Harvest Moon: Friends of Mineral Town AWL Link Codes

by Lord_God_Jinnai   Updated to v1.0c on Aug 28, 2008

Harvest Moon: Friends of Mineral Town: AWL Link Codes by Lord_God_Jinnai
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Harvest Moon Linking Gamebreaker codes V1.0b

NOTICE: All codes in here are not guaranteed to work with your game. I have
tested these with my own game, but cannot make any guarantees with your copy.
USE THESE AT YOUR WON RISK! I am not responsible for any corrupted data.

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Introduction

This is not a basic codebreaker document. This is a specialized one for

specific use, to allow players who do not have access to the Gamecube game "Harvest Moon: A Wonderful Life" to be able to access those abilities as well. I will be listing Code 1 codes then immediatly next to it, code 2.

I created this document because, at the time, I owned a Nintendo DS and Harvest Moon: Friends of Mineral Town and a PS2 and Harvest Moon: A Wonderful Life Special Edition. Since I couldn't transfer information over, even though I owned legitimate copies of both games on console/handheld I think it is unfair that I, and others like me, should not have had the same benifits.

Even if I had purchased a Gamecube and the orginal AWL game, I still would not be able to play because the DS still won't connect to the Gamecube, something Ninentdo should have thought about since the DS was made to play GBA games.

Codebeaker Codes

Master Code:

The Master Code For The Coebreaker System is:

0000E882 000A
100D1BF8 0007

You do not need this if you are using an emulator, such as Visual Boy Advance, but otherwise make sure you have this code in. Otherwise none of the following codes will work.

All Linkup Stars

Code 1:   Code 2:
3200479E 0014   32006FD2 0014
3200479F 0001   32006FD3 0001

Tell the HG you wish to connect to the GC then cancel. Your stars will be at max and you'll open the seaside cottage. This is the only thing openaple with just upping stars so there is no need to modify this code to ignore the ones posted in later sections.

FMN Character Referances

Code 1:   Code 2:
32004799 00F8   32006FCD 00F8
3200479A 001F   32006FCE 001F

These codes are not nessary and not kept ingame. You do not need these for the potential use with HM:DS. However, it can be nice to read the texts. These are referances various characters make about your exploits in HM:AWL.

These codes will be wiped from memory if you reset the game (probably even soft-reset. They are also one-time only dialogues.

Van & Luu

NOTE: DON'T USE THESE CODES TOGETHER!

Code 1: Code 2:
3200479C 0018   32006FD0 0018

Luu and Van will visit you the next available day they are sceduled to. They
will then progress normally without any further codes. If you activate this
code on a day when one of them is suppose to come, that person will not show up
until the following week.

```
Code 1:          Code 2:
3200475E 0049    32006F93 0049
3200475F 0010    32006F92 0010
```

Luu and Van will be at the inn on their appropriate days. This bypasses the
intoduction for those who don't care. If you activate this code on a day when
one of them is suppose to come, that person will not show up until the
following week.

****** The following codes require certain conditions be met. *******

```
Code 1:          Code 2:
3200479B 0050    32006FCF 0050
3200479C 0007    32006FD0 0007
```

These will give all the recipes from Luu and Van. Make certain you have the
nessary upgrades before using this code!!!! This obviously requires Van & Luu
to be present.

```
Code 1:          Code 2:
320045D2 000A    32006E06 000A
```

This will give you all the records from Van.

WARNING!!!! DO NOT USE THIS CODE UNLESS YOU HAVE THE RECORD PLAYER!!! YOU
WILL CORRUPT YOUR SAVEGAME!!! YOU HAVE BEEN WARNED!!!

Library Referances

If you go to the top of the library you'll notice an empty bookshelf. This adds
the missing referances.

```
Code 1:          Code 2:
32004783 00F0    32006FB8 00F0
32004784 00FF    32006FB9 00FF
32004785 00FF    32006FBA 00FF
32004786 00FF    32006FBB 00FF
32004787 00FF    32006FBC 00FF
32004788 00FF    32006FBD 00FF
32004789 00FF    32006FBE 00FF
3200478A 00FF    32006FBF 00FF
3200478B 00FF    32006FC0 00FF
3200478C 003F    32006FC1 003F
```

Names

These are the 3 names transfered from HM:AWL game. The player character's name
is used in HM:DS. I have no idea if any other name is used not, but better safe
than sorry.

All names use ASCII character set, but only alphanumeric symbols and the null
(00) symbol. (I assume international ASCII character set, but most of you

probably will be fine with English standard).

You can use null symbol before the 16th byte. If you do, ignore the rest until
you get to the next name. Null will ignore the rest of the values listed until
it gets to the next referanced name.

You must put 00 for the last 2 digits on the 16th code (which is why I have it
like that below), otherwise HM:FoMT won't know where to stop looking and could
cause a corrupt savegame.

Transfer Name 1 (Farm) Letters 1 - 16

NOTE: Replace xx with appropriate ASCII character.

```
Code 1:         Code 2:
320047B8 00xx   32006FEC 00xx
320047B9 00xx   32006FED 00xx
320047BA 00xx   32006FEE 00xx
320047BB 00xx   32006FEF 00xx
320047BC 00xx   32006FF0 00xx
320047BD 00xx   32006FF1 00xx
320047BE 00xx   32006FF2 00xx
320047BF 00xx   32006FF3 00xx
320047C0 00xx   32006FF4 00xx
320047C1 00xx   32006FF5 00xx
320047C2 00xx   32006FF6 00xx
320047C3 00xx   32006FF7 00xx
320047C4 00xx   32006FF8 00xx
320047C5 00xx   32006FF9 00xx
320047C6 00xx   32006FFA 00xx
320047C7 0000   32006FFB 0000
```

Transfer Name 2 (You/Hero/Farmer/Protagonist/[Insert other synnonum here])
Letters 1 - 16

```
Code 1:         Code 2:
320047C8 00xx   32006FFC 00xx
320047C9 00xx   32006FFD 00xx
320047CA 00xx   32006FFE 00xx
320047CB 00xx   32006FFF 00xx
320047CC 00xx   32007000 00xx
320047CD 00xx   32007001 00xx
320047CE 00xx   32007002 00xx
320047CF 00xx   32007003 00xx
320047D0 00xx   32007004 00xx
320047D1 00xx   32007005 00xx
320047D2 00xx   32007006 00xx
320047D3 00xx   32007007 00xx
320047D4 00xx   32007008 00xx
320047D5 00xx   32007009 00xx
320047D6 00xx   3200700A 00xx
320047D7 0000   3200700B 0000
```

Transfer Name 3 (Child, boy) Letters 1 - 16

```
Code 1:         Code 2:
320047D8 00xx   3200700C 00xx
320047D9 00xx   3200700D 00xx
320047DA 00xx   3200700E 00xx
320047DB 00xx   3200700F 00xx
```

```
320047DC 00xx    32007010 00xx
320047DD 00xx    32007011 00xx
320047DE 00xx    32007012 00xx
320047DF 00xx    32007013 00xx
320047E0 00xx    32007014 00xx
320047E1 00xx    32007015 00xx
320047E2 00xx    32007016 00xx
320047E3 00xx    32007017 00xx
320047E4 00xx    32007018 00xx
320047E5 00xx    32007019 00xx
320047E6 00xx    3200701A 00xx
320047E7 0000    3200701B 0000
```

I will not list what character referance equals what here. However you can go
on the web and find them.

Here is one site:

http://en.wikipedia.org/wiki/ASCII

FAQ:

Q: Why doesn't code X work?
A: Did you input it properlly? Check that first. If so, then it is likely you
have an alternate version of Harvest Moon: Friends of Mineral Town. Game
companies do this a lot.

Q: Why do you have these codes? Why not just use the codes to give you the
items already widely known?
A: With the imminent release of "Harvest Moon DS" these codes becomes useful.
HM:DS reads the savegame data of your MM:FoMT or HM:MFoMT game and will look
to see how far along the game you are. This includes data that is transfered
from HM:AWL.

Q: My game was corrupted when i used codes X and Y together. Can you help me?
A: Probably not. This is why I say to use only one of a particular code. Using
multiple codes can cause savegame data corruption. Always make certain to have
a backup savegame.

Q: Will these codes work with Harvest Moon: More Friends of Mineral Town?
A: Short answer: NO.
    Long answer: In theory some of these codes may work, most notably the name
code, however I will not guarantee it nor do I have a copy of HM:MFoMT to try
it out. There should be equivalent codes out there for it though, if someone
wants to do the work.

Q: Do you have codes like these for Harvest Moon: More Friends of Mineral
Town?
A: No. I do not own the game nor do I know of any effort to figure out these
particular codes. However, they certainly do exist if someone wants to find
them.

Q:

Version History:

```
1.0c - Added some more FAQs
       Cleaned up some minor grammar issues
       Reformated code layout to shorten the document


1.0b - Added Library book codes


1.0a - 7/10/2006
    - Fixed: typo in the Van & Luu codes
    - Added table of contents
    - Moved contact information to the bottom to put it next to credits
    - Added another question to the FAQ
    - Changed the introducton


1.0 - 6/12/2006
    - Initial Release


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Contact Information
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If you have a question or comment email lord.god.jinnai[at]gmail[dot]com.
Your email will likely be replied to within 2-3 days depending on how busy I
am. I will answer questions as best I can though I will not reply to any of
the following questions:
- Questions answered in this FAQ. I do not answer those who cannot take the
time to read what is posted.
- Questions about the basics of codebreaker codes. I assume if you are reading
this FAQ, you have some basic knowledge of how to work codebreaker codes.

Make sure your emails are spellchecked and properly and are intelligent. I MAY
not answer questions of people who use chatroom talk or can't spell.



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Credits
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Much of this document goes to Eggie's Linkage FAQ, though only a few codes were
taken directly: HM Stars, Records and Names (exceptt the final one on each
section for the latter).

Thanks to Bui Tuyen for inadvertantly calling my attention to a code typo.



Harvest Moon and Rune Factory series are the property of Natsume.

ASCII is a character code based on the English language and is the basis of
most modern character code.

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