag 02004204 [02006A38] XXXXXXXX (Don't know how it works)

```
.....
```

	Fridge	Cabinet/Shelf	Tool Box	Bag (Tools)	Bag (Items)
Item 1	020027D4 XX	020028D4 XX	02002958 XX	02004238 XX	02004214 XXXX
#	020027D7 XX	020028D5 XX	02002959 XX	02004239 XX	-----
Item 2	020027D8 XX	020028D6 XX	0200295A XX	0200423A XX	02004218 XXXX
#	020027DB XX	020028D7 XX	0200295B XX	0200423B XX	-----
Item 3	020027DC XX	020028D8 XX	0200295C XX	0200423C XX	0200421C XXXX
#	020027DF XX	020028D9 XX	0200295D XX	0200423D XX	-----
Item 4	020027E0 XX	020028DA XX	0200295E XX	0200423E XX	02004220 XXXX
#	020027E3 XX	020028DB XX	0200295F XX	0200423F XX	-----
Item 5	020027E4 XX	020028DC XX	02002960 XX	02004240 XX	02004224 XXXX
#	020027E7 XX	020028DD XX	02002961 XX	02004241 XX	-----
Item 6	020027E8 XX	020028DE XX	02002962 XX	02004242 XX	02004228 XXXX
#	020027EB XX	020028DF XX	02002963 XX	02004243 XX	-----
Item 7	020027EC XX	020028E0 XX	02002964 XX	02004244 XX	0200422C XXXX
#	020027EF XX	020028E1 XX	02002965 XX	02004245 XX	-----
Item 8	020027F0 XX	020028E2 XX	02002966 XX	02004246 XX	02004230 XXXX
#	020027F3 XX	020028E3 XX	02002967 XX	02004247 XX	-----

```

Item 9  020027F4 XX  020028E4 XX  02002968 XX  -----  -----
#       020027F7 XX  020028E5 XX  02002969 XX  -----  -----

Item 10 020027F8 XX  020028E6 XX  0200296A XX  -----  -----
#       020027FB XX  020028E7 XX  0200296B XX  -----  -----

Item 11 020027FC XX  020028E8 XX  0200296C XX  -----  -----
#       020027FF XX  020028E9 XX  0200296D XX  -----  -----

Item 12 02002800 XX  020028EA XX  0200296E XX  -----  -----
#       02002803 XX  020028EB XX  0200296F XX  -----  -----
.....

```

```

+-----+
| 19.11 Item Codes |
+-----+

```

With the Item codes you can have any item that exist in the game (except for the items that Doug & Kai sells & you just eat it...)

Wrapped Present = 125% of Normal Present (Even bad items), add +2 in the value to any item that you want to wrap, so the item will now wrapped.

This items are for the Fridge & Bag items.

Fridge --> 00 to AA
Bag (items) --> 0000 to AA00

Name	Value	Ann	Elli	Karen	Mary	Popuri	Goddess
Turnip	0000	100	100	100	100	-500	300
Potato	0100	100	100	300	100	100	300
Cucumber	0200	100	100	300	100	100	300
Strawberry	0300	300	500	100	100	500	500
Cabbage	0400	100	100	100	100	100	300
Tomato	0500	300	100	100	300	100	300
Corn	0600	100	-500	300	100	100	300
Onion	0700	100	-500	100	100	100	300
Pumpkin	0800	100	100	300	300	-500	300
Pineapple	0900	300	100	100	300	300	500
Eggplant	0A00	100	100	300	100	-500	300
Carrot	0B00	100	100	100	100	100	300
Sweet Potato	0C00	100	100	300	100	100	300
Spinach	0D00	100	100	300	300	100	300
Green Pepper	0E00	100	-500	300	300	-500	300
Regular Quality Egg	0F00	300	100	300	100	500	300
Good Quality Egg	1000	300	100	300	100	500	300
High Quality Egg	1100	300	100	300	100	500	300
Golden Egg	1200	300	100	300	100	500	300
P Egg	1300	300	100	300	100	500	300
X Egg	1400	300	100	300	100	500	300
Spa-Boiled Egg	1500	500	100	300	100	100	100
Mayonnaise (S)	1600	300	100	300	300	300	100
Mayonnaise (M)	1700	300	100	300	300	300	100
Mayonnaise (L)	1800	300	100	300	300	300	100
Mayonnaise (G)	1900	300	100	300	300	300	100
Mayonnaise (P)	1A00	300	100	300	300	300	100

Mayonnaise (X)	1B00	300	100	300	300	300	100
Milk (S)	1C00	300	500	100	100	300	300
Milk (M)	1D00	300	500	100	100	300	300
Milk (L)	1E00	300	500	100	100	300	300
Milk (G)	1F00	300	500	100	100	300	300
Milk (P)	2000	300	500	100	100	300	300
Milk (X)	2100	300	500	100	100	300	300
Cheese (S)	2200	300	100	500	300	100	100
Cheese (M)	2300	300	100	500	300	100	100
Cheese (L)	2400	300	100	500	300	100	100
Cheese (G)	2500	300	100	500	300	100	100
Cheese (P)	2600	300	100	500	300	100	100
Cheese (X)	2700	300	100	500	300	100	100
Apple	2800	300	100	-500	300	500	100
Honey	2900	100	100	-500	300	300	100
Bamboo Shoot	2A00	100	100	500	500	100	100
Wild Grapes	2B00	100	100	100	500	100	100
Mushroom	2C00	100	100	100	100	100	100
Poisonous Mushroom	2D00	-800	-800	-800	500	-800	-500
Truffle	2E00	100	100	500	500	100	100
Blue Grass	2F00	-500	300	-500	500	-800	100
Green Grass	3000	-500	100	-500	100	-800	100
Red Grass	3100	-800	100	-500	500	-800	100
Yellow Grass	3200	-800	-500	-500	300	-800	100
Orange Grass	3300	-500	100	-500	300	-800	100
Purple Grass	3400	-500	300	-500	300	-800	100
Indigo Grass	3500	-500	300	-500	300	-800	100
Black Grass	3600	-500	300	-500	500	-800	100
White Grass	3700	-500	500	-500	500	-800	100
Queen of the Night	3800	800	800	800	800	800	Nothing
Bodigizer	3900	-500	100	-500	100	-800	-500
Bodigizer XL	3A00	-500	100	-500	100	-800	-500
Turbojolt	3B00	-500	100	-500	500	-800	-500
Turbojolt XL	3C00	-500	100	-500	500	-800	-500
Wine	3D00	100	-500	500	100	-800	-500
Grape Juice	3E00	300	300	-500	500	300	-500
Rice Ball	3F00	300	100	100	100	100	-500
Bread	4000	300	100	100	100	300	-500
Oil	4100	100	100	100	100	100	-500
Flour	4200	100	100	100	100	300	-500
Curry Powder	4300	100	100	100	100	100	-500
Muffin Mix	4400	300	500	100	500	100	-500
Chocolate	4500	500	300	-500	500	500	-500
Relaxation Tea Leaves	4600	100	300	100	500	300	300
SUGDW Apple	4700	300	100	-500	300	500	100
HMSGB Apple	4800	300	100	-500	300	500	100
AEPFE Apple	4900	300	100	-500	300	500	100
Buckwheat Flour	4A00	300	100	-500	100	-500	-500
Wild Grape Wine	4B00	100	-500	500	100	-800	-500
Salad	4C00	500	300	300	100	100	-500
Curry Rice	4D00	500	100	100	-500	100	-500
Stew	4E00	500	100	100	100	300	-500
Miso Soup	4F00	300	100	300	100	100	-500
Stir Fry	5000	500	-500	300	100	100	-500
Fried Rice	5100	500	-500	100	-500	100	-500
Savory Pancake	5200	500	100	100	-500	300	-500
Sandwich	5300	500	300	100	100	500	-500
Fruit Juice	5400	300	100	100	100	500	-500
Vegetable Juice	5500	300	300	100	800	-500	-500
Mixed Juice	5600	300	100	100	100	-500	-500

Fruit Latte	5700	100	100	100	100	100	-500
Vegetable Latte	5800	300	300	100	800	-500	-500
Mixed Latte	5900	300	300	-500	100	-500	-500
Strawberry Smoothie	5A00	500	500	-500	300	500	-500
Strawberry Jam	5B00	300	300	-500	300	500	-500
Tomato Juice	5C00	300	-500	100	300	-500	-500
Pickled Turnip	5D00	300	100	300	-500	-500	-500
French Fries	5E00	300	100	800	100	300	-500
Pickles	5F00	300	100	300	-500	100	-500
Ketchup	6000	100	-500	100	100	300	-500
Popcorn	6100	300	300	800	100	300	-500
Corn Flakes	6200	300	100	100	100	100	-500
Baked Corn	6300	100	100	300	100	300	-500
Pineapple Juice	6400	300	100	100	300	300	-500
Pumpkin Pudding	6500	500	300	-500	300	300	-500
Pumpkin Stew	6600	100	100	300	300	-500	-500
Happy Eggplant	6700	300	100	300	-500	-500	-500
Sweet Potatoes	6800	300	300	-500	100	300	-500
Baked Sweet Potato	6900	500	100	-500	100	100	-500
Greens	6A00	300	300	300	100	100	-500
Scrambled Eggs	6B00	300	-500	300	100	800	-500
Omelet	6C00	500	-500	100	100	800	-500
Omelet Rice	6D00	500	-500	100	100	800	-500
Boiled Egg	6E00	300	100	100	100	500	-500
Hot Milk	6F00	100	800	100	100	300	-500
Butter	7000	100	100	300	-500	100	-500
Cheese Cake	7100	500	300	-500	300	100	-500
Cheese Fondue	7200	800	100	300	300	100	-500
Apple Pie	7300	500	300	-500	300	500	-500
Apple Jam	7400	100	300	-500	300	500	-500
Apple Soufflé	7500	300	100	-500	300	500	-500
Mushroom Rice	7600	500	100	100	300	100	-500
Bamboo Rice	7700	500	100	100	300	300	-500
Truffle Rice	7800	800	100	100	300	100	-500
Sushi	7900	500	100	100	100	100	-500
Jam Bun	7A00	300	100	-500	300	100	-500
Dinner Roll	7B00	300	100	100	100	100	-500
Raisin Bread	7C00	300	100	-500	500	100	-500
Grape Jam	7D00	100	300	-500	300	300	-500
Curry Bread	7E00	500	100	100	-500	100	-500
Sashimi	7F00	300	300	500	100	100	-500
Grilled Fish	8000	100	300	300	100	100	-500
Sashimi Mix	8100	300	300	100	100	300	-500
Pizza	8200	300	100	800	100	100	-500
Noodles	8300	300	100	100	100	100	-500
Curry Noodles	8400	300	100	100	100	100	-500
Tempura Noodles	8500	500	100	100	100	100	-500
Fried Noodles	8600	500	100	100	100	100	-500
Buckwheat Noodles	8700	500	100	100	100	100	-500
Tempura Buckwheat Noodles	8800	500	100	100	100	100	-500
Fried Noodles	8900	300	100	300	100	100	-500
Buckwheat Chips	8A00	300	100	-500	-500	100	-500
Cookies	8B00	300	300	-500	100	500	-500
Chocolate Cookies	8C00	300	300	-500	500	500	-500
Tempura	8D00	300	100	500	100	100	-500
Ice Cream	8E00	500	300	-500	100	500	-500
Cake	8F00	800	300	-500	100	500	-500
Chocolate Cake	9000	500	300	-500	500	500	-500
Relaxation Tea	9100	300	300	100	800	500	-500
Toast	9200	300	100	100	100	300	-500

French Toast	9300	300	300	100	100	300	-500
Pudding	9400	500	300	100	100	500	-500
Mountain Stew	9500	300	300	100	100	100	-500
Moon Dumplings	9600	100	800	100	300	100	-500
Rice Cake	9700	500	300	100	100	-500	-500
Roasted Rice Cake	9800	500	300	100	100	-500	-500
Elli Leaves	9900	100	500	-500	500	100	-500
Failure	9A00	-500	-800	-800	-500	-800	-500
Failure	9B00	-500	-800	-800	-500	-800	-500
Failure	9C00	-500	-800	-800	-500	-800	-500
Failure	9D00	-500	-800	-800	-500	-800	-500
Failure	9E00	-500	-800	-800	-500	-800	-500
Failure	9F00	-500	-800	-800	-500	-800	-500
Small Fish	A000	100	300	100	100	100	100
Medium Fish	A100	100	300	100	100	100	100
Large Fish	A200	300	300	100	100	100	100
Toasted Rice Ball	A300	300	100	100	100	100	-500
Tempura Rice	A400	300	100	500	100	100	-500
Egg Over Rice	A500	300	100	300	100	500	-500
Rice Gruel	A600	300	100	100	100	100	-500
Pancakes	A700	800	300	-500	100	500	-500
Fish Sticks	A800	100	300	100	100	100	-500
Candied Potato	A900	300	300	-500	100	300	-500
Potato Pancakes	AA00	100	100	300	100	100	-500

This Items are for the Cabinet/Shelf & Bag Items

Cabinet --> 00 to 5E

Bag (Items) --> 0001 to 5E01

Moon Drop Grass	0001	100	100	300	100	100	300
Pink Cat Grass	0101	100	500	300	100	300	300
Blue Magic Grass	0201	100	500	300	100	100	300
Red Magic Grass	0301	100	800	300	100	100	300
Toy Flower	0401	100	500	300	100	300	300
Wool (S)	0501	100	100	-800	300	100	100
Wool (M)	0601	100	100	-800	300	100	100
Wool (L)	0701	100	100	-800	300	100	100
Wool (G)	0801	100	100	-800	300	100	100
Wool (P)	0901	100	100	-800	300	100	100
Wool (X)	0A01	100	100	-800	300	100	100
Yarn (S)	0B01	100	100	-800	300	300	100
Yarn (M)	0C01	100	100	-800	300	300	100
Yarn (L)	0D01	100	100	-800	300	300	100
Yarn (G)	0E01	100	100	-800	300	300	100
Yarn (P)	0F01	100	100	-800	300	300	100
Yarn (X)	1001	100	100	-800	300	300	100
Junk Ore	1101	-800	-500	-800	-500	-500	-500
Copper Ore	1201	-800	100	-800	100	-500	-500
Silver Ore	1301	-800	100	-800	100	-500	-500
Gold Ore	1401	-800	100	-800	100	-500	-500
Mystrile Ore	1501	-800	100	-800	100	-500	-500
Orichalc Ore	1601	-800	100	-800	100	-500	-500
Adamantite Ore	1701	-800	100	-800	100	100	-500
Moon Stone	1801	-800	100	-800	100	-500	-500
Sand Rose	1901	-800	100	-800	100	-500	-500
Pink Diamond	1A01	500	500	500	500	500	-500
Alexandrite	1B01	-800	100	-800	100	-500	-500
Mythic Stone	1C01	-800	100	-800	100	-500	-500

Diamond	1D01	500	500	500	500	500	-500
Emerald	1E01	300	300	300	300	300	-500
Ruby	1F01	300	300	300	300	300	-500
Topaz	2001	300	300	300	300	300	-500
Peridot	2101	100	100	100	100	100	-500
Fluorite	2201	-800	100	-500	100	-500	-500
Agate	2301	-800	100	-500	100	-500	-500
Amethyst	2401	300	300	300	300	300	-500
Harvest Goddess Jewel	2501	Can't Give					
Kappa Jewel	2601	Can't Give					
Jewel of Truth	2701	Can't Give					
Spring Sun	2801	100	100	100	100	100	100
Summer Sun	2901	100	100	100	100	100	100
Autumn Sun	2A01	100	100	100	100	100	100
Winter Sun	2B01	100	100	100	100	100	100
Bracelet	2C01	300	500	300	300	500	-500
Necklace	2D01	300	500	300	300	500	-500
Earrings	2E01	300	500	300	300	500	-500
Broach	2F01	300	500	300	300	500	-500
Weeds	3001	-800	-800	-800	-800	100	-500
Stones	3101	-800	-800	-800	-800	-800	-500
Branches	3201	-800	-800	-800	-800	-800	-500
Recipe for French Fries	3301	300	500	-800	500	-800	-500
Recipe for Ketchup	3401	300	500	100	500	-800	-500
Ball	3501	100	100	100	-800	-500	
Pirate Treasure	3601	-800	-800	-800	-800	-800	-800
Fossil of Ancient Fish	3701	-800	-800	-800	-800	-800	-800
Empty Can	3801	-800	-800	-800	-800	-800	-800
Boots	3901	-800	-800	-800	-800	-800	-800
Fish Bones	3A01	-800	-800	-800	-800	-800	-800
Karen's Wine	3B01	Can't Give					
Popuri's Mud Ball	3C01	Can't Give					
Ann's Music Box	3D01	Can't Give					
Mary's Great Book	3E01	Can't Give					
Elli's Pressed Flower	3F01	Can't Give					
Album 1	4001	Can't Give					0
Album 2	4101	Can't Give					0
Album 3	4201	Can't Give					0
Album 4	4301	Can't Give					0
Album 5	4401	Can't Give					0
Album 6	4501	Can't Give					0
Album 7	4601	Can't Give					0
Album 8	4701	Can't Give					0
Album 9	4801	Can't Give					0
Album 10	4901	Can't Give					0
Album 11	4A01	Can't Give					0
Album 12	4B01	Can't Give					0
Album 13	4C01	Can't Give					0
Album 14	4D01	Can't Give					0
Album 15	4E01	Can't Give					0
Band-Aid	4F01	800	800	800	800	800	Nothing
Book from H.G.	5001	Can't Give					0
Perfume	5101	500	500	500	800	500	-500
Photo	5201	Can't Give					0
Plant Encyclopedia	5301	Can't Give					0
Invitation	5401	Can't Give					0
Dress	5501	300	500	300	300	500	-500
Facial Pack	5601	300	500	300	300	500	-500
Skin Lotion	5701	300	500	300	300	500	-500
Sunblock	5801	300	500	300	300	500	-500

Lumber	5901	-800	-800	-800	-500	-800	-500
Golden Lumber	5A01	-800	-800	-800	-800	-800	-800
Animal Fodder	5B01	-800	-800	-800	-500	-800	-500
Chicken Feed	5C01	-800	-800	-800	-500	-800	-500
Certificate of R-P-S	5D01	Can't Give					0
Frisbee	5E01	Can't Give					

This items are for the Tool Box & Tool Bag

Tool Box --> 00 to 50

Tool Bag --> 00 to 50

Sickle	00	Copper Sickle	01
Silver Sickle	02	Gold Sickle	03
Mystrile Sickle	04	Cursed Sickle	05
Blessed Sickle	06	Mythic Sickle	07
Hoe	08	Copper Hoe	09
Silver Hoe	0A	Gold Hoe	0B
Mystrile Hoe	0C	Cursed Hoe	0D
Blessed Hoe	0E	Mythic Hoe	0F
Axe	10	Copper Axe	11
Silver Axe	12	Gold Axe	13
Mystrile Axe	14	Cursed Axe	15
Blessed Axe	16	Mythic Axe	17
Hammer	18	Copper Hammer	19
Silver Hammer	1A	Gold Hammer	1B
Mystrile Hammer	1C	Cursed Hammer	1D
Blessed Hammer	1E	Mythic Hammer	1F
Watering Can	20	Copper Watering Can	21
Silver Watering Can	22	Gold Watering Can	23
Mystrile Watering Can	24	Cursed Watering Can	25
Blessed Watering Can	26	Mythic Watering Can	27
Fishing Rod	28	Copper Fishing Rod	29
Silver Fishing Rod	2A	Gold Fishing Rod	2B
Mystrile Fishing Rod	2C	Cursed Fishing Rod	2D
Blessed Fishing Rod	2E	Mythic Fishing Rod	2F
Cow Miracle Potion	30	Sheep Miracle Potion	31
Turnip Seeds	32	Potato Seeds	33
Cucumber Seeds	34	Strawberry Seeds	35
Cabbage Seeds	36	Tomato Seeds	37
Corn Seeds	38	Onion Seeds	39
Pumpkin Seeds	3A	Pineapple Seeds	3B
Eggplant Seeds	3C	Carrot Seeds	3D
Sweet Potato Seeds	3E	Spinach Seeds	3F
Green Pepper Seeds	40	Grass Seeds	41
Moon Drop Seeds	42	Pink Cat Seeds	43
Magic Seeds	44	Toy Flower Seeds	45
Brush	46	Milker	47
Shears	48	Bell	49
Animal Medicine	4A	Blue Feather	4B

Pedometer	4C	Teleport Stone	4D
Gem of the Goddess	4E	Gem of the Kappa	4F
Gem of the Truth	50		

```

+-----+
| 19.12 Shipping items codes |
+-----+

```

With this codes you will have 9999 of any item you can ship, so the next item you ship the goddess appears, you can change the value to any other number, just don't change the 8 at the beginning, because the 8 is used to let the item appear in the shipping list.

The max item shipped that you can have is 1,000,000,000 or BB9ACA00. If you just want to have the list completed just put 80000000

```

+-----+
| Code          Value          Item          |
+-----+
| 02002630 [02004E64] 8000270F Turnip        |
| 02002634 [02004E68] 8000270F Potato        |
| 02002638 [02004E6C] 8000270F Cucumber      |
| 0200263C [02004E70] 8000270F Cabbage       |
| 02002640 [02004E74] 8000270F Strawberries  |
| 02002644 [02004E78] 8000270F Tomato        |
| 02002648 [02004E7C] 8000270F Corn          |
| 0200264C [02004E80] 8000270F Onion          |
| 02002650 [02004E84] 8000270F Pineapple     |
| 02002654 [02004E88] 8000270F Pumpkin       |
| 02002658 [02004E8C] 8000270F Eggplant      |
| 0200265C [02004E90] 8000270F Carrot         |
| 02002660 [02004E94] 8000270F Sweet Potato  |
| 02002664 [02004E98] 8000270F Green Pepper  |
| 02002668 [02004E9C] 8000270F Spinach       |
| 0200266C [02004EA0] 8000270F Regular Quality Egg |
| 02002670 [02004EA4] 8000270F Good Quality Egg |
| 02002674 [02004EA8] 8000270F High Quality Egg |
| 02002678 [02004EAC] 8000270F Golden Egg     |
| 0200267C [02004EB0] 8000270F P Egg          |
| 02002680 [02004EB4] 8000270F X Egg         |
| 02002684 [02004EB8] 8000270F Spa-Boiled Egg |
| 02002688 [02004EBC] 8000270F Mayonnaise (s) |
| 0200268C [02004EC0] 8000270F Mayonnaise (m) |
| 02002690 [02004EC4] 8000270F Mayonnaise (l) |
| 02002694 [02004EC8] 8000270F Mayonnaise (g) |
| 02002698 [02004ECC] 8000270F Mayonnaise (p) |
| 0200269C [02004ED0] 8000270F Mayonnaise (x) |
| 020026A0 [02004ED4] 8000270F Milk (s)      |
| 020026A4 [02004ED8] 8000270F Milk (m)      |
| 020026A8 [02004EDC] 8000270F Milk (l)      |
| 020026AC [02004EE0] 8000270F Milk (g)      |
| 020026B0 [02004EE4] 8000270F Milk (p)      |
| 020026B4 [02004EE8] 8000270F Milk (x)      |
| 020026B8 [02004EEC] 8000270F Cheese (s)     |
| 020026BC [02004EF0] 8000270F Cheese (m)     |
| 020026C0 [02004EF4] 8000270F Cheese (l)     |
| 020026C4 [02004EF8] 8000270F Cheese (g)     |
| 020026C8 [02004EFC] 8000270F Cheese (p)     |
| 020026CC [02004F00] 8000270F Cheese (x)     |
| 020026D0 [02004F04] 8000270F Apple          |

```

020026D4	[02004F08]	8000270F	SUGDW Apple	
020026D8	[02004F0C]	8000270F	HMSGB Apple	
020026DC	[02004F10]	8000270F	AEPFE Apple	
020026E0	[02004F14]	8000270F	Honey	
020026E4	[02004F18]	8000270F	Bamboo Shoots	
020026E8	[02004F1C]	8000270F	Wild Grapes	
020026EC	[02004F20]	8000270F	Mushroom	
020026F0	[02004F24]	8000270F	Poisonous Mushroom	
020026F4	[02004F28]	8000270F	Truffle	
020026F8	[02004F2C]	8000270F	Blue Grass	
020026FC	[02004F30]	8000270F	Green Grass	
02002700	[02004F34]	8000270F	Red Grass	
02002704	[02004F38]	8000270F	Yellow Grass	
02002708	[02004F3C]	8000270F	Orange Grass	
0200270C	[02004F40]	8000270F	Purple Grass	
02002710	[02004F44]	8000270F	Indigo Grass	
02002714	[02004F48]	8000270F	Black Grass	
02002718	[02004F4C]	8000270F	White Grass	
0200271C	[02004F50]	8000270F	Chocolate	
02002720	[02004F54]	8000270F	Relax Tea Leaves	
02002724	[02004F58]	8000270F	Small Fish	
02002728	[02004F5C]	8000270F	Medium Fish	
0200272C	[02004F60]	8000270F	Large Fish	
02002730	[02004F64]	8000270F	Pirate Treasure	
02002734	[02004F68]	8000270F	Fossil of Fish	
02002738	[02004F6C]	8000270F	Red Magic Grass	
0200273C	[02004F70]	8000270F	Wool (s)	
02002740	[02004F74]	8000270F	Wool (m)	
02002744	[02004F78]	8000270F	Wool (l)	
02002748	[02004F7C]	8000270F	Wool (g)	
02002748	[02004F80]	8000270F	Wool (p)	
0200274C	[02004F84]	8000270F	Wool (x)	
02002750	[02004F88]	8000270F	Yarn (s)	
02002754	[02004F8C]	8000270F	Yarn (m)	
02002758	[02004F90]	8000270F	Yarn (l)	
0200275C	[02004F94]	8000270F	Yarn (g)	
02002760	[02004F98]	8000270F	Yarn (p)	
02002764	[02004F9C]	8000270F	Yarn (x)	
02002768	[02004FA0]	8000270F	Bracelet	
0200276C	[02004FA4]	8000270F	Necklace	
02002770	[02004FA8]	8000270F	Earrings	
02002774	[02004FAC]	8000270F	Broach	
02002778	[02004FB0]	8000270F	Junk ore	
0200277C	[02004FB4]	8000270F	Copper	
02002780	[02004FB8]	8000270F	Silver	
02002784	[02004FBC]	8000270F	Gold	
02002788	[02004FC0]	8000270F	Mystrile	
0200278C	[02004FC4]	8000270F	Orichalc	
02002790	[02004FC8]	8000270F	Adamantite	
02002794	[02004FCC]	8000270F	Mythic Stone	
02002798	[02004FD0]	8000270F	Pink Diamond	
0200279C	[02004FD4]	8000270F	Alexandrite	
020027A0	[02004FD8]	8000270F	Moon Stone	
020027A4	[02004FDC]	8000270F	Sand Rose	
020027A8	[02004FE0]	8000270F	Diamond	
020027AC	[02004FE4]	8000270F	Emerald	
020027B0	[02004FE8]	8000270F	Ruby	
020027B4	[02004FEC]	8000270F	Topaz	
020027B8	[02004FF0]	8000270F	Peridot	
020027BC	[02004FF4]	8000270F	Fluorite	

```
| 020027C0 [02004FF8] 8000270F Agate |
| 020027C4 [02004FFC] 8000270F Amethyst |
```

+-----+

```
+-----+
| 19.13 Other codes |
+-----+
```

In this section I put all the codes that are so small that couldn't had there own space.

Money Code 02004080 XXXXXXXX (up to 3B9ACA00 --> \$ 1,000,000,000)
 [020068B4]

Horse Race Medals 020065AC XXXX (up to 270F --> 9999 medals)
 [02008DE0]

Frisbee Record 02004274 XXXX (up to 03E7 --> 99m 90cm)
 [02006AA8]

Confession 020047A1 XX (00 --> Haven't confessed)
 [02006FD5]

Power Berries 020041F4 ?X
 [02006A28]

? --> If you have the Blue Berry
X --> # of Red Berries (Normally up to 10=A, but you can have 15=F)

If ? is even, then you don't have the blue berry; if ? is odd, then you'll have the blue berry (The # doesn't matter)

020041F5 [02006A29] XX --> Stamina (7D to 00) +80 = same
020041F6 [02006A2A] XX --> Fatigue (00 to 64) +80 = same

020041DC [02006A10] XXXX???? Hoe
020041E0 [02006A14] XXXX???? Sickle
020041E4 [02006A18] XXXX???? Axe
020041E8 [02006A1C] XXXX???? Hammer
020041EC [02006A20] XXXX???? Water Can
020041F0 [02006A24] XXXX???? Fishing Rod

The 1st 4 digits are for the level of the tool & the other 4 digits are for the Percentage of use. If you just want to change the percentage, instead of using 8 digits, just put 4

```
XXXX0000 ??? Tool    0 % Used
XXXX1770 ??? Tool 100 % Used
XXXX4650 ??? Tool 200 % Used
XXXX8CA0 ??? Tool 300 % Used
XXXXFFFF ??? Tool 400 % Used
```

Pedometer Code

020041F8 [02006A2C] XXXXXXXX (Stops at 1,000,000,000), just 1 step before
the goddess appears

00001387 9,999 steps
0000C34F 99,999 steps
0007A11F 999,999 steps
004C4B3F 9,999,999 steps
02FAF07F 99,999,999 steps
1DCD64FF 999,999,999 steps

Farm Field (43x25 spaces)

Square (1,1)	02002FB4	XXXXXXXXXX	Square (2,1)	02002FB8	XXXXXXXXXX
Square (3,1)	02002FBC	XXXXXXXXXX	Square (4,1)	02002FC0	XXXXXXXXXX
Square (5,1)	02002FC4	XXXXXXXXXX	Square (6,1)	02002FC8	XXXXXXXXXX
Square (7,1)	02002FCC	XXXXXXXXXX	Square (8,1)	02002FD0	XXXXXXXXXX
Square (9,1)	02002FD4	XXXXXXXXXX	Square (10,1)	02002FD8	XXXXXXXXXX
Square (11,1)	02002FDC	XXXXXXXXXX	Square (12,1)	02002FE0	XXXXXXXXXX
Square (13,1)	02002FE4	XXXXXXXXXX	Square (14,1)	02002FE8	XXXXXXXXXX
Square (15,1)	02002FEC	XXXXXXXXXX	Square (16,1)	02002FF0	XXXXXXXXXX
Square (17,1)	02002FF4	XXXXXXXXXX	Square (18,1)	02002FF8	XXXXXXXXXX
Square (19,1)	02002FFC	XXXXXXXXXX	Square (20,1)	02003000	XXXXXXXXXX
Square (21,1)	02003004	XXXXXXXXXX	Square (22,1)	02003008	XXXXXXXXXX
Square (23,1)	0200300C	XXXXXXXXXX	Square (24,1)	02003010	XXXXXXXXXX
Square (25,1)	02003014	XXXXXXXXXX	Square (26,1)	02003018	XXXXXXXXXX
Square (27,1)	0200301C	XXXXXXXXXX	Square (28,1)	02003020	XXXXXXXXXX
Square (29,1)	02003024	XXXXXXXXXX	Square (30,1)	02003028	XXXXXXXXXX
Square (31,1)	0200302C	XXXXXXXXXX	Square (32,1)	02003030	XXXXXXXXXX
Square (33,1)	02003034	XXXXXXXXXX	Square (34,1)	02003038	XXXXXXXXXX
Square (35,1)	0200303C	XXXXXXXXXX	Square (36,1)	02003040	XXXXXXXXXX
Square (37,1)	02003044	XXXXXXXXXX	Square (38,1)	02003048	XXXXXXXXXX
Square (39,1)	0200304C	XXXXXXXXXX	Square (40,1)	02003050	XXXXXXXXXX
Square (41,1)	02003054	XXXXXXXXXX	Square (42,1)	02003058	XXXXXXXXXX
Square (43,1)	0200305C	XXXXXXXXXX			

Square (1,2)	02003060	XXXXXXXXXX	Square (2,2)	02003064	XXXXXXXXXX
Square (1,3)	0200310C	XXXXXXXXXX	Square (2,3)	02003104	XXXXXXXXXX

Square (43,25) 0200407C XXXXXXXXX

02005BF0

00000000	Cleared ground
00000001	Hoed ground
00000002	Hoed ground & watered
00000101	Turnip seeds
00000105	Potato seeds
00000109	Cucumber seeds
0000010D	Strawberry seeds
00000111	Cabbage seeds
00000115	Tomato seeds
00000119	Corn seeds
0000011D	Onion seeds
00000121	Pumpkin seeds
00000125	Pineapple seeds
00000129	Eggplant seeds
0000012D	Carrot seeds
00000131	Sweet potato seeds

00000135	Spinach seeds
00000139	Green pepper seeds
0000013D	Moon drop seeds
00000141	Pink cat seeds
00000145	BLUE Magic seeds
00000149	RED Magic seeds
0000014D	Toy flower seeds
00000151	Grass seeds
00020854	Weeds
00020858	Small Rock
0002085C	Branches
00020860	Lumber
00020864	Rotten lumber
00020868	Gold lumber
0002086C	Lv2 wood (upper left)
00020870	Lv2 wood (upper right)
00020874	Lv2 wood (lower left)
00020878	Lv2 wood (lower right)
0002087C	Lv2 stone (upper left)
00020880	Lv2 stone (upper right)
00020884	Lv2 stone (lower left)
00020888	Lv2 stone (lower right)
0002088C	Lv3 stone (upper left)
00020890	Lv3 stone (upper right)
00020894	Lv3 stone (lower left)
00020898	Lv3 stone (lower right)

Your Child

020042D4 ???XX??? Child's Age
020042B8 XX Child's affection
02004204 ???
0200426C ???

+-----+
| 19.14 Text codes |
+-----+

These "Codes" are stageless, it's just to see the text of the game, you need to see it with the Memory viewer.

082AC140 Begins the text of the game
084F905C Ends the text of the game

TV channels

08412F8C Card Collector Chisato
08418260 My Dear Princess
08421C21 Dueling Chefs
08424A08 Fairy & Me
0843A1CC Fishing Hour
0843D1C0 Races in the F-3.14 MGP
08451940 Goddess Rock-Paper-Scissors game

084533C2 New Year's game shop (Guess the #)
0845406A Mechabot Ultror (Summertime reprise)
0845F181 Program Schedule
0845F640 Fairy & Me... He Said (Reprise)
084686A8 Life on the Farm ADVANCE
0847C7A4 Life on the Farm BEGINNER
0848B65C Aaron Changes
084B0504 Mineral Town Friends
084B9D68 TV Shopping Network
084BC668 Star Lily, Bandit Girl
084C521C Mine Research Group

```
+-----+
| 19.15 Linking Codes                                     |
+-----+
```

Linking Stars 0200479E XXXX <-- (Up to 0114)
 [02006FD2]XXXX

```
+-----+
|20.0 Littering                                         |
+-----+
```

Littering is a very important thing to avoid, in this section I will explain how to avoid this & also what happens when you litter. Littering isn't just throwing garbage, but it is throwing anything to the floor; next I will explain the things that count & also the ones that doesn't count.

DO count as littering

- Throwing at houses that aren't any of yours.
- Throwing at the roads.
- Throwing at the sea.

Do NOT count as littering

- Throwing at the mines.
- Throwing at any of your houses.
- Throwing at any place from your farm.
- Throwing at the garbage can at the plaza.
- Eliminating the item from the bag.

When you litter, the affection of the townspeople will drop, each time you litter will affect the same, here's exactly how much:

Girls: -500 points
Other: -5 points

NOTE: When you throw garbage, it will only affect the ones that are currently on screen (or live in the house) & not just everybody.

Mineral Town:

- North Side of Mineral Town

Basil's House, Mary's Library, Ellen's House, Mayor's House, Supermarket, Mineral Clinic, Church, Rear of Church, Harvest Sprite's Home, Aja Winery, Doug's Inn.

- South Side of Mineral Town

Saibara the Blacksmith, (Town Cottage), Poultry Farm, Yodel Farm, Rose Square.

- Mineral Beach

Kai's Seaside Lodge, Zack's House, (Seaside Cottage).

- Forest

Woodcutter's House.

- Mother's Hill

Hot Springs, Spring Mine, Lake Mine, (Mountain Cottage), Peak of Mother's Hill.

+-----+
|21.0 Confessing |
+-----+

You can confess only Mondays & Wednesdays if the weather is sunny & any day if the weather is raining/snowing, the time you can confess is from 1:00 PM up to 3:59 PM. You can only confess once per day, so choose carefully.

When you confess 2 things can happen, if you get forgiven by the H.G. good things can happen but if you didn't get forgiven nothing will happen. You can confess even if you didn't do anything bad at all.

Supposedly, you may have a better luck if you drop to say hi to Carter before confesing, though I haven't checked...

.....
FORGIVEN BY THE H.G.
.....

+-----+
|I was cruel to my animals|
+-----+

- +10 points if hearts points < 492 points
- +8 points if hearts points = 492 OR 493 points
- +6 points if hearts points = 494 OR 495 points
- +4 points if hearts points = 496 OR 497 points
- +2 points if hearts points = 498 OR 499 points
- +0 points if hearts points = 500 OR 501 points

+-----+
|I don't care for animals |
+-----+

- Same as "I was cruel to my animals"

+-----+
|I slept in late |
+-----+

- Stamina: + 0 points
- Fatigue: - 2 points

+-----+
|I hardly get any sleep |
+-----+

- Stamina: +10 points
- Fatigue: - 0 points

+-----+
|Worked until I collapsed |
+-----+

- Stamina: +10 points
- Fatigue: - 0 points

+-----+
|I littered in the road |
+-----+

- +2 points to the townspeople, except for girls & Harvest Sprites

+-----+
|I'm overworking the HS |
+-----+

- +2 points for each H.S.

+-----+
|Townspeople don't like me|
+-----+

- +2 points to the townspeople, except for girls & Harvest Sprites

+-----+
|I want to marry the HG |
+-----+

- Access for marring the H.G.

.....
NOT FORGIVEN BY THE H.G.
.....

Nothing Happens...

+-----+
|22.0 Recipe Guide |
+-----+

One of the features of this game is the capacity of cooking your own stuff. This will have 2 purposes, one is to give the food you make as a gift & the other is to participate in a cooking festival which is held on Spring 22 of every year.

In order to cook something you need to buy the kitchen & the Utensils from the shopping network, but before that you need to upgrade at least once your house, otherwise you can't buy it from the tv.

There are up to 108 recipes, some of them are easy to make, but in others,

- + [Cabbage, Cucumber, Bamboo Shoots, Eggplant, Corn, Onion]
- + [Carrot, Green Pepper, Cheese (Any size), Mushroom]
- + [Poisonous Mushroom, Truffle, Wine]

2) Savory Pancake

- Utensils: Frying Pan, Knife, + [Salt, Soy Sauce]
- Ingredients: Flour, Oil, Cabbage, Egg (Any size) + [Mushroom, Turnip]
- + [Potato, Cucumber, Bamboo Shoot, Corn, Onion, Pumpkin]
 - + [Eggplant, Carrot, spinach, Mayo (Any size), Truffle]
 - + [Cheese (Any size), Poisonous Mushroom, Milk (any size)]

3) Sandwich

- Utensils: Knife, + [Sugar, Salt]
- Ingredients: Bread, (Tomato/Cucumber/Boiled Egg) + [Butter, Honey, Onion]
- + [Carrot, Apple, Wild Grapes, Poisonous Mushroom, Mushroom]
 - + [Cheese (Any size), Cabbage, Mayo (Any size), Fish (sml)]
 - + [Potato, Strawberry, Corn, Pineapple, Sweet Potato]
 - + [Truffle, Wine]

4) Fruit Juice

- Utensils: Mixer + [Knife, Sugar, Salt]
- Ingredients: (Apple/Strawberry), + [Honey, Pineapple, Won's apples]
- + [Grape Juice, Wild Grapes]

5) Fruit Latte

- Utensils: Mixer, + [Knife, Sugar, Salt]
- Ingredients: Milk (Any Size), (Wild Grapes/Apple/Pineapple) + [Honey]
- + [Strawberry, Fruit Juice, Grape Juice, Won's Apples?]

6) Veggie Juice

- Utensils: Mixer, + [Knife, Salt, Sugar]
- Ingredients: (Cucumber/Cabbage/Carrot) + [Tomato, Onion, Pumpkin]
- + [Spinach, Green Peper, Eggplant, Bamboo Shoot, Mushroom]
 - + [Truffle]

7) Veggie Latte

- Utensils: Mixer + [Knife, Sugar, Salt]
- Ingredients: Milk (Any size), Veggie Juice OR (Cucumber/Cabbage/Carrot)
- + [Tomato, Onion, Pumpkin, Spinach, Green Peper, Eggplant]
 - + [Bamboo Shoot, Mushroom, Truffle]

8) Mixed Juice

- Utensils: Mixer + [Knife, Sugar, Salt]
- Ingredients: Fruit Juice, Veggie Juice + [Honey, Apple, Strawberry]
- + [Pineapple, Grape Juice, Wild Grapes, Won's Apples?]
 - + [Cucumber, Cabbage, Carrot, Tomato, Onion, Pumpkin]
 - + [Spinach, Green Pepper, Eggplant, Bamboo Shoot, Mushroom]
 - + [Truffle]

OR:

- Utensils: Mixer + [Knife, Sugar, Salt]
- Ingredients: (Cucumber/Cabbage/Carrot), (Apple/Strawberry) + [Honey]
- + [Pineapple, Won's Apples?, Grape Juice, Wild Grapes]
 - + [Spinach, Green Peper, Eggplant, Bamboo Shoot, Mushroom]
 - + [Truffle, Tomato, Onion, Pumpkin]

+-----+

| Page 4 |

+-----+

1) Mixed Latte

Utensils: Mixer, + [Knife, Sugar, Salt]

Ingredients: Milk (Any Size), Fruit Juice, Veggie Juice + [Honey]
+ [Pineapple, Won's Apples?, Grape Juice, Wild Grapes]
+ [Spinach, Green Peper, Eggplant, Bamboo Shoot, Mushroom]
+ [Truffle, Tomato, Onion, Pumpkin]

OR:

Utensils: Mixer + [Knife, Sugar, Salt]

Ingredients: Milk (Any Size), (Apple/Strawberry), (Cucumber/Cabbage/Carrot)
+ [Pineapple, Won's Apples?, Grape Juice, Wild Grapes]
+ [Spinach, Green Peper, Eggplant, Bamboo Shoot, Mushroom]
+ [Truffle, Tomato, Onion, Pumpkin, Honey]

2) Pickled Turnips

Utensils: Knife, Vinegar + [Sugar, Salt, Soy Sauce]

Ingredients: Turnip

3) French Fries

Utensils: Knife, Frying Pan, + [Sugar, Salt]

Ingredients: Potato, Oil + [Ketchup]

4) Strawberry Jam

Utensils: Pot, Sugar, + [Knife]

Ingredients: Strawberry, + [Honey, Wine]

5) Strawberry Milk

Utensils: Mixer, + [Sugar, Salt]

Ingredients: Milk (Any Size), Strawberry + [Honey]

6) Tomato Juice

Utensils: Mixer, + [Knife, Salt]

Ingredients: Tomato

7) Ketchup

Utensils: Mixer, Sugar, Salt, Vinegar

Ingredients: Tomato, Onion

8) Popcorn

Utensils: Frying Pan, + [Salt, Sugar]

Ingredients: Corn, + [Butter]

+-----+

| Page 5 |

1) Corn Flakes

Utensils: Rolling Pin, Oven/Frying Pan (But NOT both) + [Knife]

Ingredients: Corn + [Milk, Strawberry, Apple, Won's Apples, Chocolate]
+ [Pineapple, Wild Grapes]

2) Baked Corn

Utensils: Oven, + [Sugar, Salt]

Ingredients: Corn, + [Butter]

3) Pineapple Juice

Utensils: Mixer, + [Knife, Sugar, Salt]

Ingredients: Pineapple, + [Honey]

4) Pumpkin Pudding

Utensils: Pot, Oven, Sugar, + [Knife]

Ingredients: Egg (Any size), Milk (Any size), Pumpkin, + [Honey, Wine]

5) Pumpkin Stew

Utensils: Pot, Sugar, Soy Sauce, + [Salt, Vinegar, Knife]

Ingredients: Pumpkin, + [Honey, Grape Juice, Wine]

6) Happy Eggplant

Utensils: Frying Pan, Sugar, Soy Sauce, Miso, + [Knife]

Ingredients: Eggplant

7) Sweet Potatoes

Utensils: Pot, Oven, Sugar

Ingredients: Sweet Potato, Egg (any size), Butter

8) Baked Sweet Potatoes

Utensils: Oven, + [Sugar, Salt]

Ingredients: Sweet Potato, + [Butter, Stone]

+-----+

| Page 6 |

+-----+

1) Greens

Utensils: Pot, Soy Sauce, + [Knife, Sugar]

Ingredients: Spinach, + [Honey]

2) Scrambled Eggs

Utensils: Frying Pan, + [Whisk, Sugar, Salt, Soy Sauce]

Ingredients: Oil, Egg (Any size), + [Mayonnaise (Any size), Butter]

3) Omelet

Utensils: Frying Pan, + [Knife, Whisk, Sugar, Salt, Soy Sauce]

Ingredients: Oil, Egg (Any size), Milk (Any size), + [Cheese (Any size)]

+ [Mayonnaise (Any size), Green Pepper, Sweet Potato]

+ [Pumpkin, Spinach, Eggplant, Bamboo Shoot, Truffle]

4) Omelet Rice

Utensils: Frying Pan, + [Knife, Whisk, Sugar, Salt, Soy Sauce]

Ingredients: Rice Balls, Oil, Egg (Any size), Milk (Any size),

+ [Mayonnaise (Any size), Cheese (Any size), Green Pepper]

+ [Sweet Potato, Pumpkin, Spinach, Eggplant, Bamboo Shoot]

+ [Truffle]

5) Boiled Egg

Utensils: Pot, + [Salt]

Ingredients: Egg (Any size)

6) Pudding

Utensils: Oven, Pot, Sugar, + [Knife]

Ingredients: Egg (Any size), Milk (Any size), + [Strawberry, Corn Flakes]

+ [Pineapple, Apple, Won's Apples?, Wild Grape, Honey]

7) Hot Milk

Utensils: Pot, + [Sugar]

Ingredients: Milk (Any size)

8) Butter

Utensils: Mixer + [Salt]

Ingredients: Milk (Any size)

+-----+
1) Cheese Cake

Utensils: Pot, Whisk, Oven, Sugar, + [Knife]

Ingredients: Egg (Any size), Milk (Any size), Cheese (Any size)
+ [Honey, Wine, Strawberry Jam, Apple jam, Grape Jam]

2) Cheese Fondue

Utensils: Pot, + [Knife, Whisk, Sugar, Salt]

Ingredients: Bread, Cheese (Any size) + [Wine]

3) Apple Pie

Utensils: Knife, Pot, Rolling Pin, Oven, Sugar

Ingredients: Flour, Butter, Egg (Any size), Apple, + [Won's apples]
+ [Honey, Wine, Apple Soufflé]

4) Apple Jam

Utensils: Pot, Sugar, + [Knife]

Ingredients: Apple + [Won's Apples, Honey, Wine]

5) Apple Soufflé

Utensils: Frying Pan, + [Sugar]

Ingredients: Apple

6) Bamboo Rice

Utensils: None, + [Knife, Pot, Salt, Soy Sauce]

Ingredients: Bamboo Shoot, Rice Ball

7) Grape Jam

Utensils: Pot, Sugar + [Salt]

Ingredients: Wild Grape + [Honey, Wine]

8) Grape Juice

Utensils: Mixer, + [Knife, Sugar, Salt]

Ingredients: Wild Grape, + [Honey]

+-----+
1) Mushroom Rice

Utensils: None, + [Knife, Pot, Salt, Soy Sauce]

Ingredients: Mushroom, Rice Ball

2) Truffle Rice

Utensils: None, + [Knife, Pot, Salt, Soy Sauce]

Ingredients: Truffle, Rice Ball

3) Sushi

Utensils: Vinegar + [Soy Sauce]

Ingredients: Rice Ball, Sashimi + [Scrambled Eggs]

4) Jam Bun

Utensils: None + [Sugar]

Ingredients: Bread, (Apple Jam/Strawberry Jam/Grape Jam) + [Honey]

5) Dinner Roll

Utensils: None

Ingredients: Bread, Butter + [Honey]

6) Raisin Bread

Utensils: None

Ingredients: Bread, Wild Grape + [Grape Juice, Honey]

7) Curry Bread

Utensils: Frying Pan, + [Knife, Sugar, Salt, Vinegar, Soy Sauce]

Ingredients: Bread, Oil, Curry Powder + [Honey, Apple, Bamboo Shoots]
+ [Mushroom, Onion, Eggplant, Turnip, Truffle, Tomato]
+ [Poisonous Mushroom, Wild Grapes, Grape Juice, Wine]
+ [Pumpkin, Carrot, Sweet Potato, Spinach, Green Pepper]

8) Toast

Utensils: Oven + [Sugar]

Ingredients: Bread + [Butter, Honey, (Strawberry Jam, Apple Jam)
+ [Grape Jam]

+-----+

| Page 9 |

+-----+

1) French Toast

Utensils: Frying Pan, + [Whisk, Sugar]

Ingredients: Bread, Oil, Egg (Any size) + [Butter]

2) Sashimi

Utensils: Knife + [Soy Sauce]

Ingredients: Medium Fish/Large Fish (At 1st NOT both, but when you make
it, you can put both)

3) Grilled Fish

Utensils: Frying Pan, + [Salt, Soy Sauce]

Ingredients: Medium Fish, + [Oil]

4) Chirashi Sushi

Utensils: Knife, Vinegar, + [Soy Sauce]

Ingredients: Rice Ball, Sashimi, Scrambled Eggs + [Mushroom?, Cucumber?]
+ [Carrot?, Bamboo Shoots?, Truffle?]

5) Pizza

Utensils: Rolling Pin, Oven, + [Knife, Sugar, Salt]

Ingredients: Flour, Ketchup, Cheese (Any size), + [Tomato, Pineapple]
+ [Mushroom, Fish(sml)?, Green Pepper, Potato, Pumpkin]
+ [Onion, Eggplant, Carrot, Sweet Potato, Egg (any size)]
+ [Mayo (any size), Truffle, Corn]

6) Noodles

Utensils: Knife, Rolling Pin, Pot, + [All Seasoning Set]

Ingredients: Flour, + [Small Fish, Bamboo Shot, Onion, Egg (Any size)]
+ [Turnip, Carrot, Eggplant, Cabbage, Sweet Potato]
+ [Green Pepper, Egg (any size), Mushroom, Truffle]
+ [Poisonous Mushroom]

7) Curry Noodles

Utensils: Pot + [All Seasoning Set]

Ingredients: Noodles, Curry Powder + [Fish(sml), Onion, Bamboo Shoot]
+ [Egg (Any size), Mushroom, Eggplant, Turnip, Cabbage]
+ [Carrot, Sweet Potato, Green Pepper, Poisonous Mushroom]
+ [Truffle]

8) Tempura Noodles

Utensils: Pot + [Knife?, Salt?, Soy Sauce?, Miso?]

Ingredients: Tempura, Noodles, + [Onion?, Small Fish?, Truffle?, Carrot?]
+ [Rice Cake?, Sweet Potatoes, Noodles?, Large Fish?]
+ [Mushroom?, Eggplant?, Onion?, Bamboo Shoots?, Turnip?]
+ [Cabbage]

OR:

Utensils: Pot, Knife, Rolling Pin

Ingredients: Tempura, Flour

+-----+

| Page 10 |

1) Fried Noodles

Utensils: Frying Pan + [All Seasoning Set]

Ingredients: Noodles, Oil, Egg (Any size) + [Bamboo Shoot, Mushroom]
+ [Turnip, Cabbage, Onion, Eggplant, Carrot, Green Pepper]
+ [Sweet Potato, Poisonous Mushroom, Truffle]

2) Buckwheat Noodles

Utensils: Knife, Pot, Rolling Pin, + [All Seasoning Set]

Ingredients: Buckwheat Flour, + [Egg (any size), Fish (sml), Onion]
+ [Bamboo Shoot, Mushroom?, Carrot?, Turnip?]

3) Noodles with Tempura

Utensils: Pot + [Salt?, Vinegar?, Soy Sauce?]

Ingredients: Buckwheat Noodles, Tempura + [Carrot?, Turnip?, Eggplant?]
+ [Bamboo Shoots?, Fish(sm)?]

OR

Utensils: Knife, Pot, Rolling Pin

Ingredients: Buckwheat Flour, Tempura

4) Fried Noodles

Utensils: Frying Pan, Salt, Vinegar, Soy Sauce, + [Sugar, Miso]

Ingredients: Buckwheat Noodles, Oil, Egg (Any size), + [Fish (sml), Onion]
+ [Bamboo Shoot, Mushroom?, Cabbage?, Carrot?, Turnip?]

5) Buckwheat Chips

Utensils: Pot, + [Rolling Pin, Soy Sauce, Whisk?]

Ingredients: Buckwheat Flour

6) Tempura

Utensils: Frying Pan, + [Whisk, Salt, Soy Sauce]

Ingredients: Flour, Oil, Egg (Any size), + [Turnip, Potato, Cucumber]
+ [Cabbage, Corn, Onion, Pumpkin, Pineapple, Eggplant]
+ [Carrot, Sweet Potato, Spinach, Green Pepper, Mushroom]
+ [Chocolate, Poisonous Mushroom, Truffle]

7) Mountain Stew

Utensils: Knife, Pot, Sugar, Soy Sauce

Ingredients: Bamboo Shoot, Carrot, Mushroom + [Honey, Truffle, Potato]
+ [Oil, Poison Mushroom, Fish?]

8) Moon Dumpling

Utensils: Sugar

Ingredients: Muffin Mix

- +-----+
- 1) Roasted Rice Cake
Utensils: Oven/Frying Pan (But NOT Both), + [All Seasoning Set]
Ingredients: Rice Cake, + [Oil, Butter]
 - 2) Toasted Rice Balls
Utensils: Oven, + [Salt, Soy Sauce, Miso]
Ingredients: Rice Ball
 - 3) Rice Gruel
Utensils: Pot, Salt
Ingredients: Rice Ball + [Every Colored Grass]
 - 4) Tempura Rice
Utensils: Salt + [Sugar, Soy Sauce]
Ingredients: Rice Ball, Tempura
 - 5) Egg Over Rice
Utensils: Pot, + [Sugar, Salt, Soy Sauce]
Ingredients: Rice Ball, Egg (Any size) (BUT just one egg)
 - 6) Candied Potato
Utensils: Pot, + [Sugar, Salt]
Ingredients: Sweet Potato, Honey
 - 7) Potato Pancakes
Utensils: Knife, Frying Pan, Salt + [Soy Sauce]
Ingredients: Potato, Onion, Oil, Flour, Egg (Any size) (Just one egg)
 - 8) Fish Sticks
Utensils: Mixer, Salt
Ingredients: Medium Fish/Large Fish (But NOT Both)

- +-----+
- 1) Cookies
Utensils: Rolling Pin, Oven, Sugar
Ingredients: Flour, Butter, Egg (Any size), + [Honey]
 - 2) Chocolate Cookies
Utensils: Rolling Pin, Oven, Sugar
Ingredients: Flour, Butter, Chocolate, Egg (Any size) + [Honey]
- OR
- Utensils: None + [Knife]
Ingredients: Cookies, Chocolate + [Honey, Egg (Any size)]
- 3) Ice Cream
Utensils: Pot, Whisk, Sugar
Ingredients: Milk (Any size), Egg (Any size), + [Honey, Won's Apples]
+ [Strawberry, Apple, Pineapple, Wild Grapes, Apple jam]
+ [Strawberry Jam, Grape jam]
 - 4) Cake

Utensils: Whisk, Oven, Sugar, + [Knife]

Ingredients: Butter, Flour, Egg (Any size) + [Honey, Apple, Won's Apples]
+ [Strawberry, Pineapple, Wild Grapes, Apple Jam, Grape Jam]
+ [Strawberry Jam, Wine]

5) Chocolate Cake

Utensils: Whisk, Oven, Sugar, + [Knife]

Ingredients: Butter, Flour, Egg (Any size) + Chocolate, + [Honey, Apple]
+ [Won's Apples, Wine, Strawberry, Pineapple, Wild Grapes]
+ [Apple Jam, Grape Jam, Strawberry Jam]

6) Pancakes

Utensils: Frying Pan, Whisk, Sugar

Ingredients: Butter, Oil, Flour, Milk (Any size), Egg (Any size),
+ [Honey, Apple Jam, Strawberry Jam, Grape Jam]

7) Relaxation Tea

Utensils: Pot + [Knife, Sugar]

Ingredients: Relation Tea Leaves, + [Milk (Any size), Colored Grass]
+ [Wine, Fruit?, Apple?]

8) SUGDW Apple

Utensils: None

Ingredients: Apple, HMSGB Apple, AEPFE Apple

+-----+

| Page 13 |

1) HMSGB Apple

Utensils: None

Ingredients: Apple, SUGDW Apple, AEPFE Apple

2) AEPFE Apple

Utensils: None

Ingredients: Apple, SUGDW Apple, HMSGB Apple

3) Bodigizer

Utensils: Pot

Ingredients: Black Grass, Orange Grass, Honey, Red Magic Grass

4) Bodigizer XL

Utensils: Mixer

Ingredients: Bodigizer, Blue Grass

5) Turbojolt

Utensils: Pot

Ingredients: White Grass, Orange Grass, Honey, Red Magic Grass

6) Turbojolt XL

Utensils: Mixer

Ingredients: Turbojolt, Green Grass

7) Relax Tea Leaves

Utensils: Knife, Frying Pan

Ingredients: Weed, Red Grass, Orange Grass, Yellow Grass, Green Grass,
Purple Grass, Blue Grass, Indigo Grass

8) Elli Leaves

1) Spring Sun

Utensils: None

Ingredients: Moondrop Flower, Pinkcat Flower, Toy Flower, Blue Magic
Grass, Red Magic Grass

2) Summer Sun

Utensils: None

Ingredients: Small Fish, Medium Fish, Large Fish, Fossil of Ancient Fish,
Pirate Treasure

3) Autumn Sun

Utensils: None

Ingredients: X Egg, Mayonnaise (X), Milk (X), Cheese (X), Wool (X),
Yarn (X)

4) Winter Sun

Utensils: None

Ingredients: Alexandrite, Diamond, Emerald, Moon Stone, Pink Diamond,
Mythic Stone, Sand Rose

+-----+
|23.0 Frequently Asked Questions |
+-----+

This Section will definately not be completed anytime soon. If we see a common question on the message board, then we will put it here. If you email us with a good question, it will also get posted here.

=====
Off-Topic Questions
=====

Q: How can I contact you?

A: By either ericku@ignmail.com or by king_faq2003@yahoo.com

Q: Does thekingofthisgame & samurai goroh are the same guy?

A: No, we are 2 diferent people, so if you send a question, sent it to both so you can have a better/faster answer.

Q: Is this the best game ever?

A: Why, yes, yes it is.

=====
Crop Questions
=====

Q: My crops are green, but I still can't harvest! What's wrong with my game?

A: Although your crops are green, the fruit/vegetables probably are not finished yet. Wait a few more days.

Q: Do I always have to plant seeds in a 3X3 area?

A: Yes. You can plant a smaller area, but you'll be wasting the seeds. I recommend using this design if you don't use the sprites to help you harvest unless the crops aren't renovables.

```
XOX      XXX      XXX      XXX      X = crop
XXX      OXX      XXO      XXX      O = Empty Space
XXX      XXX      XXX      XOX
```

Q: Where do I need to place to plant the seeds.

A: First of all you need to create a 3x3 area, dig it with the Hoe, now place in the middle & throw the seeds.

Q: What happens if I don't water my crops for one day?

A: Absolutely nothing. You're just behind a day now.

Q: My crops turned brown! What's wrong?!

A: It's a new season. Sorry, but your crops do not carry onto the next season. The only crop that does is grass, which lasts through every season except winter.

Q: What is the greatest season to invest in crops?

A: Autumn/Fall. (Sweet Potatoes)

Q: Do I have to water the grass?

A: No, the grass will grow at the same rate if you water it or not, so don't bother to water it.

Q: How can I remove the grass that I planted?

A: 1st of all it needs to be at the 1st stage (recently cutted), now you can either put something above or use the Hoe to dig it.

=====
Girl Questions
=====

Q: Why does the girls have 2 B-days dates?

A: Because you can't have the same b-day as any girl, if you choose your b-day as one of the girls, then she will have the alternate one.

Q: Why doesn't *insert girl name* Blue Heart event show up?!

A: Because you must own the Large Rucksack & also have an empty space on the item side, because you could get a memento item. Also, look at section 14.X for the details of the heart events.

Q: What are the items that you cannot give to any girl?

A: Albums 1 to 15, Ann's Music Box, Elli's Pressed Flower, Frisbee, Harvest Goddess Jewel, Invitation, Jewel of Truth, Kappa Jewel, Karen's Wine, Mary's Great Book, Photo, Plant Encyclopedia & Popuri's Mud Ball.

Q: Why can't I marry *insert girl name*?

A: Read section 15.0

Q: Is there any difference if I marry certain girl?

A: Not at all, you'll see the same events with all the girls, but for the HG, they will slightly change from the other girls.

Q: If I have a girl with a higher color from a heart event, can I still trigger it or do I need to lower her affection?

A: As long as the color of the girl is the same or above, you can trigger the

color heart event, so there's no need to lower her heart.

Q: Im on year XX, can I still marry a girl?

A: As long as you didn't saw the 4 rival heart events, you can wait all you want & marry in any year, but for the HG, you need to wait at least 5 years

=====
Festival Questions
=====

Q: How can I see all of the festivals upcoming in my game?

A: Just go to your calendar and press the A Button. It will show you all of the festivals for the season you are in.

Q: The shop/winery/blacksmith/ect. is supposed to be open today! Why isn't it?

A: During some festivals, everything closes up for that day.

Q: I forgot to invite Cliff to the Wine Harvest event, can I still make him to stay?

A: Nope, he'll leave town if you didn't invited him & there's nothing else to do to make him stay. He will leave on Winter of the 1st year.

=====
General Questions
=====

Q: How do I get the fishing rod?

A: Go to Zack's shop on the beach. You MUST have an open slot in your items.

Q: How do I upgrade my house?

A: Go to the house in the forest (south of your farm), you can upgrade the house up to 2 times.

Q: I can't find Gold Ore in the mine! What's wrong?

A: Use your hoe to dig down to level three. That is the first area where you can find gold ore.

Q: How can I use the Frisbee?

A: Go to the beach with the dog & the frisbee, then look at the metal post that is beside the bench. The day must be Sunny & the season must not be winter.

Q: How or where can I get the Band-Aid & Queen of the Night?

A: You can only get this 2 items with codes.

Q: Where can I find certain item/tool/etc?

A: Just look at section 9.0, it contains a extensive info about any item.

Q: What's the use for the Pedometer?

A: The only use for this item is to increase the affection of the H.G. when you reach $(10,000) * (10)^{(0 \text{ to } 5)}$ steps.

Q: Why can't the shopping network appear if I haven't bought everything?

A: The reason is that you need to upgrade your house to buy more stuff, when this happens, you'll see the Girls Academy School program instead of the TV Shopping Network.

Q: Why is that when I go to the cave I found no stairs going down?

A: The reason is that there are a randomn # of stairs created in each floor

&, in my point of view, programmers forgot to consider about excluding the 0 from the # number generated.

Q: How do I smash the huge rocks?

A: You need the cursed/blessed/Mythic Hammer to break this rocks.

Q: Does the game ever ends?

A: Nope, you can play it all you want but the year counter will stop at 200.

BTW, you can see the credits of this game once you get married.

=====

Linking Questions

=====

Q: How do I link?

In AWL, run up the path past Vesta's Farm. The Harvest Sprites will stop you and ask to link. I refer to this as the Mineral Town Passage. In FOMT, go to the Harvest Goddess' (HG) Spring and throw any object, preferably a flower, because what you throw in will affect your relationship points with her.

Q: What are the benefits of linking?

In AWL:

- 10 additional records from HM's past that are much better than the two you start out with.
- Get better recipes from Ruby
- Forget Valley villagers rate the progress of your Mineral Town every time you link.

In FOMT:

- Get a record player and 10 records from HM's past.
- Ruby visits and teaches you new recipes.
- Get a Seaside Cottage.
- Mary's Library will begin to hold biographies on the villagers of Forget Valley.
- *RARE* Some villagers, such as Carter and Jeff, might rate how your farm in Forget Valley is going.

It may not look like much, but FoMT profits much more from linking than AWL.

Q: How do I get the records?

Long process:

1. Befriend Van in AWL. You'll know when he's your friend when he turns his head as you walk past each other.
2. In FOMT, make sure your next Wednesday has no festivals.
3. Link AWL and FOMT.
4. In FOMT, when that Wednesday rolls around, WALK OUT OF YOUR HOUSE FIRST THING IN THE MORNING. You cannot use the Teleport Stone, or you'll lose Van. If he appears at your door, (his name is wrong) you can go to the 2nd floor of Doug's Inn to visit him every Wednesday.
5. Once you go to Doug's Inn, press A at his "counter." Buy the Record Player for 2,000G and Record 1 for 500G. (List of records below.)
6. Now, go behind his "counter" AND TALK TO HIM PERSONALLY. Keep talking to him until he says he wants to go back to Forget Valley.

7. Link AWL and FOMT again.
8. When Van comes to Forget Valley, wait until he sets up his stand and buy Spring Song for 430G.
9. Now, talk to Van until he mentions about going back to Mineral Town.
10. Link again.
11. On Wednesday in FOMT, buy Record 2 for 500G.
12. Repeat steps 6-12 until you have all the records.

NOTE: Records 9 and 10 are different for each game. AWL will get two songs from FOMT and vise-versa.

Q: What are the records?

Record names and prices: Remember, all records are from past HM games.

R1: Spring Song	(HM Spring Theme)	FOMT - 500 G, AWL - 430 G
R2: Town Spirit	(HM Event Theme)	FOMT - 600 G, AWL - 430 G
R3: Flower Bud Fall	(HM64 Fall Theme)	FOMT - 700 G, AWL - 640 G
R4: 64 Memories	(HM64 Opening Theme)	FOMT - 800 G, AWL - 640 G
R5: Marin Jazz	(BTN Girl Theme)	FOMT - 900 G, AWL - 600 G
R6: Butterfly	(BTN Love Theme)	FOMT - 1,000 G, AWL - 600 G
R7: Summer Memories	(STH Summer Theme)	FOMT - 1,100 G, AWL - 810 G
R8: Joy of Fall	(STH Fall Theme)	FOMT - 1,200 G, AWL - 810 G
R9 of FOMT: Blue Bar	(AWL Bar Night Theme)	FOMT - 1,300 G
R9 of AWL: Winter HM	(FOMT Winter Theme)	AWL - 900 G
R10 of FOMT: Quiet Winter	(AWL Record)	FOMT - 1,400 G
R10 of AWL: The Bride	(FOMT Wedding Theme)	AWL - 900 G

Q: How do I get Ruby to come to Mineral Town?

Ruby is quite hard, and seems random, but one fact is set in stone: be extremely good friends with her in AWL.

1. Once you think that you're good enough friends, link AWL and FOMT.
2. This time, wait until a free Sunday comes by and WALK OUT OF YOUR HOUSE FIRST THING. If she's there, ignore what she says and go to the 2nd floor of Doug's Inn. She will be there every Sunday, regardless if you've linked for a new recipe or not.
3. In the room that Ann likes to hang out in, Ruby should be there. Talk to her, and she should teach you a recipe.
4. Link back to AWL.
5. In AWL, keep talking to Ruby until she teaches you a recipe.
6. Link back to FOMT
7. On a Sunday, talk to Ruby and she should teach you another recipe.
8. Repeat steps 4-8.

Q: What are the recipes?

There are 10 different recipes that Ruby/Lu can give you, which are: Wild Grape Juice, Corn Flakes, Buckwheat chips, Mountain Stew, Toasted Rice Cake, Baked Corn, Antidote, Vegi Juice, Curried bread & Apple Soufflé.

Q: How do I complete the bios for the Forget-Me-Not Valley villagers?

Like previously stated, Mary's Library in FOMT will get AWL character bios after your first link. However, they will probably contain very little at this

time and Grant, Kate and Sam's bios won't even be there until you link during Chapter 2 or later of AWL. In order to complete these bios, befriend the Forget Valley villagers and talk to them a lot. If they reveal something about their past, it will most likely be added to their bio during the next link. Almost every character of AWL has a bio, even MukuMuku, your character and the Sprites. However the only two characters who don't get bios are your son and Tartan, though they are mentioned in your and Takakura's bio.

Q: How exactly do I earn link stars? And is there a cheat?

Earning the Link Stars of AWL is easy, though there are only 6 and don't do anything. However, FOMT's Link Stars are much harder to get and there are 42 of them. Once you get all 42, the Harvest Goddess will give you the Seaside Cottage, which is just an extra house for fun, like the Town Cottage or the Mountain Cottage.

Now earning FOMT's Stars seems to depend a lot on your progress of AWL. Shipping a lot of stuff seems to help. Growing your first 3rd Generation crop also gives you a nice boost in Stars. Basically, getting Stars means doing really well in AWL.

Now, as for a cheat, there is one, but it only worked for me once. To do it, once the link is finished, reset the GameCube without saving and link again. You should get the same number of Stars as last time.

There, that's pretty much everything about linking.

```
+-----+
|24.0 Glitches/Typos/Errors |
+-----+
```

This game has it's share of glitches and errors. Below are a list of some of them. If you know of one that isn't posted here, then email us!
Thankyou!

Error #1 - Freeze Glitch

Watch the television at exactly 4:44pm, and your game will freeze. It was supposed to be like that in the Japanese version, but when converting the game, they accidentally messed it up. The only way to fix this is to restart your game.

Error #2 - Town Square Mystery

Except for Manna, Sasha, and Lillia, you will not be able to see any other people walk through town square. An example is Karen. Karen is at the beach from 08:00pm to 10:00pm. Follow her from the store when she leaves. Mysteriously, she vanishes when you reach town square and appears at the beach. Weird, huh?

Error #3 - But, I just want to upgrade my chicken coop!

Go to Gotz and select Upgrade Chicken Coop. The words are cut off, so you can't see the price or how much wood you need.

You can, however press Select to see the costs.

Typo #1 - Supermarket Mistake

The sign outside of the supermarket says the wrong time. It says 9:00 am to 4:00 pm, when it actually opens at 8:00 am.

Typo #2 - What's that fishing rod?

Before you upgrade your fishing rod, look at the discription. I can't remember what it says, but it is really something weird.

Typo #3 - What's a "Sopha"?

Go to the clinic and investigate one of the sofas. Instead of saying "Sofa", it says "Sopha". This is another mistake when converting Japanese to English.

typo #4 - But, it's not raining!

While it's snowing(in the winter, of course) talk to Harris. He talks about how, even though it's RAINING, he still has to stay on duty. I thought it was snowing, though!

Typo #5 - Is the Moon out from 5 to 5:30?

If you talk to Zack twice from 5:00 to 5:50 pm (when he's if front of the shipping bin) he'll start to speak in Japanese!! it happens when you're friend of him.

```
+-----+
|25.0 Credits |
+-----+
```

Version 7 Credits:

Thanks for nintendo2guy for the Linking Questions.

Version 5 Credits:

Thanks to Clara who pointed out something that was missing in the farm house codes.

Version 2 Credits:

Risingpheonix17@aol.com, sprinter9890@yahoo.com, parradaniela@yahoo.com, teepojay@earthlink.net, kiko2k@hotmail.com

Everyone listed above contributed something to this FAQ, some without knowing it(the emails). If you don't want your contribution up for any reason, then please email thekingofthisgame at king_faq2003@yahoo.com

Version 1 Credits:

As of now, we would just like to thank Natsume for making such a great game.

We would also like to thank CJayC for making GameFAQs.

+-----+
|26.0 Version Updates |
+-----+

<u>Date</u>	<u>Size</u>	<u>Update</u>
December 29, 2003	44KBs	We started working on this FAQ. We added most of the stuff you are seeing now.
January 12, 2004	101KBs	First submission. We will be updating a lot, for the time being.
January 18, 2004	124KBs	I (thekingofthisgame) listed all the emails I've received so far and added them to the FAQ list. I also took any information retrievable from those emails, and added it to where it needs to be in the FAQ. Another thing that was done was a rearrangement of the codes section, the list of the opinions of the items for the first two girls and a new title. All of this was done by samurai goroh.
March 04, 2004	251KBs	Now was my time (samurai goroh) to make some updates, this version has the Item section & Power Berries added, changed the Begginig Dialog, House Map & Crop Section in order to look nicer, also updated the wife section. BTW, the version 2.5 just was for a preview...
April 01,2004	287KBs	Since thekingofthisgame changed his e-mail, I (samurai goroh) made a quick update with the things that I has writting, now I have finished Popuri's Likes & Dislikes, H.G. is next. I will work on Animals affection & selling prices & hope I'll finish for the next update. Also I completed the heart events for everyone, later.
June 12,2004	292KBs	This is just a quick update so you can know that we will still work in the FAQ.
August 08,2004	313KBs	Ihaven't worked much in the FAQ, but I added the recipe list. Hope to have more free time to finish the other sections.
August 18,2004	319KBs	At last, the fishing section is up, still need some tests to see if you can catch them with different rods.
October 11,2004	329KBs	Worked out on the crop section & actualized the improved cooking recipe list, still have to test some recipes...
November 29,2004	344KBs	Added a few info on some sections that didn't had anything, also this day is my B-day ^.^ Lots of adds will be in the next update, since I'll have vacations...
February 01,2005	350KBs	Added the Tool section & updated the Cooking Recipe section. Also added some general

questions.

Jul 27,2005

369KBs

Well, couldn't add all the stuff I wanted, but still I added some useful info...

```
+-----+
|27.0 Staff of Game                                     |
+-----+
```

Since you don't get to see who the staff is in this game until after you are married, I thought I would give you a "sneak peek". I also know how many of you like to look at the staff to see if anyone's familiar. That's why I created this section!

Coordinators

Designers

Sound

Tatsuya Sako
Ryou Fukutoyo
Daisuke Kondoh
Daisuke Kawabe
Hitoya Yamasaki
Shousaku Takeda

Tuyoshi Yamaue
Masanobu Huchie
Pochi Yanai
Yoshiko Yakeyama
Marimo Kawabata
Kayoko Isozaki

Ai Yamashita

Programmers

Debuggers

Special Thanks

Kazutoshi Satoda
Kazumasa Hirata
Kouhichi Ohashi
Itoki Tou
Kousei
Niseki Son
Minkun Jyo

Rie Murao
Anko Kitamura
Masaki Gamou

Yasuo Ohno
Hideovuki Mizutani
Junichi Kutsuzawa
Tomio Kanazawa
Masato Mizushima
Makoto Taniguchi
Hisashi Urano

Promotion

Design

Assistant

Takuhiro Gotoh

Miki Miyagi

Mariko Ishikawa

Assistant Producer

Test Play

Original Game Design

Takeshi Ogura

Digital Hearts

Setsuko Miyakoshi
Tomomi Yamatate

Original Graphic

Character Design

Original Planning & Producer

Shinichi Hayakawa
Shunosuke Ozaki

Igusa Matsuyama

Yasuhiro Wada

U.S. Executive Producer

U.S. Product Manager

Localization Manager

Hiro Maekawa
Natsume Inc.

Graham Markay
Natsume Inc.

Sachiko Yamauchi
Natsume Inc.

```
+-----+
```

+-----+

This FAQ was created by thekingofthisgame and samurai goroh. The only site with permission to host this FAQ is www.GameFAQs.com .If you are seeing this FAQ from another site, please email us at ericku@ignmail.com or at king_faq2003@yahoo.com

Under copyright law, this FAQ is not meant to be hosted on sites without permission, changed without the consent of both creators, or used for profit. You may, however, print this FAQ and use it for personal use.

=====

End of Document (c) 2003, 2005 samurai goroh and thekingofthisgame

=====

This document is copyright thekingofthisgame and hosted by VGM with permission.