

Harvest Moon: Friends of Mineral Town Money Making Guide/Crop Guide

by chito10

Updated to v1.3 on Jan 16, 2004

Harvest Moon: Friends of Mineral Town
Money Making Guide/Crop Guide
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Version 1.3

Introduction

Harvest Moon has been a successful series over the years. Now, the Game Boy Advance has been blessed with getting a HM game of its own. Well, not quite. Friends of Mineral Town is actually similar to the PS1 version of HM, called Back to Nature. However, this isn't a direct port of that game. Some changes have been made to accommodate the fact that this is a portable game. For the most part, those who played any of the previous HM games will find this version to be probably one of the best versions out there.

Version History

01/16/04 - v1.3 - Sorry for the long absence. I added more information to this FAQ.

12/02/03 - v1.2 - I've added information on foraging during the summer as well as added info on cows and sheep. I've also made some minor corrections.

11/19/03 - v1.1 - I've clarified some information on this FAQ. I have also added info on earning money from animals.

11/17/03 - v1.0 - The initial release of this FAQ. I plan to add more information soon.

FAQ Info

The purpose of this FAQ is to help you understand the basics of making money in FOMT. This will include getting the most money out of your crops during each season, learning how much items are worth, and learning to plan out your day.

JUST NOTE: This FAQ may contain some game spoilers. Be warned!

Starting Out

You begin FOMT with little more than an Ax, Hoe, Sickle, Hammer, Pedometer, Watering Can, and 500G. This isn't much, but it's enough

to begin your empire of wealth. It's important to start out earning a good amount of money in the beginning to make your life much easier as the game progresses.

There are many ways to earn money in this game. Here is a list of the money makers.

Foraging -

This is the "easiest" method of making money. You can find many things worth selling in the forests, mountains, and even on the beach. You don't even need to use any tools (and stamina) to get them, although you will need to spend time actually getting them. Here is the list for Spring.

Spring Items	Price	Location
-----	-----	-----
Bamboo Shoots	50G	3 found south of Mountain Lake
Blue Grass	100G	1 found near Hot Springs 2 found in Forest
Orange Grass	100G	2 found on Beach
Yellow Grass	120G	2 found on Beach

Total Net Earnings: 890G a day

NOTE: It will be very difficult, at first, to get everything at once. When you start out the game, you will only have room to hold three items and three tools. One of the first things you should buy (besides seeds for your crops, which I'll cover later on) is a bigger backpack. There are two upgrades. The first one, worth 3000G, will allow you to hold 5 items and tools. You can buy this at the Supermarket. One week after you buy this, a second backpack, worth 5000G, will be on sale (which can hold 9 items and tools).

During the summer, there will be even more items worth selling.

Summer Items	Price	Location
-----	-----	-----
Wild Grapes	50G	1 found south of Mountain Lake 1 found in Forest
Blue Grass	100G	1 found near Hot Springs 2 found in Forest
Green Grass	100G	2 found south of Mountain Lake 1 found near Hot Springs 1 found in Forest
Red Grass	110G	1 found south of Mountain Lake 1 found near Hot Springs 1 found in Forest 1 found on Church Cemetery
Purple Grass	120G	4 found on Beach

Total Net Earnings: 1620G a day

Fall (or Autumn) is full of all sorts of items worth selling (and they are also worth a lot of money).

Autumn Items	Price	Location
-----	-----	-----
Mushrooms	70G	1 found in Forest 1 found north of Mountain Lake 1 found behind Church*

Poisonous Mushroom	100G	1 found in Forest 1 found behind Church*
Truffle	500G	1 found west of Mountain Lake** 2 found behind Church*
Green Grass	100G	2 found south of Mountain Lake 1 found near Hot Springs 1 found in Forest
Red Grass	110G	1 found south of Mountain Lake 2 found near Hot Springs 1 found in Forest 1 found on Church Cemetery
Indigo Grass	100G	2 found on Beach

Total Net Earnings: 3060G a day

* You will need to be good friends with Carter in order to access the back of the Church.

** You can access this area by taking the path behind the large boulder that located south of the Mountain Lake. You will need to use either the Cursed, Blessed, or Mythic Hammer to destroy the rock.

You'll only find two pieces of White Grass in Winter.

Autumn Items	Price	Location
-----	-----	-----
White Grass	150G	1 found in the northern part of Forest 1 found behind Church*

Total Net Earnings: 300G a day

Mining -

You can mine for minerals in one of two places. One is located behind the Goddess Pond and is accessible all year round. The other is in the middle of the Mountain Lake and can be accessed in Winter when the lake freezes over (although it is possible to reach this cave during the other seasons with the help of a special item). You find minerals by smashing rocks with your hammer. You can also find bags of money (worth 10G each) that you earn immediately, as well as Black Grass by tilling the soil. There are also stairs that you find using your hoe that will take you deeper in the mine, giving you access to rarer items. I'll list the minerals I've gotten so far in the Goddess Mine.

Mining Items	Price	Location
-----	-----	-----
Junk Ore	1G	All floors in rocks
Black Grass	10G	All floors in soil
Copper Ore	15G	All floors in rocks
Silver Ore	20G	All floors in rocks
Gold Ore	25G	Floors 3 and below in rocks
Mystrile Ore	40G	Floors 6 and below in rocks
Orchalic Ore	50G	Floors 10 and below in rocks
Adamantite Ore	50G	Floors 10 and below in rocks
Mythic Stone	20000G	Floors 60 and below in rocks***

*** Mythic Stones will only appear once all 6 cursed tools have been upgraded to blessed status.

NOTE: You use up a lot of energy breaking rocks and digging. You may

want to bring some food or energy drinks to regain your strength, especially if you want to reach any deeper floors. (There are 255 floors in each cave, just to let you know.) In addition, you can also save time by buying a basket at the Supermarket for 5000G. With the basket, you can place up to 30 shipping items which you can dump into a shipping bin at a later time. However, once you put an item into the basket, you cannot get it back.

During the Winter, the Mountain Lake will freeze over and you will be able to access the Winter Mine located in the center of the lake.

Mining Items	Price	Location
-----	-----	-----
Moon Stone	55G	Floors that end in 8 in rocks
Sand Rose	60G	Floors that end in 9 in rocks
Amethyst	60G	All floors in rocks
Agate	62G	All floors in rocks
Fluorite	65G	All floors in rocks
Peridot	68G	All floors in rocks
Topaz	70G	All floors in rocks
Ruby	75G	All floors in rocks
Emerald	80G	Floors that end in 5 in rocks
Diamond	100G	Floors that end in 0 in rocks
Alexandrite	10000G	Floors 50, 100, 150, and 200 in rocks
Pink Diamond	10000G	Floors 30, 70, 90, 110, 130, 170, 190, and 255 in rocks

Fishing -

You can get a standard Fishing Rod by visiting Zack sometime from 11AM to 4PM at his house in the beach. (You will need to have at least one tool slot open in your backpack.) Fishing is different when compared to other versions of HM. Here, you can actually upgrade the Fishing Rod, just like your other tools. The higher level your rod is, the better chances of getting larger fish. Your standard Fishing Rod can capture small fish and very some medium fish. The type of fish you can get (as well as its size) will depend on where you fish, the fishing rod level, and the season you fish in.

Fish Size	Price
-----	-----
Small	50G
Medium	120G
Large	200G

Here is a listing of the fish available and their locations.

Seasons: SP-Spring, SU-Summer, AU-Autumn, WI-Winter

Location:

- Lake - The big lake south of Mother Hill's Peak.
- River - The river connecting the Lake, located Northeast.
- Pond - The Goddess Pond next to the Hot Springs.
- Stream - The stream of water that makes the southern border of your farm, the Poultry Farm, and Yodel Ranch.
- Sea - The sea on Mineral Beach

Level 1 Fishing Rod:

Fish Name	Season	Location	Size
-----	-----	-----	----
Bitterling	SP,SU,AU,WI	Stream	Small

Bluegill	SP,SU,AU	Lake, River, Pond, Stream	Small, Medium
Brown Hakeiling	SP,SU,WI	Stream	Small, Medium
Cherry Salmon	SU,AU	Lake, River	Small, Medium
Fatminnow	SP,SU,AU,WI	Lake, River	Small
Golden Carp	SP,SU,AU	Pond, Stream	Small
Herring	SP,SU,WI	Sea	Small, Medium
Lake Smelt	WI	Pond, Stream	Small
Roach	SP,AU	Stream	Small
Sandfish	WI	Sea	Small
Sardine	SP,SU,AU,WI	Sea	Small, Medium

Level 2 Fishing Rod:

Fish Name	Season	Location	Size
-----	-----	-----	----
Filefish	WI	Sea	Small, Medium
L. Salmon	SP,AU	River	Small, Medium
Lionfish	SP,SU,AU,WI	Sea	Small, Medium
Rockfish	SP,AU	Sea	Small, Medium
Silver Carp	SP,SU,AU	Pond, Stream	Small, Medium
Whitefish	SP,SU,AU,WI	Pond, Stream	Small, Medium

Level 3 Fishing Rod:

Fish Name	Season	Location	Size
-----	-----	-----	----
Greenling	SP	Sea	Small, Medium
Needlefish	SP	Sea	Small, Medium
Pigfish	SP,SU	Sea	Small, Medium
Rock Trout	SP,WI	Sea	Small, Medium
Saury Pike	AU	Sea	Small, Medium
Scad	SP,SU,AU	Sea	Small, Medium

Level 4 Fishing Rod:

Fish Name	Season	Location	Size
-----	-----	-----	----
Black Bass	SP,SU,AU	Lake, River, Pond, Stream	Medium, Large
Blowfish	WI	Sea	Medium, Large
Cod	WI	Sea	Medium, Large
Crucian Carp	SP,SU,AU,WI	Lake, Pond	Medium, Large
Fluke	AU,WI	Sea	Medium, Large
Kelp Bass	AU,WI	Sea	Medium, Large
Mackerel	AU,WI	Sea	Medium, Large
Mountain Trout	SP,SU,AU	River	Medium, Large
Salmon	SU,AU	Stream	Medium, Large

Level 5 Fishing Rod:

Fish Name	Season	Location	Size
-----	-----	-----	----
Bighead	SP,SU,AU,WI	Stream	Large
Bonito	SU,AU	Sea	Large
Dorado	SP,SU,AU	Sea	Large
Eel	SU,AU	Stream	Large
Flounder	SP,SU,AU,WI	Sea	Large
Ocean Sunfish	SP,SU,AU	Sea	Large
Rainbow Trout	SP,SU,AU,WI	Lake, River	Large
Red Snapper	SP,SU,AU	Sea	Large
Snakehead	SU,AU	Pond, Stream	Medium, Large
Sp. Mackerel	SP,WI	Sea	Large
Tuna	SP,SU,AU,WI	Sea	Large

Once you get the cursed Fishing Rod, you can also find other items out at sea. You can get Fish Fossil (worth 5000G) during the Fall and Pirate Treasure (worth 10,000G) during the Summer.

Goddess Game -

During the first five days of Spring, the Harvest Goddess will have a special TV game show. Her channel is located on the Left Channel (although you may have to keep pushing the Left button on the Directional Pad to find it). She will play a greater than or less than game. She will give you a number and you must guess if the next number is greater than or less than the original. If you're right, you will get a chance to guess if the new number is greater than or less than the current number. (If both numbers are the same, you will another chance to guess.) You will be awarded with prizes on the spot for getting more than 1 in a row. (Same numbers do not count as a win.) The prize that easiest to get that can be sold are the herbs (2 in a row). However, you will make more money by selling the Relaxation Tea Leaves (at 1000G a bag). You'll need to get exactly 10-14 answers correctly in a row to get this. You can play the Harvest Goddess game up to 5 times a day. You may want to save the game before playing and after winning.

Horse Races -

On the 18th of Spring, you can place bets on horses to win medals. These medals can be exchanged for gifts. Most of these gifts can be sold back to earn money. Each medal costs 50G. If you happen to win with a horse that has pretty good odds (usually higher than x4), you can make a profit buying some prizes and selling them the next day. Here's a list of prizes that can be sold.

Prize	Cost	Price
-----	----	-----
Adamantine	4 medals	50G
Truffle	10 medals	500G
Diamond	14 medals	100G
Broach	18 medals	2000G
Necklace	20 medals	2000G

You can also ship more items by bringing your Basket so that you can ship a maximum of 38 items. (30 in your Basket and 8 in your rucksack.) Your best bet is to fill them with Broaches.

Once your Horse is fully grown, you can actually race with him during the festival. You can also bet on yourself!

Crops -

During your first year, your main source of income will come from growing crops. Crops require investments, meaning you won't see immediate results and profits. You'll need to water each crop once a day in order for them to grow in the shortest amount of time. A list of crop costs/growth rates can be found in a later part of this FAQ. You will also find this information in the town Library.

Animals -

A steady source of income will come from taking care of chickens, cows, and sheep. You start off with a chicken coop, which can hold 4 chickens, and a barn, which can hold any combination of 8 cows and sheep. These places can be upgraded by Gotz, the woodcutter. Check

out a later section of this FAQ for more info.

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Crop Guide

First off, you'll need to clear your land of debris and till the soil using your hoe, in order plant seeds. There are several formations of crops out there. Here are the most common ones.

X - tilled soil		* - untilled soil	
XXX	X*X	X*X	XXX
***	X*X	XXX	XXX
XXX	XXX	XXX	XXX
Rows	U-shape	Fat U	Full Square
6 slots	7 slots	8 slots	9 slots

The most profitable shape is the Full Square. However, with this method, you will not be able to water the middle square once your seeds start sprouting, until you upgrade your Watering Can to at least Silver. If you get the Harvest Sprites to help, they can water the middle square. This guide will list the costs and earnings involved with the Full Square method, as well as the Fat U method.

As far as crops are concerned, there are two types: Renewable and Non-Renewable. Non-Renewable crops require that you plant seeds again once you harvest the crops. Renewable crops will continue to produce crops as long as you water them.

It's also important to note that if you plant crops that are not meant for that season (like planting Turnips during the Fall). The seeds will disappear the next day. This is also true even if the next day happens to be the appropriate season. In other words, you can't plant Summer crops during Spring 30, and Fall crops during Summer 30, because they WILL disappear.

(All results listed are for the Full Square method, unless they are in brackets [], which uses the Fat U method.)

Spring Crops -

Turnips

Purchase Seeds: Supermarket

Renewable: No

Cost of Seeds: 120G

Growth Rate: 4 days

Maximum Harvests: 7 harvests

(Cutoff day for MH: Day 2)

Earnings for Crop: 60G

Earnings per Harvest: 60G x 9 crops = 540G

[60G x 8 crops = 480G]

Profit per Harvest: 540G - 120G = 420G

[480G - 120G = 360G]

Cost per Season: 120G x 7 harvests = 840G

Profit per Day: $420G / 4 \text{ days} = 105G \text{ a day}$
[$360G / 4 \text{ days} = 90G \text{ a day}$]

Profit per Season: $420G \times 7 \text{ harvests} = 2940G \text{ a season}$
[$360G \times 7 \text{ harvests} = 2520G \text{ a season}$]

All right, let me explain what's going on here. I've listed where you can buy the seeds and if they are renewable. Growth rates are measured in days that have passed. For example, if you plant turnips on Day 2, Spring, and water them each day, the plants will be ready in 4 days (on Day 6, Spring). If you plant crops by the cutoff day (including the cutoff day), you can maximize the number of times you can plant and grow crops for that season.

Potatoes

Purchase Seeds: Supermarket
Renewable: No

Cost of Seeds: 150G
Growth Rate: 7 days
Maximum Harvests: 4 harvests
(Cutoff day for MH: Day 2)

Earnings for Crop: 80G
Earnings per Harvest: $80G \times 9 \text{ crops} = 720G$
[$80G \times 8 \text{ crops} = 640G$]
Profit per Harvest: $720G - 150G = 570G$
[$640G - 150G = 490G$]

Cost per Season: $150G \times 4 \text{ harvests} = 600G$
Profit per Day: $570G / 7 \text{ days} = \text{about } 81G \text{ a day}$
[$490G / 7 \text{ days} = 70G \text{ a day}$]

Profit per Season: $570G \times 4 \text{ harvests} = 2280G \text{ a season}$
[$490G \times 4 \text{ harvests} = 1960G \text{ a season}$]

Cucumbers

Purchase Seeds: Supermarket
Renewable: Yes

Cost of Seeds: 200G
Growth Rate: 9 days
(5 days for re-growth)
Maximum Harvests: 5 harvests
(Cutoff day for MH: Day 1)

Earnings for Crop: 60G
Earnings per Harvest: $60G \times 9 \text{ crops} = 540G$
[$60G \times 8 \text{ crops} = 480G$]

Cost per Season: 200G
Profit per Season: $540G \times 5 \text{ harvests} - 200G = 2500G \text{ a season}$
[$480G \times 5 \text{ harvests} - 200G = 2200G \text{ a season}$]

(Calculations are different for renewable crops. You only need to buy the initial bag of seeds once.)

Cabbages

Purchase Seeds: Won at Zack's Place

Renewable: No

Cost of Seeds: 500G

Growth Rate: 14 days

Maximum Harvests: 2 harvests

(Cutoff day for MH: Day 2)

Earnings for Crop: 250G

Earnings per Harvest: 250G x 9 crops = 2250G

[250G x 8 crops = 2000G]

Profit per Harvest: 2250G - 500G = 1750G

[2000G - 500G = 1500G]

Cost per Season: 500G x 2 harvests = 1000G

Profit per Day: 2250G / 14 days = about 161G a day

[2000G / 14 days = about 143G a day]

Profit per Season: 2250G x 2 harvests = 4500G a season

[2000G x 2 harvests = 4000G a season]

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Comparison (Spring)

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Crop	Earnings for Full Square [Fat U]
-----	-----
Turnips	2940G [2520G]
Potatoes	2280G [1960G]
Cucumbers	2500G [2200G]
Cabbages	4500G [4000G]

As you can see, Cabbages are the most profitable for the Spring season. However, they take two weeks before you can harvest them. You might be better off growing some Turnips for some quick cash, while growing some cabbages. You might also want to know that you can buy some special seeds once you have shipped 100 crops of each season. (This only involves the crops that you buy from Supermarket and not from Won.)

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Animal Guide

Chickens

You'll want to begin taking care of chickens first. They are very easy to take care of and inexpensive to get. Of course, you also don't earn as much money with them as you would with sheep or cows. You will only need one chicken to start. Once the chicken starts laying eggs, you can place one egg into the incubator inside the chicken coop. Three days later, a chick will hatch. After one full week, your chick will become a full grown chicken.

In order to take care of chickens, you will only need to buy feed. Chicken feed can be purchased from the Poultry Farm for 10G a bushel. You can also make your own feed buy throwing Corn (grown in the summer) into the bin next to the coop to make 30 bushels of feed. You can also leave your chickens outside for them to feed on worms on

your field. You may want to fence them up (using stones or cut lumber) to protect from wild dogs at night and to keep them in one place.

Each egg is worth 50G. As you continue to take good care of chickens, their heart meter will increase. This is done by feeding them once a day, and by picking them up. The quality of their eggs will also improve. You can also earn a little more money by throwing a regular or good quality egg into the hot springs (from the upper part of the springs) and selling the Spa-Boiled eggs for 80G.

You can also improve the quality of an egg by winning the Chicken Sumo Festival. If your chicken wins, she can have the ability to lay golden eggs. However, your chicken must have at least 8 hearts before she will lay these eggs (replacing the large eggs she would normally lay). If you leave your golden-laying chicken outside for 600 total hours, she will lay P-type eggs. On occasion, a P-laying chicken will lay an X-type egg, which is very valuable.

Once you have upgraded your chicken coop, you can take care of 8 chickens instead of 4, as well as incubate 2 eggs instead of just 1. You can also have Saibara make the Mayonnaise Maker for 20,000G and a piece of Adamantite. This can turn your eggs into mayonnaise. You can also make mayonnaise in your kitchen (if you have one) using an egg, oil, a whisk, and vinegar from your seasoning set.

You can also sell adult chickens for 500G or more (depending on their heart meter as well as being the winner of the Chicken Sumo).

Item	Price
----	-----
Regular Egg	50G
Good Quality Egg	60G
High Quality Egg	80G
Spa-Boiled Egg	80G
Golden Egg	100G
P-type Egg	180G
X-type Egg	350G
Mayonnaise (S)	100G
Mayonnaise (M)	150G
Mayonnaise (L)	200G
Mayonnaise (G)	300G
Mayonnaise (P)	450G
Mayonnaise (X)	800G

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This guide is written by Misael Villegas. This guide can only be posted at the following locations:

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