



UNTIL I gather a large data of information. Unfortunately, there are still remaining "events" which I still haven't covered up according to some Harvest Moon experts. e.g The meeting between Won and Jeff, Ann needs to lose weight, Manna is a shop-aholic. I have no information on those right now nor do I feel like spending countless hours to find the remaining events.

Please. Dear Harvest Moon fans, if you can contribute any information regarding events not listed in this guide, this will help me greatly, consequently I'll be able to move on to another project without regret and also it will help out others in need.

I would like to go back with the Final version issue. Again, I declare this guide to be my final version. It technically means that this guide is nearly at its peak of completion. I won't be updating at the same pace I was doing right now for the past 2 weeks. I will go back updating this like once or twice per year depending how many of you emails me about missing information.

I WILL update this guide when necessary at my own discretion.

Gamefaqs.com will always hold the latest version of my guide, so please check there frequently.

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#### -VERSION HISTORY-

-----  
Version 0.2: (04/01/18)

Gotz was added. Numerous spelling and grammatical errors were corrected. More information was added for each characters.

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Version 0.25: (04/01/22)

Some "frequently asked questions" added.

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Version 0.3: (04/01/23)

Made some decorations to the guide.  
Changed some simple sentences for more comprehensive one.

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Version 0.4: (04/01/24)

Some grammatical errors were corrected.  
More information was added for some characters.

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Version 0.47: (04/01/29)

Added more people in the credits section.  
Some typos were fixed.

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Version 0.5 (04/01/30)

Some more "Frequently Asked Questions" added.

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Version 0.7: (04/02/05)

Added heart events for the girls.

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Version 0.75 (04/02/07)

Some minor heart event problem fixed.

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Version 0.79 (04/02/12)

The unknown characters Louis and Kano were added.

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Version 0.8 (04/02/22)

Replaced some bad info.  
Rival heart events added.  
Luu and Van information was finally added.  
Some character's events was added.  
More Frequently Asked Questions added.

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Version 0.95

Did some serious grammatical correction.  
Added more character events.

-----  
Version 0.98 (2004/05/20)

A new character by the name of Greg was added.  
Kai's Black & Blue heart event were added.

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Version 0.99 (2004/06/09)

Some minor errors have been fixed.

-----  
Version 1.0 (2004/06/17)

Added some more events.  
New decorations.

-----  
VERSION 1.5 (2004/08/02)

I prolly announce you that this is the before last version of the guide.  
Meaning, the "legacy" won't be no longer continued. However, we might

update it again if there are big information flaws or missing important information once the last version. Only under these circumstances, this guide won't go nowhere.

Since this is the before final version, we have decided to finish it with a nice and smooth format because it will be soon become an fragment of the past which should be treated as an master piece.

As you may already noticed, we have putted new decorations and new features. And of course, all information concerning the characters of the game. In conclusion, we changed everything which means basically, we somehow re-done the character guide entirely.

After publishing 1.5, we shall immediately work on LAST version. It should be done in a month because I also have other FAQs in hand which many newbies are impatient and yelling at me for their updates and release. For the time being, hope you like the new layout. Enjoy!

Oh and, I'll be back answering mails after the 9th of November. For now, just send emails at patman's address.

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Version 1.6 (2005/01/27)

Sorry for keeping any of you waiting, I have a hard announcement to make. I've been absorbed by Maple Story's magical and irresistible aura. >\_< I won't be able to work on this FAQ as well as Pat whatever the reason he has. According to my calculation, it might take several months before I'm through with this guide. For this version, minor corrections have fixed.

-----  
Version 1.8 (2010/13/05)

Alright. It has been 5 years of absence and I suddenly decided to conclude this guide which was first given birth back in 2004. Truth to be told, what actually influenced me on wanting to finish this guide is because of Harvest Moon Hero of leaf valley on PSP. I haven't touched a single Harvest Moon game since 2005. Before I take out HM:HoLV's virginity, I have to do it without regret, y'know? Now, TO THE MAIN PART! Considering that most players who plays this type of game are actually female (knowing that you're more sensible regarding the litterature department), I'm trying my best right now to edit this entire document in search for grammatical and spelling errors (which are oblivious) step by step. Please bear with it. I made up my mind to finish this guide ASAP. Most likely it is gonna take about two weeks maximum to fill in all missing events and to simply edit this guide. For this version of this guide, I completely finish "the girl" section.

Well now, enjoy my guide.

-----  
Version 1.9 (2010/16/05)

Hey. I analyzed the rivalry section for errors. Turns out I did quite a few mistake. There a few missing events for Gray, Kai and Rick. I'll try to add them for the upcoming update of the guide. My pace is actually good. I should be able to complete this guide according to my expectation which is maximum two weeks. Of course, I'm quite open for

outside assistance! For example, if people can provide me information about remaining events which I yet have discovered, it will help me greatly.

-----  
Version 1.95 (2010/24/05)

I wasn't able to actually add all information regarding the heart events of the rivalry characters. Although, what I was at least able to do to is finalize the editing of the entire guide hoping you readers won't have a hard time understanding the meaning of each sentences.

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Version 1.97 (2010/25/05)

I think I'm pretty much done with the rivalry section. All events have been all exposed...unless someone proves me wrong otherwise. Be my guest. The only things for me to do is to complete the remaining minor character's profile. It shouldn't take too long. Unfortunately, there will be info that will be left incomplete. I'm especially referring to the "Recipe given" information which I somehow lost the data somewhere in my computer. I don't feel like re-playing the game just to find out what each individual will give you. You can always refer yourself to a recipe guide.

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Version 2.00 (2010/26/05)

This is the moment that you were all been waiting for! Thank you all for supporting me even though I had this moment of weakness where I didn't feel like continuing this project. I'm declaring this version of the guide to be the "final version"...in a way where I would hardly do update UNTIL I gather a large data of information. Unfortunately, there are still remaining "events" which I still haven't covered up according to some Harvest Moon experts. e.g The meeting between Won and Jeff, Ann needs to lose weight, Manna is a shop-aholic. I have no information on those right now nor do I feel like spending countless hours to find the remaining events.

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  I.Introduction [KIR] \
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Hi there!

Welcome to our awesome character guide.

This guide will aid you trigger events of all characters in the game and as well on how to befriend them. If you have any tips, suggestion or whatsoever that could help our guide to become more enjoyable, please feel free to send them to us.

We will make sure to add you in the credits section if it is valid.

Oh and, you might be wondering what's the usefulness of those [XXY] thingie in the table of contents and throughout the guide? Well, they are just mere support system for the search engine "CTRL+F". How to use them? Just press the keyword "CTRL+F" then input the support word and thereafter click on "search" and voilà! "How stupid this is, you only have to input the name of the character; no need to use this weird system" You'll probably say. Since I typed many times the names of each character in some events, you'll have to press the "next" button several times before reaching your goal.

I strongly recommend using the "CTRL+F" keyword to speed up the search.

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  II.Characters [PAT] \
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\_ _ \ _ \ ( ) \ _ _ | | | | | | \ _ \ / (Whom you can marry)
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There are six /\\_ | | young lovely candidates as a bride. Each of them \\_ \_ / has different attitudes and tastes: one of them is a tomboy, a drunk, a free caring person, a spoiled child, a shy intellectual kid and a goddess. Unfortunately, those females aren't instanly yours. There are also other boys than you who has a close eye on them. So you'll have no choice but to assert your love in a quick and brutal way.

When talking to one of those possible candidates, you'll come across a heart icon which is showed in the breast area. This shows you their affection towards you; the color of the hearts specifically designs how far your relationship with her is going well, and will change eventually if you being nice to her.

When starting the game, the girls will start with a black/grey heart, so it is up to you to change it into another color which are the following:

Gray => Purple => Blue => Green => Yellow => Orange => Red

In order to raise the heart color, you'll have to give them gifts or do any kind of wooing method which will raise her affection towards you.

There are something called "heart events" that you'll encounter when the wives are in Gray, Purple, Blue and Yellow heart colors. Those special cutscenes allows you and her to enhance furthermore in a intimated relationship.

This "heart events" can only be triggered on a specific day, time and place. IF YOU TO HAPPEN TO MISS A PREVIOUS HEART EVENT AND YOU ARE CURRENTLY AT A HIGHER LEVEL (e.g she is at Yellow heart and you haven't seen blue heart event), DO NOT WORRY! You can still witness them...UNLESS you're married or she is married to someone else.

You might also encounter other events which involves you and your girl but there are not considered as heart events (personal wise) but simply social interaction.

After the girl is at Red Heart, an item called a blue feather will be available at the supermarket.

This will allow you to propose one girl her hand in marriage. However, there are few conditions which you must have completed before she will accept you. You must have:

- The big bed
- Have seen all her heart events
- Have the kitchen and all utensils
- Have at least above 100,000G of money
- Being friendly with her family (not required but increase odds)

\*NOTE\*

-All Cutscenes will not occur if you are holding an item over your head when walking in the area.

-If you made the same birth date as the girls, then her usual birthday will become the alternate one.

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[KA0]----- Karen -----  
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BIRTHDAY: Fall 15	HOME: SuperMarket
SECONDARY BIRTHDAY: Fall 23	RIVAL: Rick
FATHER: Jeff	NATURE: Alcoholic
MOTHER: Sasha	PROFESSION: None
MADLY FOND ABOUT:	MOSTLY LIKES:
French Fries, Pizza, Popcorn and Wine	Bamboo Shoot, Cheeses, Diamond, Pink Diamond, Sashimi, Tempura,



| Tempura Rice, Truffle,  
| Perfume and Wild Grape Wine.

EXTRA LOVE POINTS: |  
Buy random merchandises at her store. |

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APPEARANCE: A blonde girl with deep shining green eyes. Wearing a purple blouse.

HOW TO WOO KAREN FOR BEGINNERS UNTIL AT PURPLE HEART:

During Spring, give her Bamboo shoot which can be found at Mother's Hill. BEFORE giving her the gift, TALK to her first THEN give her the bamboo shoot. Last, at least buy one item at her store. Repeat the same procedure for around 15 days, her heart should turn Purple. If not, continue the routine repetitively until it does. Also, try giving her various item else than bamboo shoot such as Wine which can be purchased at the Winery between 10AM and 12PM. WINE ARE MORE EFFECTIVE!

If you started wooing her at Summer, well, there isn't much to do since mother nature doesn't provides what Karen is fond about like in Spring. So you'll have but little choice to spend money on Wines. Repeat the same procedure as mentioned above for Spring. If you already have the kitchen, then make her Tempura, Tempura Rice or Sashimi. Don't forget to talk to her before giving her the present. Repeat the same routine for 15 days and her heart should turn Purple. If not, repeat the routine until it does.

If you started wooing her in Fall, then do the same routine like in Summer. If you have already the kitchen, then make her Tempura, Tempura Rice or Sashimi. Don't forget to give her various gifts and buy at least one item everyday.

If you started wooing her in Winter, either give her Wines, make her Tempura, Tempura Rice or Sashima (if have kitchen) or go into the Winter mine to search for Diamonds and Pink Diamonds as present. Don't forget to buy at least one item at her store. Repeat the same technique for 15 days. Her heart should turn purple.

OTHER INFORMATION:

The first impression that most people would have on Karen: "Holy crap! She's damn gorgeous!" Indeed, Karen might the hottest girl of the game but beauty doesn't make her the perfect angel. Unfortunately, she is an alcoholic. If you decide to marry her, then good luck on a "drunky" future!

She lives at the grocery store with her parents Jeff and Sasha. She doesn't really help around the store though. She only wanders around in her room, and occasionally near the paper wrap item.

Karen is a really bad cook. She doesn't even notice herself. She isn't really aware that when she cooks for others, they'll start acting weird because of bad food indigestion. No one seems to bother to tell her that her meals are despicable...

For this girl, your rival is none other than Rick aka Popuri's brother.

/ \_\_\_\_\_ \  
| KAREN'S EVENTS |

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BLACK HEART EVENT  
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\*Requirement for the event to occur\*

- Need an empty tool slot

Head to Jeff's Store on Wednesday or Friday between 10AM and 1PM.

You need to have an empty slot for the event to occur.

When you walk in, she'll warmly greet you into town. Since

you just started into the farming industry, she thought you might need

help to start up the business. And so, she will offer you her help.

If you picked the "need help" option then she'll give you a bag of grass

seeds. Otherwise, you'll leave the store with empty hands.

PURPLE HEART EVENT  
-----

\*Requirement for the event to occur\*

- Karen must be at Purple heart or higher

On any day, head to the store from 10AM and 1PM.

You will find inside Sasha and Karen having a disagreement over what type

of seed to send to one of her family's member who unfortunately got sick

recently. Sasha and Karen wants your opinion to see which one should

be best to send. If you chose Sasha over Karen, then you'll increase Sasha's

affection towards you. However, Karen's love points will decrease.

If you chose the opposite, then Karen's affection point will raise

and Sasha's affection will still remains the same. The best option would

be to stand beside Karen.

BLUE HEART EVENT  
-----

\*Requirements to trigger the event\*

- Karen must be at Blue heart or higher

- Have an empty item slot

- Have the last version of the rucksack

Head to the Grocery Store between 10AM and 1PM on a Friday.

Inside, you'll see Karen's whole family talking with Duke.

Apparently, Duke made a Wine only dedicated to Karen when she was still

a child. It was some sort of birth present. Karen, being excited,

decides to go get it at Duke's. Jeff then notices you and

invites you to go to Duke's place with Karen to pick up the special Wine.

At the end of the event, Karen will offer you one of her special wines

that she kept preciously with her. She might have a dark intention to

make you into an alcoholic...How sweet.

YELLOW HEART EVENT  
-----

\*Requirements for the event to occur\*

- Karen must be at Yellow heart or higher

- Have the last version of the rucksack

Head to the Supermarket on Monday, Thursday, or Saturday between 10AM and 1PM. Once inside, you'll be known as Jeff and Sasha's hero. Because at the moment you butt in, Karen made a "terrific" meal for her parents. Jeff and Sasha will whisper to each other that they will both be doomed if they don't avoid this horrible meal. Fortunately for them, you'll be acting as an scapegoat and be asked to taste Karen's dish. If you're a generous person, you'll choose the "yes" option to save Jeff and Sasha, but you'll have to pay the consequence. After eating the homemade meal of Karen's and having a bad indigestion, you'll end up in the hospital with Karen besides you. She will wonder what made you sick.

#### WINE DUEL

-----

\*Requirements to trigger the event\*

- Have Karen's heart color at Green or higher
- Be really friendly with Duke

Go to the Inn on a Sunday during 7:30PM and 10PM.

While inside, you'll see Karen and Duke challenging each other to a wine battle. The goal of this challenge is to drink as much wine as possible until one is over-saturated. If Karen wins, Duke has to forget all debt bestowed upon Jeff towards him.

If the opposite, Duke have to pay all the debt he owed to the supermarket. Karen will suddenly ask you if you'd like to supervise the duel. It doesn't matter which options you'll choose, the event won't end. When the duel begins, Karen will go wild and win. Therefore, Duke will have to pay the bill. Doug will then ask to take Duke at home since he is so inebriated to do it himself.

Once at Duke's, Manna will be shocked and angry at Duke for being such a dumbass. Then a long dispute occurs.

After this troublesome night, you'll be outside their house at 11PM able to control your character again.

#### BEAUTY AS PAYMENT

-----

\*Requirement for the event to occur\*

- Can only be triggered after Won's arrival in town

Go to Zack's place between 11AM and 3PM. Zack and Won will warmly greet you. Suddenly, the beautiful Karen will come by and ask about the new store that just opened few days ago. Won who unfortunately been charmed by Karen's sexiness, will tell her that today is a special day which she can choose any merchandise of his store for free.

When Karen chose her item and leave, Zack will start wondering what item he should pick also. Ironically, Won will say that today's free item choice is over, so he'll demand both of you to pay up.

#### THE FUTURE OF POULTRY FARM

-----

\*Requirement to view this event\*

- Rick has to married to Karen
- Popuri has to married to Kai

Head to the poultry farm from 5pm to 7pm.

You will see a depressive Rick sharing with Karen his worries about the Poultry farm going on its decline. Ever since his father left, Rick thought he could still make the poultry farm a great business place...until he realized that it was also with the help of Popuri that the farm was still standing fiercely. Now that Popuri is gone living with Kai, he is not too sure anymore of the upcoming future of the poultry farm. Karen tells him that she will help out with the farm and work very hard to replace Popuri's absence.

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[AN6]-----
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                                |
BIRTHDAY: Summer 17           | HOME: Inn
SECONDARY BIRTHDAY: Summer 22 | RIVAL: Cliff
FATHER: Doug                  | NATURE: Tomboy
                                | PROFESSION: House Cleaner
                                |
MADLY FOND ABOUT:             | MOSTLY LIKES:
Cheese fondue, Truffle rice,  | Cake, Sandwich, Savory pancake,
and Queen of night           | Spa-Boiled Egg, Perfume, Ice Cream
                                | Cheese cake, chocolate cake,
EXTRA LOVE POINTS:           | Strawberry milk, Pudding,
Buy any meals at the Inn excluding |
the glass of water           |
                                |
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APPEARANCE: She is thin and is dressed like a farmer. She has orange hair with an ponytail hairdo.

HOW TO WOO ANN FOR BEGINNERS UNTIL AT PURPLE HEART:

During Spring, go purchase a chicken at the poultry farm. After it layed an egg, turn the egg into a spa-boiled egg by throwing the egg into the hot-spring near the Goddess pond. Give it to Ann after talking to her once. Afterwards, buy any meals at her Inn. The glass of water isn't a meal, thus it doesn't count.

Just keep the same method each day until her heart turns purple. This could take approximately 15 days.

If you started wooing her in Summer, do the same method as in Spring since mother nature doesn't provide any stuff that Ann.

Just use an egg to turn it into a spa-boiled egg.

Remember to do the extra love points which is to buy any meals from the Inn except the glass of water. Keep the same routine each day until her heart turns purple. This should take an period of 15 days.

If you started wooing her in Fall, use the spa-boiled egg method again.

If you have the kitchen and the necessary materials to do certain recipes listed above in Ann favorite database, offer it instead of spa-boiled egg. Don't forget, try giving her various gifts each day and don't forget the extra love points. Just keep this up for approximately 15 days until her heart turns purple.

If started in Winter, either doing the spa-boiled egg method, the

recipes method or go into the winter mine to get diamonds and pink diamonds to give as a present to her. After giving her the present, buy any meals excluding water at her Inn. Do this routine for 15 days or until her hearts turns purple.

#### OTHER INFORMATIONS:

Ann doesn't act very feminine considering she is dressed like a boy. So giving her dresses as present isn't really a good idea. Although, she seems to be a potential housewife.

Her hobby: she loves to clean her house and then take a long and very hot bath.

Besides that, she runs the Inn with her dad Doug. Like her father, she has great talents at cooking. As for her mother, she died long ago when she was still little during the 5th of Winter. Despite her mother being in heaven, she was able to move on and live a happy life. Although, her father doesn't deal too well the death of her wife as easy as her daughter...

Your rivalry partner for Ann is Cliff, the shy foreigner.

#### KEY TO HAVE ANN ONLY FOR YOURSELF:

On the 14th of Fall (first year), Duke will come by at your farm and ask you if you're free to help him out tomorrow morning. Just say Yes, then he will suggest you to find another person in town to aid you. Don't ask Cliff! If you do, then he will stay in town forever until he dies! If you don't ask him, well, congratulation! You've just won Ann for yourself! <insert dr.evil's laugh/> At the end of the year, at Mineral beach, you'll see Cliff standing in the wooden port, gazing at the sea with a sad look. Doug will be there, asking him what would he do for the upcoming days. His destiny is still unknown, he says. Perhaps living in Mineral Town was wrong, so he thought. Since, he'll soon be broke, he'll have no choice but to leave Mineral Town and will never seek to come back for he has lost hope to find meaning.

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  _____
 /             \
| ANN'S EVENTS |
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#### BLACK HEART EVENT

-----

Head to Doug's Inn at around 10:30AM.

To show their hospitaly and kindness, Ann and Doug will invite you for a free lunch. Without any hesitation, accept their offer if you want to gain affection points for both characters.

By enjoying every chewing moment, Doug will ask you if you'd like a second course since you seems to love his cooking very much. Automatically, your character will accept the offer. You will regain the control of your character outside of the Inn.

#### PURPLE HEART EVENT

-----

\*Requirement for the event to occur\*

- Ann must have a Purple heart or higher

This event can only be triggered on Tuesday to Sunday from 10:00am to 1:00pm.

Go to the second floor and see Ann singing while cleaning the guest room. Ann will notice you and share with you her passion about cleaning. Afterwards, she'll ask you if you also like to clean. By saying yes, you'll increase her affection points. If picked the contrary, her affection will decrease.

#### BLUE HEART EVENT

-----

\*Requirements to trigger the event\*

- Ann must be at Blue heart or higher
- Have the last full version of the rucksack
- Have an empty spared item slot

Trigger this event by heading to the Inn on Mondays or Fridays around noon to 7:00pm. Inside, you'll see Doug and Ann having a quarrel over her health. Her father is very worried about Ann health. Suddenly, Ann is in pain and Doug will ask you what to do. Bring her to the clinic and then she'll feel much better. From the diagnosis, the doctor and Elli divulge that Ann is fine and she only had indigestion problem. Doug will ask her daughter what she ate lately. Now prepare yourself for a long list of food... ^\_^; At the end, Ann will give you a broken music box as gratitude for taking care of her.

#### YELLOW HEART EVENT

-----

\*Requirements for the event to occur\*

- Ann must have a Yellow heart or higher
- Must have the last version of the rucksack

Head to the Inn on Wednesday, Thursday, Saturday, or Sunday from 10AM to 7PM. When you walk in, Doug wants to have a little private conversation with you about Ann. He will ask you if you like her. If you say "of course" then the man will be extremely delighted and you'll increase his affection for you. After awhile, Ann comes barging in your conversation and ask what you boys were talking about. Doug will ask her lovely daughter how she feels about you. She'll soon get embarrassed and run off to her room. Very cute.

#### A FIGHT BETWEEN DUKE AND DOUG

-----

\*Requirements to trigger the event\*

- Ann must have a purple heart or higher
- Must be a rainy day
- Have seen the "Wine Duel" event before this one can occur

Head to the Inn on a Sunday while Duke takes a break during his job. Should be during 7:30PM and 10PM. Inside, you'll see Ann trying to stop her father and Duke from beating the hell out of each other. But her effort felt in vain. She will then ask you to do something about this matter. Just help her out even though it is wiser to stay away from a fight. When butting in, Doug and Duke will shout at you for barging in their quarrel. After they are through with you, they will no longer remember

what they were arguing about in the first place. So I guess you've just resolved the problem...that was just lame...

DOUG'S BIRTHDAY

- 
- \*Requirement to trigger the event\*
  - Must be in the 11th of Winter

When Doug is working in the kitchen at around 1PM to 2PM, head to the kitchen and you'll see Ann giving him his birthday present.

ANN NOT BEING FEMININE ENOUGH

- 
- \*Requirements to trigger the event\*
  - Must be in a rainy day
  - Cliff and Ann must be married

Go to the Inn in the morning during 6AM and 8AM. Cliff has a problem dealing with the fact that Ann doesn't act feminine enough. Ann replied that all she was acting herself. And, if Cliff doesn't like it then too bad for him, so says Ann angrily. In the end, Cliff compromised and accepted her for who she is.

ANCIENT MEMORIES...NEVER TO BE SEEN AGAIN...

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Go to the Inn on the 5th day of Fall between 10AM and 1PM. Ann will be there greeting you. As you look around, you'll notice that Doug is absent. Ann tells you that her daddy is taking a day off and also, the Inn will be closed early. She will also mention that her father went to the summit of Mother's hill.

Next step, head to the summit of Mother's Hill to trigger yet, another event which holds Doug staring at the lonely clouds as it fades away remembering his wife. Little did he know that you were there staring at him, he will mumble around saying stuff to himself. He remembers the day that her wife died...the sky was crying as it was raining hard. The last touch he was able to embrace before she was gone from this world...

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[EL4]----- Elli -----

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BIRTHDAY: Spring 16		HOME: The hospital or Ellen's place
SECONDARY BIRTHDAY: Spring 20		RIVAL: The doctor
GRANDMOTHER: Ellen		NATURE: Free-caring person
LITTLE BROTHER: Stu		PROFESSION: Nurse
		MOSTLY LIKES:
MADLY FOND ABOUT:		All accessories, Toy flower,
Perfume, Moon Dumplings, Elli's leaves		Milks, Blue & White magic grasses
and Queen of the night.		Hot Milks and some eggs recipes.

EXTRA LOVE POINTS: |  
Ask the doctor to examine you for 10G. |  
Befriend with Stu and Ellen |

|  
-----

APPEARANCE: Brown haired girl, wearing a nurse/maid outfit.

HOW TO WOO ELLI FOR BEGINNERS UNTIL AT PURPLE HEART:

Bah. Very easy. Just bring her those white flowers which are called Tow flowers. Or simply just give her milks which can easily be obtained from your cows. You can also use the Blue magic grasses as a present. After giving her the present, talk to the doctor to get examined. Also, go talk to Ellen and Stu and you might as well give them gifts.

Do the same routine for 15 days and her heart should go purple.

If you started wooing her in Summer, you can again give her milks from your farm or blue grasses. You could also go mining for Orichalcs and then ask Saibara to make womens accessories. Either way, do the extra love points and repeat the same coordination for 15 days.

If started wooing her in Fall, do the mining and milks method. If you have already the kitchen with the necessary utensils, do the hot milk recipe or an egg recipe. Then after giving her a gift, do the extra love points. Keep this up for approximately 15 days.

If started wooing her in Winter, go find Diamonds in the mines or once again do the milks method or the hot-milks recipe. Also, you can use the white grasses which can be found behind Carter's church by taking the right door. After giving her the present, do the extra loving points which is getting examined by the doctor for 10G and befriend with Ellen and Stu. Thereby you can get to Elli's purple heart from approximately 15 days.

OTHER INFORMATIONS:

Elli works at the hospital with the doctor as a nurse. All she does is selling remedies against falling stamina and fatigue. Her goals in life, is to become a great nurse which is capable of helping her family at independently. During her childhood, her grandmother Ellen has lost her two legs. Elli feels guilty for being powerless when one of the member of her family feels ill. Her parents went missing and due to this matter, Elli has a tendency to be an over-protective big sister to Stu.

Your Rival for her in hand marriage is obviously the doctor.  
(Natsume or any official sites doesn't mention his real name =/)

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/ \  
| ELLI'S EVENTS |  
\ /  
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BLACK HEART EVENT  
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Go to the hospital on a Monday or Wednesday after 9AM.  
Stu is inside showing an insect he caught recently to his big sister.  
Elli gets irritated and scold her little brother for being cruel. She hates bugs. As soon as you step in, Stu will immediately hide behind you. Elli will demand you on which side you're on.  
If you choose Stu, you'll increase his affection but however, Elli won't be happy about it. Saying no will result Stu crying and running away. Elli tells you that you did the right decision, that it was for his own good. Kids these days shouldn't be too spoiled.

#### PURPLE HEART EVENT

-----

\*Requirement to trigger the event\*

- Elli must be at Purple heart

Go to the Clinic on Thursday or Sunday after 9AM.  
You'll see Jeff walking in, looking quite sick. After a short time, the doctor will examine him. When doing some test, the doctor ask his assistance, namely Elli, to get a certain medicine for him. When she brought the medecine, the doctor said it was the wrong one and ask to get the right one this time. Elli goes off to get it and ask forgiveness to the doctor for her incompetence.  
At the end of the event, Elli will ask you if she makes a good nurse. Apparently, she doesn't really seem confident at all. Well, just say yes to cheer her up. Therefore, you'll raise her affection points.  
Picking the opposite result making her affection decrease.

#### BLUE HEART EVENT

-----

\*Requirements to trigger the event\*

- Elli must be at Blue heart
- Have the full version of the rucksack
- Have an empty item slot

When the clinic is closed. Go to Elli's place and see the cut scene where Stu ran out the house due to bad homemade meal by Elli.  
Once inside the house,  
Elli blames herself for not being a good sister. Meanwhile Elli belittleing herself, Ellen will ask you a favor if you could go search for little brother Stu. If you go with "going search for Stu", you'll increase both ladies' affection points. Alright! Stu will be at the church since Carter is the third person who Stu cares the most.  
You'll automatically get there without breaking a sweat. Once over there, Stu will admit that worrying her sister was a bad thing. So he'll decide to go back home. Once you brought Stu back at his shelter, Elli and Ellen will thanks you for being such helpful. Elli will give you a flower as gratitude. Just put the pressed flower in your shelf since it doesn't have any particular purpose.

#### YELLOW HEART EVENT

-----

Go visit Mineral Beach on Wednesday between 9am and 6pm. You'll find Elli standing on the dock and looking

out into the sea. She asks if you think it's unusual for her to be at the Beach, but then explains that her family used to go to the beach Vacation Villa every year. Today she's thinking about her brother Stu. She asks if you like his practical jokes and if she should step in and stop him. Elli wonders if she's raising him the same way her mother might have. When she asks for your opinion, tell her not to worry about it (option 2). She'll thank you for giving her a little boost of confidence, and then leaves to go play with her little brother.

(Thanks to Master Man for this info)

#### STU IS SICK?

-----

\*Requirements to trigger the event\*

-Be friend with Stu

Head to Ellen's place at 9AM-10AM on a Wednesday.

The whole family seems to be worried over Stu because he seemed to act weird today. As time goes by, Elli and Ellen's worriesome grew bigger. Elli thought she should bring

Stu to see the doctor just to take a little precaution. Stu says to Elli and her grandmother that he's perfectly fine. Regardless, neither of them listened to his plead. Ellen will ask you if you would like to go along will Elli to bring Stu to the Clinic. Once there, the doctor will say that Stu is fine. So false alert...

#### THE SECRET LETTER

-----

\*Requirement for the event to occur\*

- You must be friend with Ellen

On Wednesday between 9AM and 1PM, head to Ellen's house.

Elli is gazing through her bookshelf to find a book which she rent from the doctor. She thought this might be a good time to return it to its rightful owner. However, instead of finding what she was looking for, she found something more valuable.

Apparently, it's a love letter written by her grandfather dedicated to his wife Ellen. Stu and Elli are both shocked of finding a piece of their family's sacred past. After Ellen reads it, she'll say that she will treasure it forever and ever until she dies.

#### STU'S DESIRE TO PLAY

-----

On Wednesday, head to Ellen's house.

Inside, you'll see Stu wanting to play with somebody. After he noticed you, he'd like to play with you. Elli soon say to the little one that you might not have the time since you are busy with your farm and such. Once again, Stu will ask the same question again hoping that you might accept it. There will be two options available. If you chose not to play with him, you'll make him cry, plus decreasing his affection for you. If choosing the playing option, you'll raise both Stu and Elli affection.

However, playing with him will leave you at 6PM outside their house.  
So, choose wisely.

#### ELLI IS STUDYING

-----

\*Requirement to view this event\*

- Reach your 4th year of gameplay
- Elli and the Doctor are married couple

Head to the Clinic at 7pm.

You will stomp upon Elli trying to decipher a passage of a book. Apparently she is studying the human legs structure in order to pinpoint the nature of Ellen's legs problem in order to find a cure. The Doctor is next to her helping her out with her studies. As they see you coming in, Elli will ask you if her efforts are not meaningful. Two options will become available. "Encourage her" or "Your grandmother is better off taken care of at the hospital". Choose to encourage her to a good samaritain.

-----  
[P07]----- Popuri -----  
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BIRTHDAY: Summer 3		HOME: Poultry Farm
SECONDARY BIRTHDAY: Summer 10		RIVAL: Kai
FATHER: Rod		NATURE: Spoiled child
MOTHER: Lillia		PROFESSION: Chicken Babysitter
BROTHER: Rick		
MADLY FOND ABOUT:		MOSTLY LIKES:
Any egg recipes and Queen of the night		Any accessories, Pink diamonds,
		Diamonds, any strawberry recipe,
		Dress, Perfume and random sweets.
EXTRA LOVE POINTS:		
Get yourself eight chickens to raise		
her affection.		

-----

APPEARANCE: Pink haired girl wearing a black/white dress.

HOW TO WOO POPURI FOR BEGINNERS UNTIL AT PURPLE HEART:

During Spring, go at the supermarket to buy chocolates. After talking to her once, offer her the chocolate and you'll be done for the day. Also, you can offer her strawberries if you managed to ship 100 of every Spring crops which can be purchased at the supermarket. The stawberry seeds will become available once that is completed.

If you have a huge amount of money and lumbers, ask Gotz to extent your chicken house. After the extention, get yourself eight chickens/chicks to unlock the extra affection points. Do the chocolate method at least for 20 days or until her heart turn into purple.

If you started wooing her in Summer, do the same thing as I written above, except for the strawberries part since it doesn't grow in Summer. Well, Popuri is the hardest girl to woo due to her taste. The only way to woo her with excellent technique is to have a kitchen since most of her favorite items is done by cooking. If you haven't done her extra

love points, just do it now. This coordination can take about 20 days until her hearts turns purple.

If started wooing her in Fall, give her some apples which can be found under the tree at your farm. Apparently, she likes one of those. You should thanks mother nature since wooing Popuri is very hard. You can also do the chocolate method. Either way, just suit yourself. If you haven't done the extra love points thingie, do it now. This routine can take about 20 days or so if you are doing this perfectly.

If started wooing her in Winter, go into the Lake mine and dig for diamonds and pink diamonds. If you have the whole complete sets of utensils for cooking, do a sweet recipes such as cookies, chocolate cakes, (all sweets recipes you've gathered so far). Especially, do her eggs recipes since she is an egg fanatic. Either way, suit yourself. You can still go back at the chocolates method. If you haven't extent your chicken house yet, may I suggest you to do it now? This routine should take 15 days until her heart turns into purple.

#### OTHER INFORMATIONS:

Popuri lives at the poultry farm with her brother Rick and her mother Lillia. Sometimes, she acts like a childish person but then again, she's very respectful and kind towards everybody in town. In the morning, she spends her time at the Goddess hot spring with Ann only in sunny days. Afterwards, she spends all her time at the poultry farm.

She occasionnaly goes to Rose square or at the church.

As hobby, she loves taking care of chickens. Also, she devotes her time at caring the health of her mother Lillia since she caught an illness long ago which apparently haven't been cured yet.

Her dad left the house ages ago, to find a medicine for his sick wife, but he hasn't returned yet. Throughout the game, you might find some clues of his whereabouts (\*SPOILER\*). Heed my words, if you are determined to marry her, then embrace yourself.

For her hand in marriage, you must fight Kai, the guy who lives at the beach restaurant next to Zack's house.

While Kai's gone during the other seasons (Fall, Winter and Spring) take the advantage of the situation! Fill Popuri with gifts!

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 /-----\
| POPURI'S EVENTS |
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#### BLACK HEART EVENT

-----

Walk from your farm towards the blacksmith After 10am on a Wednesday or Friday when the weather is sunny. It can only be triggered in Spring.

A chicken tries to flee until both of you come across each other.

Popuri will soon thank you for capturing it without any harm.

She say that she accidentally let her guard down and let the chicken escape. After that, she'll ask you if you adore chickens.

#### PURPLE HEART EVENT

-----

\*Requirement for the event to occur\*

- Popuri must be at Purple heart

One day, in the morning, she'll come by at your farm for a little tour. She'll ask you if you could show her around your property. By saying "sure", you'll increase her affection for you but however, you'll be controllable at 1PM. Meaning, you won't probably have time to harvest your crops nor engage into your plans for today.

#### BLUE HEART EVENT

-----

\*Requirements to trigger the event\*

- Popuri must be at Blue heart
- Have the last version of the rucksack
- Have an empty item slot
- Kai must be gone from town, so not in Summer

Go to the church between 10AM to 1AM on a Sunday  
You'll find Stu, May, Popuri and Carter playing together.  
May wants to play "family" together. Carter doesn't really appreciate the idea, therefore he will propose you to play with them in his stead. By saying yes, you'll increase Popuri's affection and you'll witness half of your future on what it feels like to have Popuri as your wife.

#### YELLOW HEART EVENT

-----

\*Requirement for the event to occur\*

- Popuri must be at Yellow heart

This event can only be triggered in Spring on your 2nd year from 10AM to 1PM. When walking in, you'll see the whole family having a big conversation over Rod. Rick is mad at him because he has not returned yet and might think he abandoned his family. Popuri thinks that Rick is overreacting and he's saying too much nonsense. Meanwhile the brother and the sister are arguing, Lillia is having a bad time dealing in the dark atmosphere of those two. Unlike both of them, she still has faith in her husband and still believes he'll come back. When the whole family sees you, they'll ask you who's right in the matter of facts. You'll have three options available which you can choose: either Popuri, Rick or Lillia. Choose Lillia over everybody if you want all of them to be happy. If chose Rick, you'll raise his affection but decrease Popuri's. If Popuri, therefore it will be the opposite.

#### KAI'S ARRIVAL

-----

\*Requirement for the event to occur\*

- Be on your first year of the game
- Be on your last day of Spring

When you walk in by from your farm to Downtown between 4PM to 5PM, you'll come across Kai, Popuri and May. Both of the girl are delighted to see Kai. Kai will soon be aware of your presence and comes forward you while the girls returns at their house. He will say that he never seen you before around here. New face.

At the end of the event, he'll say that he has an restaurant at Mineral beach and will be open tomorrow. So he hopes to see you there.

#### MAKING BUSINESS

-----

\*Requirements to encounter the event\*

- Be really friendly with Kai
- Be on Summer season

Head to Kai's restaurant during 5PM and 7PM.

Kai greets you and tells you that his business isn't really going well lately.

Meanwhile talking with Kai, Popuri will make her entry and she brought plenty of customers to please Kai. Kai is amazed, but he also seems troubled since it will be a real pain in the ass to serve all those people. He'll ask you if you can aid him to serve all those clients. You'll automatically accept even though you don't want to. After the day, both of you will be extremely exhausted. Kai deeply thanks you for your spared time. For this moment forward, Kai will consider you as a really good friend.

#### ABOUT A NECKLACE

-----

\*Requirements to trigger the event\*

- Kai and Popuri must be married
- Must be on Summer season otherwise it won't occur.

Head to Kai's restaurant during 5PM and 7PM.

Kai greets you and tells you that his business isn't really going well lately.

Meanwhile talking with Kai, Popuri will make her entry and she brought plenty of customers to please Kai. Kai is amazed, but he also seems troubled since it will be a real pain in the ass to serve all those people. He'll ask you if you can aid him to serve all those clients. You'll automatically accept even though you don't want to. After the day, both of you will be extremely exhausted. Kai deeply thanks you for your spared time. For this moment forward, Kai will consider you as a really good friend.

#### POPURI'S DELIVERY ORDER

-----

\*Requirements for the event to occur\*

- Be on Spring
- Between the 10th to 17th day

Head to Zack's place at 11AM to 2PM at Mineral beach, you will find Zack and Won inside. After awhile, Popuri will come by and ask Zack if he received her delivery order lately. Upon Receiving an negative answer, Popuri will ask Zack to warn her when he does since she needs it quickly. Apparently, Lillia's birthday is coming up very soon which is the 19th of Spring, so she ordered something special for her. She'll ask everyone to keep it as a secret. If you agreed to keep the secret, you'll increase her affection.

CHILDREN TO THE RESCUE

-----  
\*Requirement to trigger the event\*  
- Must be friend with Lillia

During Summer, head to the poultry farm and you'll see inside Lillia who doesn't look very well. In fact, she will announce you that she'll close the business just for today. So meaning, if you've planned to purchase a chicken or chicken food, you'll have to wait tomorrow. Rick will rush in, bringing along with him some medicine. Afterward, Popuri too, comes in with plenty of medicine along with her. Lillia's children were very worried about their mother. Lillia is truly happy for the fact that her children are actually thoughtful and worried.

ANGER OF ONE WHO BETRAYS ALL

-----  
This event can only be triggered in Spring from 10AM to 1PM by heading forward to the poultry farm. Once inside, Rick and Popuri will be arguing over Rod's behavior of leaving the whole family behind. Rick is mad at him since he has not returned home and possibly, he might have abandoned them. Popuri thinks that Rick is overreacting and is saying too much nonsensical things. She reminds him that Rod went to get medicine to cure her Lilia and perhaps he might have encountered some special circumstances which slowed him down to come back home quickly. Lillia who has an headache of being so oppressive of all this mess, ask you what she should do. When you'll try to reason with them, there will be three available options which you can choose: either be on Rick's side, Popuri's or Lillia's. If I were you, I would pick Lillia. Thereby, you'll increase the whole family's affection.

-----  
[MA1]----- Mary -----  
-----

BIRTHDAY: Winter 20		HOME: Basil's house
SECONDARY BIRTHDAY: Winter 25		RIVAL: Gray
FATHER: Basil		NATURE: Coy
MOTHER: Anna		PROFESSION: Librarian
MADLY FOND ABOUT:		MOSTLY LIKES:
Queen of the night, Relaxation tea, and Vegetable Juice/Latte		Any accessories, Pink diamonds, Blue/Black/Red/White grasses, Diamonds, Dress, Perfume,
EXTRA LOVE POINTS:		Cheese, Grape Juice, Elli leaves, and Relaxation leaves.
Go to the second stage of the library and at least read a book		

-----  
APPEARANCE: Black haired girl wearing glasses

HOW TO WOO MARY FOR BEGINNERS UNTIL AT PURPLE HEART:  
In Spring, mother nature will provide you something called a Blue grass.

You'll find one of those near Gotz's property and the hotspring area. Offer it as a present after talking to her once when she is at the library. Afterwards, allocate the extra love points technique which is heading at the second stage of the library and read a random book. If you are a person who likes to spend money, you could buy grape juices which can be bought at the Winery. Also, you can also buy Turbojolt at the Clinic since Mary seems to like it. Remember, the first gift given is the one which actually affect the love points of the person. Keep this routine for 15 days or so until her heart turns purple.

If you started wooing her in Summer, again, use those blue grasses which are found at the exact same area as in Spring. You can also purchase Grape juices at the Winery shop or Turbojolt at the clinic. Remember to do the extra love points thingie. Otherwise raising her to Purple will take longer than 20 days.

If you started wooing her in Fall, instead of giving her a certain color of grasses listed in her "mostly like" list, you can offer those red mushrooms which are called poisonous mushrooms. Or you can still stick with the old method which is giving her Grape juices and Turbojolt. After talking to her once, give her a gift and after, do the extra love points to increase some more affection toward you. This routine should take approximately 15 days.

If started wooing her in Winter, you can offer her white grasses which can be found either behind Carter's church or behind a tree in the dead-end area near the woodcutter's house. If you have the cheese milker, give her cheese for an period of 15 days. Don't forget to do the extra love points technique.

#### OTHER INFORMATION:

Mary spends most of her time at the library. After all, she's the proud owner of the place. She lives next door of the establishment with her parents Basil and Anna. Her father is an botanist who also likes to read books. Mary got her gene after her daddy. Unlike the other ladies in town, she doesn't have the visage to compete with them. However, her qualities and personalities are very arguble. A dude named Gray who is by the way your rival for this young lady in marriage. As hobby, she loves to read and write books. She likes eventful days. In conclusion, she is really an fascinating women to explore.

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  /-----\
 | MARY'S EVENTS |
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#### BLACK HEART EVENT

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Go to the library from 10AM until at the closing time. She will be wandering around in the corner, lost in her thought. She will bump into you and fall down. "Forgive me!" she says, for not paying too much attention in her surrounding. She explain that her library is usually empty. So she isn't really used to see people around here. Inside your main character's mind, you'll be asked if



you should either tell her to be careful next time or to ask her if you could do something to help. "If you could do something to help" will increase her affection level.

#### PURPLE HEART EVENT

-----

\*Requirement for the event to occur\*

- Mary must be at Purple heart

Head to the library around 10AM to 4PM on Thursday, Saturday, or Sunday. Mary will be searching for a lost book. She'll ask you for your assistance if you aren't too busy. Just help her out if you wish to raise her affection level. After accepting her request, you'll automatically be searching amongst the books in the second bookshelf. After a bit, Mary will ask you if you found it yet. Replying with an negative answer, you'll still be searching for it then suddenly you'll automatically stomp into a suspicious book and ask Mary if this is the one that she was looking for. Without further ado, she will thanks you with all her heart.

#### BLUE HEART EVENT

-----

\*Requirements to trigger the event\*

- Have an empty item slot
- Can only occur in sunny weather
- Mary must be at Blue heart

Walk up to the summit of Mother's Hill on Monday from Noon and 5PM. Don't forget to have an empty slot in your backpack when heading there! This event can only be encountered in spring, or was it summer? Anyway, when you've climbed the top of Mother's Hill, you'll encounter Mary who is crying in the corner due of reading a sad story. When Mary sees you, she'll explain she oftenly comes here to read books in privacy. She will ask you if you ever cried when reading a sad book. By saying yes, she will find you very sensible and be glad about it. But picking the negative option will result of her losing affection towards you. At the end of the event, Mary will give you a book.

#### YELLOW HEART EVENT

-----

\*Requirement for the event to occur\*

- Mary must be at Yellow heart
- Be friendly with Anna and Basil

Go to Basil's house from 10AM to noon on a Monday only. In order to trigger this, you must be really friendly with Anna and Basil. Inside of the building, the family have a little argument over some little misunderstanding. Mary will rush into her room and Basil will ask you if you could cheer her up. Just bring your ass into her room and ask her what's wrong. It seemed that Mary wants to write an novel about something exciting. However, her father asked her to write about his work and all the thing related to him. Just tell her to write about life farming and see her gets very attached to your idea.

## SEARCHING FOR GRASSES

### \*Requirements to trigger the event\*

- You need to be married with someone excluding her
- Be really good friends with Mary

Head to Gotz's place area to find yourself head to head with Mary who is picking grasses. When Mary notice you, she then ask you how you're doing lately and as well as how is your sexual life with your wife. Your character will ask her what she is doing alone in this area. Mary will reply to you that she is helping her father Basil by picking certain grasses in order to aid him in his research.

## MARY'S WORRIESOME SUCCESS

### \*Requirement to view this event\*

- Reach on your 4th year of gameplay
- Mary has to be married to Gray

Head to Mother's Hill Summit Monday or Thursday after 1pm to 4pm. You will see Mary and Gray gazing at the sky together. Mary is quite excited today. She announced to Gray that she sent a sample of her novel work to a publishing company and they enjoyed it. Thus, they are asking her if she wouldn't mind completing the novel in a short time due. Gray is very happy for her. Although, Gray is also concerned that her success might lead her to big stress. The husband's role is to make sure that the wife has an easy lifestyle, that's what Gray is thinking.

[G01]----- Harvest Goddess -----

BIRTHDAY: Spring 8

SECONDARY BIRTHDAY: Spring 9

MADLY FOND ABOUT:

Everything that grows in your farm except for weeds.

|

| HOME: The Spring pond

| RIVAL: None

| NATURE: Generous

| PROFESSION: Goddess

|

| MOSTLY LIKES:

| Milks, Relaxation leaves and  
| flowers.

-----

APPEARANCE: Green haired girl, wearing a tight white dress.

OTHER INFORMATION:

As you can figure it out for yourself, she is the goddess of harvest. And yes, marrying a god is possible, as well as making babies with her... a baby with enormous god power. The purpose for her being available as a wife is to give more challenge for those who are very skilled at Harvest Moon games...or for those who actually missed their chances at marrying one of the other available girls in the game. You might also notice that

no heart

icon appears in her breast area. Her heart icon is invisible like the town residents. Meaning, she doesn't have any heart events.

You'll usually find her in the Spring pond at the hot spring area. In order to summon her, you'll need to throw an object into the pond.

There is no technique to woo this woman. You can only do certain tasks to raise her affection. Giving her goodies won't do any good.

To have the right to marry her, you must accomplish certain tasks which are the following:

- Ask Carter if you can marry the goddess during confessional time.
- Have the big bed from the T.V shopping network.
- Have shipped all shippable items of the game.
- Have fished all types of fish including the legendary fish king.
- Have fished one thousand of small fish and average fish.
- Have shipped one thousand times certain crops.
- Have walked 100,1000,10000 steps while carrying the pedometer with you.
- Have collected all Harvest Goddess jewels and received the goddess gem.
- Have dugged at level 255 of both mines.

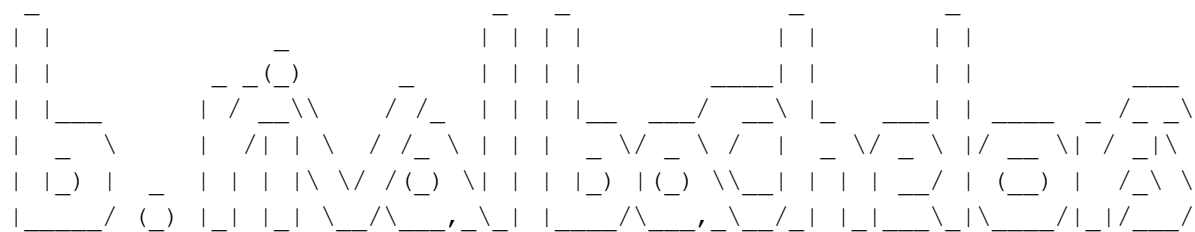
Also, there are other tasks which can help raise the goddess affection but it is not needed to marry her. The point of these requirements is to make sure that the goddess won't decline your proposal.

- Have the Mathematic book by winning the Goddess game show (100x)
- Have threw into her pond at least one of every crops of your farm.
- Have acquired 100,000,000 Golds.
- Have all power berries throughout the game.

After doing all those tasks, wait five years because you can only marry her by then. Go purchase a blue feather which serves as purpose to propose a person her hand in marriage. Toss it into her pond and you'll be engaged with her. You'll only have to wait seven days until the big day. However, after getting married to her, she won't stay at your house. She will remain in her pond.

=====

[R11]



You aren't the only one to chase after the ladies. You'll have to fight other men in order to get to your goal. You better watch out, because they're talented seducers. In any case, don't trigger their Orange heart event, otherwise there will be an inevitable wedding that will occur in seven days later between your rivals and your harem. Fortunately, you can only see them in your fourth year of gameplay only.

Thus, you have plenty of time to act. You can also be friend with them if you like to. There is no harm worshipping the enemies. If you become enough friend with them, they might do something good in return for your kindness such as giving you cooking recipes, share precious secrets, invite you at their wedding and etcetera.

Unlike the girls, their heart events can occurs at anytime.

You might also encounter other events which are not heart events, rather social events which will simply enhance bond between men. There is no secondary anniversary for them even if you chose the same birth date.

One more thing, do not underestimate them. just try to drive them off ASAP...in a gentle way.

```
-----  
[CL5]-----                Cliff                -----  
-----  
                                |  
BIRTHDAY: Summer 6           | HOME: In the big City  
PARENTS: Unknown             | TARGETING GIRL: Ann  
SISTER: Unknown              | NATURE: Quiet  
                                | PROFESSION: Traveler  
MADLY FOND ABOUT:            |  
Miso Soup, Sandwich and Curry rice | MOSTLY LIKES:  
Stew and Savory pancakes.         | Scrambled Eggs, Vegetable Juice  
                                | and a Ball.  
                                |  
                                -----
```

APPEARANCE: Long brown haired dude wearing a brown coat.

OTHER INFORMATION:

Cliff is a foreigner who recently moved to Mineral Town. He left his family in order to find a great purpose for his existent by traveling around the continent. When he settle down his encampment in Mineral Town, he felt something that he never felt before. He thought this town was somehow meant for him. With anxiety, he would stay in town to find out what was this sensation he felt earlier...

He always spends his time at the church with Carter since Carter seems to be the only person that Cliff could trust. Also, he has trouble making friend with people around. This guy doesn't like to talk too much, he always mumbles around when you talk to him. This timidity will still persist until he opens up for you.

Since he is homeless, he sleeps at Doug's Inn every night. You've probably guessed it, he's your nemesis for the beautiful and lovely Ann for her hand an marriage.

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_____  
/          \  
| CLIFF'S EVENTS |  
\          /  
_____
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BLACK HEART EVENT

- 
- \*Requirement to trigger the event\*
  - Ann must have her heart level at black
  - Only on Spring or Fall before the 13th day

Head to the Inn at the exact same hour as Cliff when night time, basically around 8PM. When entering the 2nd floor, you'll see Ann walking

to meet up with Cliff. They soon engage in a conversation about Cliff's past, but for some reason, Cliff doesn't seem to want to talk about it. So Ann decides to end the "chit-chat" and leaves the room for work and hope Cliff would one day open up his heart to others. This is the exact same moment that Cliff will look at Ann as an important person.

#### PURPLE HEART EVENT

-----

\*Requirement to trigger the event\*  
- Only available in Spring, Summer and Winter.

Walk into the church between 11AM to 3PM. When inside, you'll see Carter and Cliff having a little conversation over having friendly interaction with the town residents. Naturally, Cliff says that he can't. He can barely talk to people. All of sudden, Ann walks in and Carter greets her with kindness. Thereafter, an brilliant idea occured to Carter. He ask Ann if she could possibly show Cliff around Mineral Town to meet some gentle folks. Cliff is rather hesitant in that part. Ann gladly accept the offer and she says that she'll show him around another day since she has work to be done.

#### GREEN HEART EVENT

-----

\*Requirement to trigger the event\*  
- Must be in your second year  
- Cliff must have the Winery job

#### ORANGE HEART EVENT

-----

~Requirement to trigger the event~  
- Be on the 4th year of the game

Head to the Winery's wine storage after 10AM. You'll see Cliff working very hard as usual. After awhile, Ann will come meet up with Cliff, bringing along with her a lunch box to give it to this last. Duke suddenly bumps in, looking very happy, and welcomes Ann. He ignorantly ruined a romantic atmosphere between Cliff and Ann. Without any hesitation, he said that both of them make a great couple. Ann becomes very embarrassed meanwhile Cliff, well, he will react in a terrible way. Then Ann run off back home and Duke wasn't really aware that he hit her in the sensitive part (in a psychological way). Duke ask Cliff when is he going to tell what he feels about her. Cliff, still paralyzed by this emotional scene, stays mute.

#### CLIFF'S DESTINY

-----

For this event, you're the one who shall decide Cliff's destiny. There are two options available which can decide Cliff's fate.

On the 14th day of Fall, on your first year, Duke will come by at your farm and ask you a little favor. He would like you to work part-time at his

Winery to simply harvest grapes. Just accept his request, it'll result increasing his friendship point. He will tell you to come tomorrow at 10AM and then suggest you to find another person to help out otherwise, you'll find the day very long and your stamina will be wasted quickly.

Now, this is where you have Cliff's fate in your hand.

If you want Cliff to stay in Mineral town forever then go propose him the job.

However, by doing so, he'll get between you and Ann if you chasing her to be your wife. If you don't ask Cliff to aid you, then this last will leave town forever and never seek to come back. In some way, this will aid you get Ann without any obstacle ahead if you ever chose her as your wife. So basically, you automatically won Ann.

(OPTION N°1)

By asking Cliff to work part-time job with you...

On the 15th of Fall, head to the Winery at 10AM. Manna will ask if both of you are ready to commence the project. Say yes. both of you will harvest grapes all day without any break.

At the end of the day, Duke is very impressed by Cliff: a very dedicated and hardworking man.

Then, Duke propose Cliff to work here as a full-time job.

Cliff gladly accept the offer and thank you for creating a golden opportunity for him. He will especially no longer be stressed about bankruptcy. Even though, he will try to get between you and Ann (if you want her to be your wife), you've created a strong bond with Cliff.

(OPTION N°2)

By not asking Cliff, the same sequence will still happen but without Cliff on your side. Cliff will leave town after the end of the year...forever.

Before the last day of Winter, head to Mineral beach.

You'll see Cliff having a conversation with Doug. Cliff tells him to thanks everybody in town for their sympathy. Apparently, the poor guy is going away and probably never coming back. Cliff was very low on money. He thought there were something meant for him in Mineral Town. In the end, he concluded it was all a simple illusion. He soon walks away and look at the sea for the last time then catch a boat.

This will be the last time you'll ever see him again...

ANN NOT BEING FEMININE ENOUGH

-----

\*Requirements to trigger the event\*

- Must be in a rainy day
- Cliff and Ann must be married

Go to the Inn in the morning during 6AM and 8AM.

Cliff has a problem dealing with the fact that Ann doesn't act feminine

enough. Ann replied that all she was acting herself. And, if Cliff doesn't like it then too bad for him, so says Ann angrily. In the end, Cliff compromised and accepted her for who she is.

CLIFF BEING UNCONSCIOUS

- \*Requirements to trigger the event\*
- In winter and must be a snowy day
  - Be on your first year

Head to the town's plaza by the Yodel farm way. You'll see Cliff walking slowly and not looking very good. When he looks at you, he soon passes out on the ground. You'll find a picture of his family next to him. Hopefully, the Inn was nearby and that's where you'll be headed to ask for help. The event continues at the Clinic after Doug and you carried him to a bed. The doctor, according to the diagnosis report, say that Cliff will be alright and he will be restored to full health after a long rest for a few weeks. After a while, you'll find yourself outside the Clinic. You then realized that you still have the picture that Cliff dropped earlier. You can give it to him back whenever you want. If you decide to give it to him now, he'll wake up for a brief moment, and tell you the meaning of this picture. Without realizing himself, he will divulge a secret about his past and then go back to sleep. After a few days, you'll be able to see him in his usual routine.

\*FUNNIEST CUT SCENE EVER!!!\*

While Cliff is still sleeping, overwork yourself until you pass out. You'll find yourself in Cliff's bed. But wait a minute? Where's Cliff? The doctor had to kick him out of the bed and let you take the bed. Cliff is currently laying down in the floor with Elli pulling him out of the screen. xfd

[DO6]	Doctor
BIRTHDAY: Fall 19	HOME: The Clinic
PARENTS: Unknown	TARGETING GIRL: Elli
MADLY FOND ABOUT: All grasses, Elli's leaves, Relaxation tea, Hot milk and Vegetable Juice.	NATURE: Serious PROFESSION: Doctor MOSTLY LIKES: Stew, vegetables, Milks, Strawberry Milk, Wine and Mixed Juice.

APPEARANCE: A guy who is wearing an optical device on his head.

OTHER INFORMATION:

From his name, you may have already concluded that he runs the Clinic with his personal nurse Elli. He is a serious man looking only for more power in order to help others in need. You won't usually find him smiling and laughing around since he is always serious and always focusing in his duty. In his childhood, he was an unhappy kid who hasn't known much

what is like to be treated kindly by his parents.  
Like him, their parents were also doctors.  
They never had time to spend with their son. So the doctor  
deprived them until he also became doctor and knew what they felt:  
to have a huge responsibility of helping others. When he knew this  
feeling, he felt guilty for being such an ass to his parents and  
tries to help as much of people as possible to be forgiven.

When Elli first became his personal nurse, he considered her as a work  
colleague wanting to accomplish the same goal.  
But little did he know that one day Elli will admire him so much  
that she will fall in love with him . Even though, the  
doctor put his duty as his first priority, he will also fall in love  
with Elli realizing that there is no one like her that could compensate  
her place a nurse.

The doctor is always at your disposal when you need to be examined  
with a charging fee of 10GL...except on his day off.

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  _____ \
 / DOCTOR'S EVENTS |
 \ _____ /
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#### BLACK HEART EVENT

-----

\*Requirement to trigger the event\*  
- Elli must be at black heart

Head to the Clinic on a Monday or a Tuesday whenever you want.  
Inside, you'll see Elli and the doctor talking to each other. Elli  
complement the doctor for his good work. The doctor also makes the  
same remark. Not wanting this kind of answer, Elli will become sad  
because the doctor seems to appreciate only for her good work and not for  
her good physics. Elli wanted more than to be praised and acknowledged  
by the fact that she's a nurse. Still ignorant, the doctor wonders what  
he did to get her upset.

#### BLUE HEART EVENT

-----

Head to Ellen's house on Monday after 9AM.  
Inside you'll see Elli and the doctor taking medical measure to check  
Ellen's health status. The doctor will say to Ellen to take things easy  
and not do stuff which takes too much efforts otherwise she would  
only hurt herself.

#### GREEN HEART EVENT

-----

\*Requirement to trigger the event\*  
- Be on your second year

Go to the Clinic on Thursday after 9AM.  
Once in, you'll see Elli worried over the doctor. Lately, the doctor  
seem to cough a lot according to Elli. She will tell the doctor to



take the day off. Since the doctor is really a stubborn man, he declined Elli's suggestion. He afterward tells her that he appreciated her concern. Blushing, Elli replied by saying as a nurse, that's her job.

#### ORANGE HEART EVENT

-----

\*Requirement to trigger the event\*

- Be on your fourth year
- Must be a sunny day

If you have nothing to do. Head to the beach at night during supper time. You will notice Elli and the Doctor together. As you're trying to sneak in and eavesdrop their conversation, the doctor is very agitated and is trying to say something important to Elli.

#### THE DOCTOR'S PAST

-----

\*Requirement for the event to occur\*

- Must be friend with the doctor

Walk up to Mother's Hill on a Wednesday between 8AM and 10AM.

You'll see the doctor gazing at the lake and thinking about his childhood. When he sees you coming, he shares with you his past feeling and how he lived a miserable life during his childhood. His parents were doctors.

They never had time to play with him nor in the least tried to spoil him.

All his life, the doctor resented them for being bad parents.

Ever since the doctor became a doctor, he finally understood what his parents had been through.

The title of a doctor: a sacred delicacy where many people's life are in your hand. The moment he leaves, you could have sworn that you saw tears falling off his cheek.

#### JEFF'S BLOOD TEST

-----

Head to the hospital on a Tuesday between 1PM and 4PM.

You will hear a loud scream in the the examining room. You recognized the familiar voice, Jeff seemed to be troubled by something. Apparently the Doctor announced to Jeff that he gave him the wrong information about his blood test in his previous diagnosis.

The actual result gave a heart attack to Jeff.

#### ELLI IS STUDYING

-----

\*Requirement to view this event\*

- Reach your 4th year of gameplay
- Elli and the Doctor are married couple

Head to the Clinic at 7pm.

You will stomp upon Elli trying to decipher a passage of a book.

Apparently she is studying the human legs structure in order to pinpoint the nature of Ellen's legs problem in order to find a cure. The Doctor is next to her helping her out with her studies. As they see you coming in, Elli will ask you if her efforts are not meaningful. Two options will become available. "Encourage her" or "Your grandmother is better off taken care of at the hospital". Choose to encourage her to a good samaritan.

-----  
[GR7]-----

Gray

-----  
|  
BIRTHDAY: Winter 6 | HOME: Homeless  
GRANDFATHER: Saibara | TARGETING GIRL: MARY  
| NATURE: Serious  
MADLY LIKES: | PROFESSION: Blacksmith employee  
All ores except for Junk Ore, Stew, |  
French fries, All minerals and Pudding. | MOSTLY LIKES:  
| Baked Corn, Potato, Mayonnaise,  
| Savory pancake, Candied Potato  
| TurboJolt and Bodigizer.  
|

-----  
APPEARANCE: Orange haired guy wearing a blue cap.

#### OTHER INFORMATION:

Gray can usually be found either at the blacksmith shop or at the library. When Saibara will pass away, Gray is supposed to be his successor. Saibara who by the way is his grandfather, teaches him how to become a great blacksmith. Although being his grandfather, Saibara doesn't show any sign of softness towards his grandson. He makes him work very hard every day without giving him any time break. Gray works very hard everyday, but it is still not satisfying for Saibara. All Gray wished, is to be acknowledged by him.

Gray will have a crush on Mary when you encounter his black heart event. When Mary showed him something called "tenderness" and "kindness", Gray will be attracted to her thereafter. After finishing his work, Gray will head to the library to meet up with Mary in order to know her better.

Since Saibara doesn't have any spared room for his grandson, Gray have little choice but to stay at the Inn every night.

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/ \  
| GRAY'S EVENTS |  
\ /

#### BLACK HEART EVENT

-----

Go to the blacksmith shop between 10AM and 1PM.  
Mary will walk in after you came in. Mary ask Saibara if he finished fixing her father's tool. When Saibara gave her back the tool, Gray suddenly hurt himself by pawnding his finger with a steel hammer. Mary saw Gray awfully bleeding from his hand. she took care of the situation by giving Gray a bandage. From this moment forward, Gray became very intriged by this angel whose name is Mary.

#### BLUE HEART EVENT

-----

Enter the library at 1PM to 4PM except for Monday. You'll find Gray reading a book inside. Mary who soon bumps into him, happily asks Gray if he would like to read her novel that she recently wrote. Gray gladly accept her request. Of course, before she hands out the book to him, she gave him a condition that he must absolutely give her a feedback on the book.

#### GREEN HEART EVENT

-----

Once you reach your 2nd year in the game, walk up to the summit of Mother's Hill between 7am and 10am. The weather has to be sunny too! At the top, Gray is telling Mary that the Novel that she has been writing is really great. He says that she'll get better with practice, but he doesn't believe he can. When Mary asks what he means, Gray says that no matter how much he practices he can't seem to get better at being a blacksmith. Mary tells him that he's wrong because if he really loves being a blacksmith, then he'll eventually improve.

(Thanks to Master Man for the info)

#### ORANGE HEART EVENT

-----

Go to the Library between 1pm and 4pm after you've reached your fourth year. Inside you'll see Gray and Mary talking. Gray says that his grandpa is finally letting him do some real work, even though it's only small jobs. Mary notices that he seems a little sad, so she asks him what's wrong. Gray says that he owes everything to her. Her talk with him on top of Mother's Hill helped him realize what was going wrong in his life. If he and Mary hadn't had that conversation, Gray says he might of just given up on being a blacksmith! Gray says that his grandpa is going to give him a test on his blacksmith skills. If he passes the test there's something he wants to ask Mary. He won't tell Mary what is is until after he passes his test.

(Thanks to Master Man for the info)

#### GRAY'S VISIT TO KAI'S RESTAURANT

-----

\*Requirements to trigger the event\*

-During Summer only

-Must be on a sunny day

Go to Kai's restaurant between 11AM and 1PM. Gray will be there, asking Kai to serve him something. Then Kai soon notice you and welcome you. You will be wondering what the heck Gray is doing at a place like this. Gray replies to you that he appreciates Kai's cooking. He frequently visit here after a hard day at work. The event ends with Kai and Gray talking intimately with each other. So you may as well leave the restaurant and let them be.

#### MARY'S WORRIESOME SUCCESS

-----

\*Requirement to view this event\*

- Reach on your 4th year of gameplay
- Mary has to be married to Gray

Head to Mother's Hill Summit Monday or Thursday after 1pm to 4pm. You will see Mary and Gray gazing at the sky together. Mary is quite excited today. She announced to Gray that she sent a sample of her novel work to a publishing company and they enjoyed it. Thus, they are asking her if she wouldn't mind completing the novel in a short time due. Gray is very happy for her. Although, Gray is also concerned that her success might lead her to big stress. The husband's role is to make sure that the wife has an easy lifestyle, that's what Gray is thinking.

-----  
[KA2]----- Kai -----  
-----  
|  
BIRTHDAY: Summer 22 | HOME: The big city  
PARENTS: Unknown | TARGETING GIRL: Popuri  
| NATURE: Smooth  
MADLY FOND ABOUT: | PROFESSION: Chef Cook  
Fish and and Pinneaples. |  
| MOSTLY LIKES:  
| All summer crops and flour.  
TEACH YOU: PopCorn Recipe |  
|  
|  
-----

APPEARANCE: Tanned skin guy wearing a purple head bandana.

#### OTHER INFORMATION:

Kai is only available in Mineral Town in Summer. You'll run into him around 4:50PM by taking the road of your farm which leads to the blacksmith before the first day of Summer. If you have missed this opportunity to meet him, don't worry! He will come by at your farm tommorrow morning after the Dog festival. Kai runs the restaurant at the beach next to Zack's place. He spends all his time running his restaurant. When nightfall, he will be sleeping at the Inn. After the season, he will pay you a visit on the 1st of Fall to say goodbye until next year, then he goes back to the city.

Kai is hated by most males villagers since he seems to be a great threat to them. His masculine figure actually attracts all girls in town.

Popuri is actually one of his many great fan.

| KAI'S EVENTS |

BLACK HEART EVENT

Head to the beach between 1PM and 3PM in a Sunny day on a Sunday. You'll see Popuri talking with Kai on how delicious and fancy his food are. Popuri will ask Kai if he could cook something for her sick mother too. Since Kai's food possessed vitamins and nutrition, this might help Lillia's health. Without any hesitation, Kai accept with pleasure.

BLUE HEART EVENT

Head to the beach between 1PM and 3PM on a Tuesday. Popuri is there with Kai, thanking him for keeping his promise which is preparing a meal for her mother. Meanwhile both of them are deep into the conversation, the indignant Rick shows up. Seeing her sister with that outrageous Kai made him very angry. Rick tries to warn Kai to stay away from Popuri. He forcibly took Popuri hands, and tries to drag her away from Kai.

GREEN HEART EVENT

\*Requirement for this event to occur\*

- Reach your 2nd year of gameplay
- Must be a Sunny Day

Wander around to the Mineral beach on a Sunday after 2pm and 4pm. You will see Popuri and Kai at the dock. Popuri is discussing about Rick's behavior towards Kai. Rick always snap when Kai is mentioned somewhere in a sentence. Kai explains to her that Rick is simply filling the role of a big brother where he has to protect his younger sister and she should be grateful of it. Unlike Kai's family's members, they would be no one to stand for him. Popuri feels like she understand Kai and feels sorry for him. She also wishes to travel with him. A bit reluctant, Kai is not sure if she should leave her nice family.

ORANGE HEART EVENT

Go to the Chicken Ranch in the Summer of your 4th year and you'll find Popuri's family and Kai inside. Kai says that Popuri plans on leaving the village! Rick asks Popuri if it's true and she says it is. Her brother is mad and blames Kai. Popuri denies that Kai

is a bad person and it was all her idea! While the two kids bicker, Lila pops up and gives permission for Popuri to go. Rick completely flips out and can't believe what his mom just said! Lillia says there's no point in opposing since she's going to go anyway. She has a condition before Popuri can go though; Kai has to be the one to take her. Lillia says that Kai doesn't have to give her a reply right away. Kai says he'll consider it and then leaves.

(Thanks to Master Man for the info)

#### KAI'S ARRIVAL

-----

\*Requirement for the event to occur\*

- Be on your first year of the game
- Be on your last day of Spring

When you walk in by from your farm to Downtown between 4PM to 5PM, you'll come across Kai, Popuri and May. Both of the girl are delighted to see Kai. Kai will soon be aware of your presence and comes forward you while the girls returns at their house. He will say that he never seen you before around here. New face. At the end of the event, he'll say that he has an restaurant at Mineral beach and will be open tomorrow. So he hopes to see you there.

#### MAKING BUSINESS

-----

\*Requirements to encounter the event\*

- Be really friendly with Kai
- Be on Summer season

Head to Kai's restaurant during 5PM and 7PM.

Kai greets you and tells you that his business isn't really going well lately.

Meanwhile talking with Kai, Popuri will make her entry and she brought plenty of customers to please Kai. Kai is amazed, but he also seems troubled since it will be a real pain in the ass to serve all those people. He'll ask you if you can aid him to serve all those clients. You'll automatically accept even though you don't want to. After the day, both of you will be extremely exhausted. Kai deeply thanks you for your spared time. For this moment forward, Kai will consider you as a really good friend.

#### ABOUT A NECKLACE

-----

\*Requirements to trigger the event\*

- Kai and Popuri must be married
- Must be on Summer season otherwise it won't occur.

Go to Kai's restaurant around 5PM to 6PM.

You'll see Popuri trying to ask a favor to Kai.  
She apparently saw a beautiful necklace handmade by Saibara,  
the blackmith of the town and she wanted Kai to go buy it for her.  
Kai declines the request  
and says that is simply a useless piece of junk. Popuri will get upset  
at him for telling such a outrageous comment. Feeling very and guilty,  
Kai promise that he'll stop by  
and see through it. Popuri walks out with a happy smile. How troublesome  
for our dear Kai...

#### GRAY'S VISIT TO KAI'S RESTAURANT

-----

\*Requirements to trigger the event\*

- During Summer only
- Must be on a sunny day

Go to Kai's restaurant between 11AM and 1PM. Gray will be there, asking Kai  
to serve him something. Then Kai soon notice you and welcome you.  
You will be wondering what the heck Gray is doing at a place like  
this. Gray replies to you that he appreciates Kai's cooking. He frequently  
visit here after a hard day at work. The event ends with  
Kai and Gray talking intimately with each other. So you may as well leave  
the restaurant and let them be.

#### RICK'S FOOLISH STUNT

-----

Go to Mineral Beach after 1PM pronto!  
Kai will be outside, relaxing during the fresh weather. Suddenly, Rick walks  
in, looking very frustrated at him. Rick will tell him to stay away from  
his sister. Kai, who doesn't give a damn what he just said, tells him that  
he isn't his boss and to go take a hike. Rick who seem to be more furious  
warns him a second. Kai, not even once captivated by Rick's behavior will  
tell him to stop pestering him and to actually solve the problem from the  
root itself. If he desire to put an end to Kai and Popuri's relationship,  
he should try to prevent Popuri to come see him in the first place...if  
he is able to do it though.

-----  
[RI2]----- Rick -----  
-----  
BIRHTDAY: Fall 27 | HOME: Poultry farm  
FATHER: Rod | TARGETING GIRL: Karen  
MOTHER: Lillia | NATURE: Well-behaved  
SISTER: Popuri | PROFESSION: Chicken carer  
|  
MADLY FOND ABOUT: | MOSTLY LIKES:  
Chicken feed, Corn, Egg dishes, | Wine, any flavor juice, pudding,  
Honey, Corn and Spa-boiled eggs. | cheese and eggs.  
|  
-----

APPEARANCE: Rick is an orange haired, nerdy looking kind of guy.

OTHER INFORMATION:

Rick lives at the poultry farm with his sister Popuri and mother Lilia. In the morning, he spends his time by sitting on the bench near the supermarket with Karen. Afterwards, he proceed to take care of his chickens all day long at the poultry farm.

You've probably guessed it, he is your rival for Karen's heart. When Rick and Karen were little, they were great friends, even best friends. They always spends time together like brother and sister. When both gets older, they will realize their hidden feelings for each other.

Rick hates Summer because that is when Kai comes in town. In Rick's point of view, he think Kai only comes in Mineral town just to woo girls, especially his sister Popuri. So he makes any necessary precautions for Kai to avoid her sister. Unfortunately for him, all his plans will fail. Besides having a heavy grudge on Kai, he despise his father; not as much as Kai, though. When his father left the house, Rick always prayed that his father will come back someday. But after several years, his faith began to faint until one day, he finally stopped believing in him.

┌  
| RICK'S EVENTS |  
└

BLACK HEART EVENT  
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\*Requirements to trigger the event\*

- Karen must be at black heart
- Must be in a sunny weather day

Go visit the pond of the goddess after 11AM by coming out of the Spring cave. You'll see Karen and Rick talking to each other. When getting deeper in the conversation, Karen will ask about Rod. Hearing the name of his father, Rick becomes mute for a mere second. He didn't had news about his father ever since he left. He doesn't want to know what is doing right now.

BLUE HEART EVENT  
-----

\*Requirement to trigger the event\*

- Must be another season than Spring

Walk into the forest where Gotz lives after 11am by taking the Yodel farm exit. You'll find Karen and Rick talking about their past. Rick will ask her if she still remembers the day when both of them were wrestling in the wood and Rick was the one who ended up being beaten. Karen tells him that this is nonsense and she doesn't really remember anything of this event that occurred years ago.

GREEN HEART EVENT  
-----



\*Requirement to trigger the event\*

- Must be on your second year of playing this game
- Must be any season other than Winter

When you go to the hotspring area in Spring, Summer, or Fall, You can see Karen and Rick talking (Arguing actually). It seems Karen had fallen afoul of a Wild Dog, and Rick deflected the blow and he got somehow injured in her stead. Karen looks angry at Rick and tells him he didn't have to protect her. In the end, Karen thanks him and drags him off to get his arm bandaged.

#### ORANGE HEART EVENT

-----

\*Requirement to trigger this event\*

- Popuri has to be married to Kai (I don't know if she could be married to you. I haven't married her yet to find out. Could someone clarify this if they have a chance before I do?)

You have a double opportunity to marry Karen if you still haven't. For her to get married, Popuri has to get married first knowing that her wedding events can only be obtainable in Summer. After exiting the Poultry farm between 1pm to 4pm to return back to your farm, Karen and Rick are looking at the promising future of Rick's family. Popuri found happiness and Lillia is getting gradually better. Speaking of Lillia, she suddenly barge into the conversation and then ask when will it be the time for both of them to get married as she puts a nice grin behind. They both should just be honest and admit that they have mutual love for each other. Karen is really embarrassed. Rick is about to faint.

#### CHILDREN TO THE RESCUE

-----

\*Requirement to trigger the event\*

- Must be friend with Lillia

During Summer, head to the poultry farm and you'll see inside Lillia who doesn't look very well. In fact, she will announce you that she'll close the business just for today. So meaning, if you've planned to purchase a chicken or chicken food, you'll have to wait tomorrow. Rick will rush in, bringing along with him some medicine. Afterward, Popuri too, comes in with plenty of medicine along with her. Lillia's children were very worried about their mother. Lillia is truly happy for the fact that her children are actually thoughtful and worried

#### RICK'S FOOLISH STUNT

-----

Go to Mineral Beach after 1PM pronto!  
Kai will be outside, relaxing during the fresh weather. Suddenly, Rick walks in, looking very frustrated at him. Rick will tell him to stay away from

his sister. Kai, who doesn't give a damn what he just said, tells him that he isn't his boss and to go take a hike. Rick who seem to be more furious warns him a second. Kai, not even once captivated by Rick's behavior will tell him to stop pestering him and to actually solve the problem from the root itself. If he desire to put an end to Kai and Popuri's relationship, he should try to prevent Popuri to come see him in the first place...if he is able to do it though.

#### ANGER OF ONE WHO BETRAYS ALL

-----

This event can only be triggered in Spring from 10AM to 1PM by heading forward to the poultry farm. Once inside, Rick and Popuri will be arguing over Rod's behavior of leaving the whole family behind. Rick is mad at him since he has not returned home and possibly, he might have abandoned them. Popuri thinks that Rick is overreacting and is saying too much nonsensical things. She reminds him that Rod went to get medecine to cure her Lilia and perhaps he might have encountered some special circumstances which slowed him down to come back home quickly. Lillia who has an headache of being so oppressive of all this mess, ask you what she should do. When you'll try to reason with them, there will be three available options which you can choose: either be on Rick's side, Popuri's or Lillia's. If I were you, I would pick Lillia. Thereby, you'll increase the whole family's affection.

#### THE FUTURE OF POULTRY FARM

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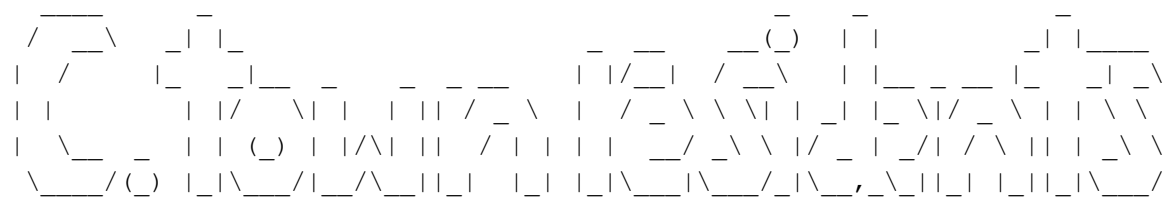
\*Requirement to view this event\*

- Rick has to married to Karen
- Popuri has to married to Kai

Head to the poultry farm from 5pm to 7pm. You will see a depressive Rick sharing with Karen his worries about the Poultry farm going on its decline. Ever since his father left, Rick thought he could still make the poultry farm a great business place...until he realized that it was also with the help of Popuri that the farm was still standing fiercely. Now that Popuri is gone living with Kai, he is not too sure anymore of the upcoming future of the poultry farm. Karen tells him that she will help out with the farm and work very hard to replace Popuri's absence.

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[TO3]



Welcome to the town residents chapter, dear folks!  
The town people do not seem play a big role in the achievement of the game, however, they're truly essential if you wish to acquire special

privileges within your gameplay.  
Again, becoming friends with them isn't an obligation,  
nevertheless, it would be wise to do so.  
For example, by befriending them, you can gain more cooking recipe knowledge,  
They will eventually give you access to their personal lair aka places you  
couldn't access beforehand early in the game (bedroom, church's back door)...  
How do you become friend with them? Very Simple.  
Who wouldn't love to receive wonderful gift? Be sure to provide unique gift  
to each villagers once in awhile. Gifts makes people happy.

-----  
[TH1]----- Thomas -----  
-----

BIRTHDAY: Summer 25		HOME: House next to Ellen's
		NATURE: Thoughtful
		PROFESSION: Mayor
MADLY FOND ABOUT:		
Wild Grape Wine, Diamonds and		MOSTLY LIKES:
Pink Diamonds.		Wine, Bluckweat Noodles and
		Pickled Turnip.

-----

APPEARANCE: Fat and "mustachu" guy wearing a red hat similar to Mario from  
Mario Bros series.

OTHER INFORMATION:  
Ahoj there, mr. Mayor of Mineral Town! He entrusted you the duty of  
providing food supply to the Town.

You can usually find him at his house (next to Ellen's) in the morning.  
During the evening, he will wander around the Plaza then head out  
to the Inn to have a few drinks at late night. He organize festivals  
in order to keep the Town entertain. Although, he is bestowed with the  
title of Mayor, he keeps "pestering" you by making selfish request every  
Winter. Is that truly how a Mayor should behave?

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 /             \|
| THOMAS'S EVENT |
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A SIMPLE REQUEST TO FULFILL  
-----

In winter, the mayor will come by at your farm in the morning and ask you if  
you could possibly do an errand of his. If you agree, then you'll have until  
7PM to complete his task. He will ask you to get something for him such as  
diamonds, X egg or whatsoever valuable. Once done, go wait outside of  
your house at 7PM. He should come by and take his "ransom". In exchange, he  
shall reward you with a golden lumber. Boohoo! The Golden Lumber is an item  
that will bring you demise. Don't use it to build your fence. Otherwise,  
every morning, the town people will come at your farm looking jealous,  
and make fun of you for being such a snob. This will also decrease your  
friendship and love gauge that you have regarding the town people.

This event occurs every year.

-----  
[RO9]----- Rod -----  
-----

BIRTHDAY: Unknown		HOME: Poultry farm
WIFE: Lillia		NATURE: Thoughtful
SON: Rick		PROFESSION: Unknown
DAUGHTER: Popuri		
		MOSTLY LIKES:
MADLY FOND ABOUT:		Chickens.
Lillia and his children.		

OTHER INFORMATION:

Rod is the founder of the poultry farm. He found true happiness by marrying Lillia. And now, he has two children. One day, his wife Lillia got sick. This sickness seem to be unknown. No cure has been found yet. To save her wife, Rod left town in order to find a cure for her wife. After years has passed, Rod still hasn't return yet. Though, Lillia's sickness has begun to concede itself. She took over the poultry farm while Rod's absence.

Unlike Rick, Popuri and Lillia still kept faith in him for the day he will return home safely.

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 /           \  
|  ROD'S EVENT  |  
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APPARITION OF TEARS OF A LOST LOVE-ONE  
-----

- \*Requirement for the event to occur\*
- At least have played 2 years of the game
  - Be friend with Lillia

Head to the Poultry farm at the same time where Sasha come visit. (It should be when the supermarket is closed to be more accurate) Lillia will tell Sasha that she received a letter from her husband Rod. Lillia who seems very happy and excited of finally hearing news from her husband, opens slowly the letter and inside was...

-----  
[LI4]----- Lillia -----  
-----

BIRTHDAY: Spring 19		HOME: Poultry farm
HUSBAND: Rod		NATURE: Gentle

SON: Rick | PROFESSION: Chicken seller  
DAUGHTER: Popuri |  
 | MOSTLY LIKES:  
MADLY FOND ABOUT: | Milks, cheeses, Tomato Juice and  
All Eggs dishes, all accessories, | Strawberry milks.  
Pink Cat flower, Dress and Perfume. |  
 |  
 |  
-----

APPEARANCE: Pretty young women with pink hair. She always has her eyes closed.

#### OTHER INFORMATION:

A few years ago, Lillia was very ill. Her husband decided to depart a journey on finding a cure for her. Time went by, the sickness conceded and she was able to return to her former self. Though, she still feels uneasy. Ever since Rod is on a journey, she became the new owner of the poultry farm. She's Rick and Popuri's mother. Despite having a weak limited body, she is able to accomplish dire chores and keep her children in control. When she is in her weak period, she tends to cough a lot.

┌──────────────────┐  
| LILLIA'S EVENTS |  
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#### CHILDREN TO THE RESCUE

-----

\*Requirement to trigger the event\*

- Must be friend with Lillia

During Summer, head to the poultry farm and you'll see inside Lillia who doesn't look very well. In fact, she will announce you that she'll close the business just for today. So meaning, if you've planned to purchase a chicken or chicken food, you'll have to wait tomorrow. Rick will rush in, bringing along with him some medicine. Afterward, Popuri too, comes in with plenty of medicine along with her. Lillia's children were very worried about their mother. Lillia is truly happy for the fact that her children are actually thoughtful and worried

#### FACING HIS HEART

-----

\*Requirement to trigger the event\*

- Be in your fourth year

Head to the poultry farm on a Sunday between noon and 1PM. You'll encounter Zack and Lillia having a conversation. Lillia is quite surprised to see Zack visit her considering he is very busy with his importation/exportation job. Zack is actually worried about Lillia, though he tries to keep a straight face in order to keep his manly profile. Zack happened to be in the neighborhood and wanted to know how she was doing lately. Could that be the real reason behind Zack's motive?

APPARITION OF THE TEARS OF A LOST LOVE-ONE

-----  
\*Requirement for the event to occur\*

- At least have played 2 years of the game
- Be friend with Lillia

Head to the Poultry farm at the same time where Sasha come visit.  
(It should be when the supermarket is closed to be more accurate)  
Lillia will tell Sasha that she received a letter from her husband Rod.  
Lillia who seems very happy and excited of finally hearing news from  
her husband, opens slowly the letter and inside was...

ANGER OF ONE WHO BETRAYS ALL

-----  
This event can only be triggered in Spring from 10AM to 1PM by heading  
forward to the poultry farm. Once inside, Rick and Popuri will be arguing  
over Rod's behavior of leaving the whole family behind.  
Rick is mad at him since he has not returned home and possibly, he might  
have abandoned them. Popuri thinks that Rick is overreacting and is  
saying too much nonsensical things. She reminds him that Rod went to  
get medicine to cure her Lilia and perhaps he might have  
encountered some special circumstances which slowed him down to  
come back home quickly. Lillia who has a headache of being  
so oppressive of all this mess, ask you what she should do.  
When you'll try to reason with them, there will be three available options  
which you can choose: either be on Rick's side, Popuri's or Lillia's.  
If I were you, I would pick Lillia. Thereby, you'll increase the whole  
family's affection.

-----  
[SA3]----- Saibara -----  
-----

BIRTHDAY: Spring 11	HOME: The blacksmith shop
GRANDSON: Gray	NATURE: Hard Working
	PROFESSION: Smith
MADLY FOND ABOUT:	
Adamantines, Moon stones,	MOSTLY LIKES:
Mythic stones and Miso soup	All ores except for junk ore,
	Cheeses and Milk.
COOKING RECIPE GIVEN:	
Pickled Turnip	

-----  
APPEARANCE: Old man with white hair around his head. All bald on top.  
He has big white eyebrow and a long beard.

OTHER INFORMATION:

Saibara is one of the most important character in the game since he can ease  
your pain and fatigue by upgrading your tools used for farming.  
However, in order to him to do so, you must provide him the necessary  
materials and of course pay a certain fee. You can also request him to make  
special items to help you farm better aside upgrading your tools.

For example, you can ask him to make a pair of scissor or a mixer. Once he accept your request, you can no longer enter the shop until he finishes your request.

You will usually find him in his shop. Otherwise, at Ellen's house. You might wonder why at Ellen's? Apparently from an event, Saibara has a crush on her.

Gray, his grandson, is the chosen one who'll inherit all Saibara's domain.

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 /             \
| SAIBARA'S EVENT |
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#### SAIBARA'S SECRET CRUSH

-----

\*Requirements to trigger the event\*

- Be on your 2nd year or after
- Must be a rainy or snowy weather day

On a Friday, go to Ellen's house after 8AM.

It seems you are not the only one visiting Ellen today, Saibara is there too, having a conversation with her. Just by looking at Saibara's reaction while talking to her, it seems that Saibara might be in love with her. Saibara will notice you and he'll get embarrassed thereafter. Saibara then says his goodbyes and flees as soon as possible.

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[DO2]-----          Doug          -----
-----
|
BIRTHDAY: Winter 11      | HOME: The Inn
WIFE: Unknown           | NATURE: Serious
DAUGHTER: Ann           | PROFESSION: Inn Keeper
|
MADLY FOND ABOUT:       | MOSTLY LIKES:
Honey, Wine, Sandwich, | Pickles, Eggs, Tomato Juice,
Apples and Cheeses.     | Strawberry Jam, Milk and
|                         | Pickled Turnip.
COOKING RECIPE GIVEN:   |
Cheese Fondue           |
|
|
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APPEARANCE: Mean looking character with orange hair and mustache.

#### OTHER INFORMATION

Doug, the father of the beautiful Ann and the strict owner of the Inn. When talking to him, at first you might think of him as a meanie. But when knowing him better throughout the game and especially by trying wooing her sexy daughter, you'll find him to be quite an eccentric father-in-law. You'll always find him either behind the counter or inside the kitchen. However, there is one special day which he won't be present at the Inn. He will be at the top of Mother's hill which is the 5th day of Fall. Seek below in "Doug's events" if you want further information.

His wife died long ago in a accident. He had to raise Ann alone thus why Ann became a Tomboy.

\_\_\_\_\_  
/ | DOUG'S EVENTS | \  
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A FIGHT BETWEEN DUKE AND DOUG  
-----

\*Requirements to trigger the event\*

- Ann must have a purple heart or higher
- Must be a rainy day
- Have seen the "Wine Duel" event before this one can occur

Head to the Inn on a Sunday while Duke takes a break during his job. Should be during 7:30PM and 10PM. Inside, you'll see Ann trying to stop her father and Duke from beating the hell out of each other. But her effort felt in vain. She will then ask you to do something about this matter. Just help her out even though it is wiser to stay away from a fight. When butting in, Doug and Duke will shout at you for barging in their quarrel. After they are through with you, they will no longer remember what they were arguing about in the first place. So I guess you've just resolved the problem...that was just lame...

DOUG'S BIRTHDAY  
-----

\*Requirement to trigger the event\*

- Must be in the 11th of Winter

When Doug is working in the kitchen at around 1PM to 2PM, head to the kitchen and you'll see Ann giving him his birthday present.

ANCIENT MEMORIES...NEVER TO BE SEEN AGAIN...  
-----

Go to the Inn on the 5th day of Fall between 10AM and 1PM. Ann will be there greeting you. As you look around, you'll notice that Doug is absent. Ann tells you that her daddy is taking a day off and also, the Inn will be closed early. She will also mention that her father went to the summit of Mother's hill.

Next step, head to the summit of Mother's Hill to trigger yet, another event which holds Doug staring at the lonely clouds as it fades away remembering his wife. Little did he know that you were there staring at him, he will mumble around saying stuff to himself. He remembers the day that her wife died...the sky was crying as it was raining hard. The last touch he was able to embrace before she was gone from this world...

THE INVISIBLE BOND OF FATHER AND DAUGHTER  
-----

Head to the Inn on a Friday between 5AM and 7PM.



When walking in, you'll see an pleasant surprise. Barley is on the phone with her daughter Joanna which is the mother of May. Barley ask her if one day she'll ever return to see her daughter May. Joanna will reply no until she has fulfilled her dream. As Barley hangs up the phone, a conversation between himself and Doug occurs. They're talking about Joanna and May. Barley is mad at her daughter for being an awful person by leaving May in his care. Also, she didn't thought about May's feeling.

-----  
[BA4]----- Barley -----  
-----

BIRTHDAY: Spring 17	HOME: Yodel Farm
DAUGHTER: Joanna	NATURE: Sensible
GRANDDAUGHTER: May	PROFESSION: Farmer
MADLY FOND ABOUT:	MOSTLY LIKES:
Miso Soup, Rice, Pickled Turnip,	Vegetable and Tomato Juices,
Noodle and Scrambled Eggs	Pickles and Milks
COOKING RECIPE GIVEN:	
Ice Cream	

-----  
APPEARANCE: An Old delicate man who possesses no hair at all, only a beard.

#### OTHER INFORMATION:

Barley is the owner of the Yodel Farm. He has one daughter named Joanna and one granddaughter named May. You'll usually find him at the Yodel Farm. Sometimes, you'll find him either at the hotspring area with May or at Thomas' house. Barley is one of the most important character in the game since you can only purchase cows and sheep at his farm. He also provides a special cure if you have sick animals. You better stock a lot.

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 /             \
| BARLEY'S EVENT |
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#### THE INVISIBLE BOND OF FATHER AND DAUGHTER

-----

Head to the Inn on a Friday between 5AM and 7PM.

When walking in, you'll see an pleasant surprise. Barley is on the phone with her daughter Joanna which is the mother of May. Barley ask her if one day she'll ever return to see her daughter May. Joanna will reply no until she has fulfilled her dream. As Barley hangs up the phone, a conversation between himself and Doug occurs. They're talking about Joanna and May. Barley is mad at her daughter for being an awful person by leaving May in his care. Also, she didn't thought about May's feeling.

#### INTERACTION BETWEEN MOTHER AND DAUGHTER

-----

\*Requirement to view this event\*

- You must have seen the event "Invisible bond of father and daughter"
- Reach your 3rd year of gameplay

Go to the Inn when May and Barley has a day off between 4pm to 8pm. May is enjoying herself as she is talking with her mother Joanna on the phone. She tells her mother how exciting her daily life at Mineral Town is. She then ask her when she is coming home to spend time with her. Joanna unfortunately says to her that even herself can confirm when she can actually come home. Barley takes the phone by phone and tells Joanna that he would contact her next week since it is getting rather late. Although, May was a bit disappointed of not being able to see her mother, she is looking forward to talk to her mother next week.

-----  
 [J08]-----

Joanna

BIRTHDAY: Unknown		HOME: Yodel farm
FATHER: Barley		NATURE: Adventurer
HUSBAND: Unknown		PROFESSION: Unknown
DAUGHTER: May		
		MOSTLY LIKES: Unknown
MADLY FOND ABOUT: Unknown		

-----

APPEARANCE: Female gender

OTHER INFORMATION:

Joanna is Barley's daughter also known as May's mother. As for her husband, the case rest unknown. She took off years ago while May was only a baby just to explore the world, trying to find her own destiny and fortune. She doesn't believe that she was meant to work at the Yodel farm. Joanna left May in the care of her father.

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 | JOANNA'S EVENT |
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THE INVISIBLE BOND OF FATHER AND DAUGHTER

-----

Head to the Inn on a Friday between 5AM and 7PM. When walking in, you'll see an pleasant surprise. Barley is on the phone with her daughter Joanna which is the mother of May. Barley ask her if one day she'll ever return to see her daughter May. Joanna will reply no until she has fulfilled her dream. As Barley hangs up the phone, a conversation between himself and Doug occurs. They're talking about Joanna and May. Barley is mad at her daughter for being an awful person by leaving May in his care. Also, she didn't thought about May's feeling.

INTERACTION BETWEEN MOTHER AND DAUGHTER

\*Requirement to view this event\*

- You must have seen the event "Invisible bond of father and daughter"
- Reach your 3rd year of gameplay

Go to the Inn when May and Barley has a day off between 4pm to 8pm. May is enjoying herself as she is talking with her mother Joanna on the phone. She tells her mother how exciting her daily life at Mineral Town is. She then ask her when she is coming home to spend time with her. Joanna unfortunately says to her that even herself can confirm when she can actually come home. Barley takes the phone by phone and tells Joanna that he would contact her next week since it is getting rather late. Although, May was a bit disappointed of not being able to see her mother, she is looking forward to talk to her mother next week.

-----  
 [MA4]----- May -----  
 -----

BIRTHDAY: Winter 26	HOME: Yodel Farm
GRANDFATHER: Barley	NATURE: Pure hearted
MOTHER: Joanna	PROFESSION: None
MADLY FOND ABOUT:	MOSTLY LIKES:
Apples, Honey, Fruit Juice,	Curry Rice, Stew, Pop Corn,
Bracelet, Sandwich, Boot,	French Fries, Strawberry Jam,
Cheese and Mixed Juice.	Candied Potatoes and Perfume.
	-----

APPEARANCE: Little girl with black hair structured with two ponytail, one on each side as hairdo.

OTHER INFORMATION:  
 May lives at the Yodel Farm with her grandfather Barley. You'll usually find her at her home or at the church. At spared time, she plays with Stu. (Perhaps in the future, those kids will be lovers ^\_^.) Sometimes, she goes off to play with Popuri. May consider Popuri as her big sister. Popuri seem to be her only girl friend that she gets along very well aside from her biological mom who didn't really fill in her position too well. Though, May missed Joanna and hoping she would soon come back.

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 | MAY'S EVENT |
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KAI'S ARRIVAL  
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- \*Requirement for the event to occur\*
- Be on your first year of the game
  - Be on your last day of Spring

When you walk in by from your farm to Downtown between 4PM to 5PM, you'll come across Kai, Popuri and May. Both of the girl are delighted to see Kai. Kai will soon be aware of your presence and comes forward you while the girls returns at their house. He will say that he never seen you before around here. New face. At the end of the event, he'll say that he has an restaurant at Mineral beach and will be open tomorrow. So he hopes to see you there.

INTERACTION BETWEEN MOTHER AND DAUGHTER

\*Requirement to view this event\*

- You must have seen the event "Invisible bond of father and daughter"
- Reach your 3rd year of gameplay

Go to the Inn when May and Barley has a day off between 4pm to 8pm. May is enjoying herself as she is talking with her mother Joanna on the phone. She tells her mother how exciting her daily life at Mineral Town is. She then ask her when she is coming home to spend time with her. Joanna unfortunately says to her that even herself can confirm when she can actually come home. Barley takes the phone by phone and tells Joanna that he would contact her next week since it is getting rather late. Although, May was a bit disappointed of not being able to see her mother, she is looking forward to talk to her mother next week.

[DU2]----- Duke -----

BIRTHDAY: Winter 15	HOME: The Winery shop
WIFE: Manna	NATURE: Crook
DAUGHTER: Aja	PROFESSION: Wine Maker
MADLY FOND ABOUT:	MOSTLY LIKES:
Wines, Eggplants, Miso Soup,	Eggs, Pickles, Cheese, Sandwich,
Tomato Juice and Fruit Juice.	Pop Corn, French Fries and
	Pickled Turnip.

-----

APPEARANCE: Man around 50 years old, wearing a purple jacket.

OTHER INFORMATION:

Duke runs the Winery Shop with his wife Manna. He's very fond of wine. He is able to hold up his liquor, not as much as Karen does though. Sometimes, Duke and Manna always have a fight. That is why her daughter Aja left the house in the first place. Aja can no longer endure the pain of hearing their parents fight each other, especially when she gets involved.

/ \  
| DUKE'S EVENTS |  
/ \

## WINE DUEL

-----

\*Requirements to trigger the event\*

- Have Karen's heart color at Green or higher
- Be really friendly with Duke

Go to the Inn on a Sunday during 7:30PM and 10PM.

While inside, you'll see Karen and Duke challenging each other to a wine battle. The goal of this challenge is to drink as much wine as possible until one is over-saturated. If Karen wins, Duke has to forget all debt bestowed upon Jeff towards him.

If the opposite, Duke have to pay all the debt he owed to the supermarket. Karen will suddenly ask you if you'd like to supervise the duel. It doesn't matter which options you'll choose, the event won't end. When the duel begins, Karen will go wild and win. Therefore, Duke will have to pay the bill. Doug will then ask to take Duke at home since he is so inebriated to do it himself.

Once at Duke's, Manna will be shocked and angry at Duke for being such a dumbass. Then a long dispute occurs.

After this troublesome night, you'll be outside their house at 11PM able to control your character again.

## A FIGHT BETWEEN DUKE AND DOUG

-----

\*Requirements to trigger the event\*

- Ann must have a purple heart or higher
- Must be a rainy day
- Have seen the "Wine Duel" event before this one can occur

Head to the Inn on a Sunday while Duke takes a break during his job. Should be during 7:30PM and 10PM. Inside, you'll see Ann trying to stop her father and Duke from beating the hell out of each other.

But her effort felt in vain. She will then ask you to do something about this matter. Just help her out even though it is wiser to stay away from a fight.

When butting in, Doug and Duke will shout at you for barging in their quarrel. After they are through with you, they will no longer remember what they were arguing about in the first place. So I guess you've just resolved the problem...that was just lame...

## TRAFFIC BETWEEN DUKE AND MANNA

-----

\*Requirement to trigger this event\*

- Cliff must have accepted the Winery job

Go to the Winery shop between 8AM and 10PM on a Saturday.

Inside, you'll see Manna and Duke having yet another quarrel.

Manna is really pissed at him for drinking their Wine supplies. How can they make profit if Duke start emptying their stock?

As Duke is using lame excuses to convince her to let him off the hook, Manna is using her trump card which is using Aja and Cliff as conversation subject to put Duke into submission. Duke doesn't want to remember his shameful/regretful experience about what happened to Aja.

-----  
[MA5]-----

Manna

-----  
|  
BIRTHDAY: Fall 11 | HOME: Winery shop  
HUSBAND: Duke | NATURE: Loquacious  
DAUGHTER: Aja | PROFESSION: Cashier  
|  
MADLY FOND ABOUT: | MOSTLY LIKES:  
Perfume, Skin lotion, Necklace, | Milk, Honey, Dress, Cheese,  
Strawberry Jam and Mushrooms. | Any Juice flavor and Eggs.  
|  
COOKING RECIPE GIVEN: |  
Boiled Spinach |  
|  
-----

APPEARANCE: Woman with black hair, wearing a black dress and a white bandana around her neck.

OTHER INFORMATION:

Manna helps run the Winery shop as a cashier. She is very talkative. If you have a lot of time to waste, you can as well talk to her. Each time you speak to her she'll begin on an annoying monologue. Hopefully, when talking to her, time will freeze. You'll usually find her at the Winery shop. Around 3PM, she will be at the plaza with Sasha and Anna.

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/ \  
| MANNA'S EVENTS |  
\ \_\_\_\_\_ /

TRAFFIC BETWEEN DUKE AND MANNA

-----  
\*Requirement to trigger this event\*  
- Cliff must have accepted the Winery job

Go to the Winery shop between 8AM and 10PM on a Saturday. Inside, you'll see Manna and Duke having yet another quarrel. Manna is really pissed at him for drinking their Wine supplies. How can they make profit if Duke start emptying their stock? As Duke is using lame excuses to convince her to let him off the hook, Manna is using her trump card which is using Aja and Cliff as conversation subject to put Duke into submission. Duke doesn't want to remember his shameful/regretful experience about what happened to Aja.

COOKING DAY

-----  
\*Requirement to trigger the event\*  
- Be really good friend with Anna

Head to Basil's house on a Saturday after 10AM and before 1PM. You'll see Anna and Manna talking about cooking stuff.

Anna is teaching Manna some good cooking recipe.  
Anna then ask you if you'd like to know some cooking recipe too.  
So every Saturday morning, if you stop by, she'll give dessert recipes.

#### WINE DUEL

-----

\*Requirements to trigger the event\*

- Have Karen's heart color at Green or higher
- Be really friendly with Duke

Go to the Inn on a Sunday during 7:30PM and 10PM.

While inside, you'll see Karen and Duke challenging each other to a wine battle. The goal of this challenge is to drink as much wine as possible until one is over-saturated. If Karen wins, Duke has to forget all debt bestowed upon Jeff towards him.

If the opposite, Duke have to pay all the debt he owed to the supermarket. Karen will suddenly ask you if you'd like to supervise the duel. It doesn't matter which options you'll choose, the event won't end

When the duel begins, Karen will go wild and win. Therefore,

Duke will have to pay the bill. Doug will then ask to take

Duke at home since he is so inebriated to do it himself.

Once at Duke's, Manna will be shocked and angry at Duke for being such a dumbass. Then a long dispute occurs.

After this troublesome night, you'll be outside their house at 11PM able to control your character again.

#### MANNA'S WORRIESOME DAUGHTER

-----

\*Requirements to trigger this event\*

- The weather must be sunny
- Be on your second year of higher
- Be really friend with Anna, Sasha and Manna

Head to Rosa square (town's square) between 1PM and 4PM.

You'll overhear an conversation about Manna's trouble with her daughter Aja. She'll ask Anna and Sasha some advice on what she should do to force her to come back home or at least to show her how much herself and Duke loves her.

-----  
[AJ1]----- Aja -----  
-----

BIRTHDAY: Unknown

|

HOME: The big city

FATHER: Duke

|

NATURE: Unknown

MOTHER: Manna

|

PROFESSION: Unknown

MADLY FOND ABOUT: Unknown

|

MOSTLY LIKES: Unknown

|

-----

APPEARANCE: Female Gender

OTHER INFORMATION:

Aja is Duke and Manna's daughter.

She left Mineral Town because her father and mother are always fighting each other. She especially hates to be involved in their quarrel. She leaves town to find a quieter place to live. Should she come home, she hope by that time, her parents matured.

-----  
[EL9]----- Ellen -----  
-----

BIRTHDAY: Winter 13		HOME: House next to Mayor's
GRANDDAUGHTER: Elli		NATURE: Generous and Kind
GRANDSON: Stu		PROFESSION: None
CHILDREN: Unknown		
		MOSTLY LIKES:
MADLY FOND ABOUT:		Cheese and Milks.
Yarn, Rice Cake and Hot Milk		
COOKING RECIPE GIVEN:		
Sandwich		

-----

APPEARANCE: An old lady with an headband on her head.

OTHER INFORMATION:

Ellen is Elli and Stu's grandmother.  
She watches over Stu while her sister is working at the clinic.  
As you can see, she is always on her chair and never goes outside;  
that is because when she was younger, she caught an illness that made her legs paralyzed. Her husband died a few years ago before your arrival.  
After her husband death, Ellen was quite sad. Little did Ellen know that her husband left some trails behind him before his death for her to find out...

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| ELLEN'S EVENTS |  
└───────────────────┘

STU IS SICK?  
-----

\*Requirements to trigger the event\*

-Be friend with Stu

Head to Ellen's place at 9AM-10AM on a Wednesday.

The whole family seems to be worried over Stu because he seemed to act weird today. As time goes by, Elli and Ellen's worriesome grew bigger. Elli thought she should bring

Stu to see the doctor just to take a little precaution. Stu says to Elli and her grandmother that he's perfectly fine. Regardless, neither of them listened to his plead. Ellen will ask you if you would like to go along will Elli to bring Stu to the Clinic. Once there, the doctor will say that Stu is fine. So false alert...



-----  
\*Requirement for the event to occur\*

- You must be friend with Ellen

On Wednesday between 9AM and 1PM, head to Ellen's house. Elli is gazing through her bookshelf to find a book which she rent from the doctor. She thought this might be a good time to return it to its rightful owner. However, instead of finding what she was looking for, she found something more valuable. Apparently, it's a love letter written by her grandfather dedicated to his wife Ellen. Stu and Elli are both shocked of finding a piece of their family's sacred past. After Ellen reads it, she'll say that she will treasure it forever and ever until she dies.

#### WHITE FLOWER OF YOUTH

-----

\*Requirement to view this event\*

- Reach on your 5th year of gameplay
- Have a special edition of the game
- Gave a lot of flowers to Ellen

Head to the Ellen's house between 2pm and 4pm. Basil will be there also. Ellen has an interesting story that she would like to share with you two. In her childhood days, she have seen a special white flower which was very distinctive amongst the other flowers. This flower was very magnificent. The flower glow during the night. The flower was the queen of all flowers. "The Queen of the night". If only she could take another glance at that flower again. Upon hearing such a wonderful thrilling story, Basil goes back to his house researching about this flower in his books.

Once you're able to control your character, head to the Summit of Mother's hill during 10pm to midnight. You should be able to trigger the sequel of the previous event. You will find this myterious queen of the night that Ellen was talking about...glowing at the summit. Retrieve it and you'll trigger the conclusive episode of this event. Ellen will be extremely be pleased. You gave her so much hope and happiness. She will treasure this flower forever. Basil will congratulate to have solved this white flower mystery.

-----  
[ST2]-----

Stu

BIRTHDAY: Fall 5  
GRANDMOTHER: Ellen  
SISTER: Elli  
PARENTS: Unknown

| HOME: Ellen's house  
| NATURE: Spoiled  
| PROFESSION: None

MADLY FOND ABOUT:  
Your dog, Honey, Chocolates,  
Sandwich, Bugs, Fruit Juices.

| MOSTLY LIKES:  
| May, Strawberry Milk and Jam,  
| Pop Corn and French Fries.

APPEARANCE: A little kid with a mushroom haircut style.

OTHER INFORMATION:

Stu lives with grandmother Ellen and with his big sister Elli. You'll usually find him at Ellen's house or in front of the church with May and Carter. As hobby, he loves to pick up bugs and show them to his grandmother and especially to his big sister Elli since he knows she extremely despise them.

STU'S EVENTS

STU IS SICK?

-----

\*Requirements to trigger the event\*

- Be friend with Stu

Head to Ellen's place at 9AM-10AM on a Wednesday. The whole family seems to be worried over Stu because he seemed to act weird today. As time goes by, Elli and Ellen's worriesome grew bigger. Elli thought she should bring Stu to see the doctor just to take a little precaution. Stu says to Elli and her grandmother that he's perfectly fine. Regardless, neither of them listened to his plead. Ellen will ask you if you would like to go along will Elli to bring Stu to the Clinic. Once there, the doctor will say that Stu is fine. So false alert...

THE SECRET LETTER

-----

\*Requirement for the event to occur\*

- You must be friend with Ellen

On Wednesday between 9AM and 1PM, head to Ellen's house. Elli is gazing through her bookshelf to find a book which she rent from the doctor. She thought this might be a good time to return it to its rightful owner. However, instead of finding what she was looking for, she found something more valuable. Apparently, it's a love letter written by her grandfather dedicated to his wife Ellen. Stu and Elli are both shocked of finding a piece of their family's sacred past. After Ellen reads it, she'll say that she will treasure it forever and ever until she dies.

STU'S DESIRE TO PLAY

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\*REQUIREMENT FOR THE EVENT TO OCCUR\*

- During 10AM and 5PM

On Wednesday, head to Ellen's house.

Inside, you'll see Stu wanting to play with somebody. After he noticed you, he'd like to play with you. Elli soon say to the little one that you might not have the time since you are busy with your farm and such. Once again, Stu will ask the same question again hoping that you might accept it. There will be two options available. If you choose not to play with him, you'll make him cry, plus decreasing his affection for you. If choosing the playing option, you'll raise both Stu and Elli affection. However, playing with him will leave you at 6PM outside their house. So, choose wisely.

-----  
[JE3]----- Jeff -----  
-----

BIRTHDAY: Winter 29	HOME: The SuperMarket
WIFE: Sasha	NATURE: Gullibility
DAUGHTER: Karen	PROFESSION: Cashier
MADLY LIKES:	MOSTLY LIKES:
Any Juice Flavor	TurboJolt and TurboJolt XL.

-----

APPEARANCE: He looks like a waiter, black pants/shoes, white shirt, and has a red tie.

OTHER INFORMATION:

Jeff runs the supermarket along with his wife Sasha and sometime with the help of his daughter Karen. When you talk to him, Jeff seems to be always depress. He simply doesn't have enough confidence in him. He is some sort of easy going person. He doesn't like confrontation.

The store usually opens at 10am. If you're good friend with Jeff, he lets you in one hour earlier.

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  /_____\
 | JEFF'S EVENTS |
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JEFF'S BLOOD TEST  
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Head to the hospital on a Tuesday between 1PM and 4PM. You will hear a loud scream in the the examining room. You recognized the familiar voice, Jeff seemed to be troubled by something. Apparently the Doctor announced to Jeff that he gave him the wrong information about his blood test in his previous diagnosis. The actual result gave a heart attack to Jeff.

TAKING HIS LIFE IN HAND  
-----

\*Requirement to trigger this event\*  
- Karen and Rick must be married

- Must be really good friend with Sasha and Jeff

On a rainy day, head to the store between 1PM and 4PM.  
Inside, you will hear Sasha getting a bit aggressive on Jeff. He explains to him that the business will eventually go downhill if he continues to let customers pay their items later. Thus, Jeff realized she was right. The next customer that came in was Duke. He asked Jeff if he could put his current purchase on his tab also. Jeff yelled at Duke and says that if he cannot pay right now, he won't leave the store with anything. Duke is quite surprised at Jeff's sudden change.

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-----  
[SA7]-----          Sasha          -----  
-----  
                                |  
BIRTHDAY: Spring 30           | HOME: Supermarket  
HUSBAND: Jeff                  | NATURE: Helpful  
DAUGHTER: Karen                | PROFESSION: Worker at the supermarket  
                                |  
MADLY FOND ABOUT:              | MOSTLY LIKES:  
Pink Cat Flower, Perfume       | Milks and Strawberry Jam.  
and all accessories.           |  
                                |  
COOKING RECIPE GIVEN:          |  
Chocolate Cookies              |  
                                |  
                                -----
```

APPEARANCE: Woman with light brown hair and deep blue eyes.  
She wears a blue dress.

OTHER INFORMATION:

Sasha helps run the Supermarket for her husband Jeff.  
Without her, the Supermarket might have went bankruptcy if Jeff would stop being a softy and allow customer to put their purchase under their tab. In her spared time, she wanders around in the backroom of the establishment. Around 3PM, she goes off to Rose square joining her friends Anna and Manna discussing about some personal affair.

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 /           \  
| SASHA'S EVENTS |  
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TAKING HIS LIFE IN HAND

-----

\*Requirement to trigger this event\*  
- Karen and Rick must be married  
- Must be really good friend with Sasha and Jeff

On a rainy day, head to the store between 1PM and 4PM.  
Inside, you will hear Sasha getting a bit aggressive on Jeff. He explains to him that the business will eventually go downhill if he continues to let customers pay their items later. Thus, Jeff realized she was right. The next customer that came in was Duke. He asked Jeff if he could put his current purchase on his tab also. Jeff yelled at Duke and says that if he cannot

pay right now, he won't leave the store with anything. Duke is quite surprise at Jeff's sudden change.

APPARITION OF THE TEARS OF A LOST LOVE-ONE

\*Requirement for the event to occur\*

- At least have played 2 years of the game
- Be friend with Lillia

Head to the Poultry farm at the same time where Sasha come visit. (It should be when the supermarket is closed to be more accurate) Lillia will tell Sasha that she received a letter from her husband Rod. Lillia who seems very happy and excited of finally hearing news from her husband, opens slowly the letter and inside was...

MANNA'S WORRIESOME DAUGHTER

\*Requirements to trigger this event\*

- The weather must be sunny
- Be on your second year of higher
- Be really friend with Anna, Sasha and Manna

Head to Rosa square (town's square) between 1PM and 4PM. You'll overhear an conversation about Manna's trouble with her daughter Aja. She'll ask Anna and Sasha some advice on what she should do to force her to come back home or at least to show her how much herself and Duke loves her.

[BA6]	Basil
BIRTHDAY: Summer 11	HOME: House next to the library
WIFE: Anna	NATURE: Curious
DAUGHTER: Mary	PROFESSION: Naturalist/Botanist
MADLY FOND ABOUT:	MOSTLY LIKES:
Any flowers, Vegetable Juice, Wine and Wild Grape Wine.	Salad, Pop Corn, Tomato Juice, Grape Juice and Strawberry Jam.
COOKING RECIPE GIVEN:	
Fruit Latte	

APPEARANCE: Guy wearing a archeologist uniform.

OTHER INFORMATION:

Basil is a Naturalist/Botanist who enjoys climbing up Mother Hill. His favorite hobby is to write a book about flowers and other plant specimens. Most of the books at the library were written by him. He's married to Anna and their daughter is Mary. On Monday, you'll find him at mother's hill with his whole family. In the other days, you'll usually find him at his house. However, when Anna is gone to join her

friends at Rose square, Basil will lock himself in his room and will lock the house as well.

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/ | BASIL'S EVENT | \  
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WHITE FLOWER OF YOUTH  
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\*Requirement to view this event\*

- Reach on your 5th year of gameplay
- Have a special edition of the game
- Gave a lot of flowers to Ellen

Head to the Ellen's house between 2pm and 4pm.

Basil will be there also. Ellen has an interesting story that she would like to share with you two. In her childhood days, she have seen a special white flower which was very distinctive amongst the other flowers. This flower was very magnificent. The flower glow during the night. The flower was the queen of all flowers. "The Queen of the night". If only she could take another glance at that flower again. Upon hearing such a wonderful thrilling story, Basil goes back to his house researching about this flower in his books.

Once you're able to control your character, head to the Summit of Mother's hill during 10pm to midnight. You should be able to trigger the sequel of the previous event. You will find this myterious queen of the night that Ellen was talking about...glowing at the summit. Retrieve it and you'll trigger the conclusive episode of this event. Ellen will be extremely be pleased. You gave her so much hope and happiness. She will treasure this flower forever. Basil will congratulate to have solved this white flower mystery.

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[AN4]----- Anna -----  
-----

BIRTHDAY: Fall 29	HOME: House next to the library
HUSBAND: Basil	NATURE: Eccentric
DAUGHTER: Mary	PROFESSION: None
MADLY FOND ABOUT:	MOSTLY LIKES:
Sweet Potatoes, Strawberries,	Honey, Wine, Cheese, Eggs,
Perfume, Necklace, Salad and	Milks and Bracelet.
Strawberry jams.	

-----

APPEARANCE: A black haired woman wearing a white and green fancy dress.

OTHER INFORMATION:

She lives in the house next to the Library with her husband Basil and daughter Mary. By looking at her, she doesn't really look mean at all but

in reality she is! Just give her gifts that she especially detests then witness it for yourself.

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 | ANNA'S EVENTS |
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MANNA'S WORRIESOME DAUGHTER

-----

\*Requirements to trigger this event\*

- The weather must be sunny
- Be on your second year of higher
- Be really friend with Anna, Sasha and Manna

Head to Rosa square (town's square) between 1PM and 4PM.  
You'll overhear an conversation about Manna's trouble with her daughter Aja. She'll ask Anna and Sasha some advice on what she should do to force her to come back home or at least to show her how much herself and Duke loves her.

COOKING DAY

-----

\*Requirement to trigger the event\*

- Be really good friend with Anna

Head to Basil's house on a Saturday after 10AM and before 1PM.  
You'll see Anna and Manna talking about cooking stuff.  
Anna is teaching Manna some good cooking recipe.  
Anna then ask you if you'd like to know some cooking recipe too.  
So every Saturday morning, if you stop by, she'll give dessert recipes.

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[CA0]----- Carter -----

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BIRTHDAY: Fall 20		HOME: The church
		NATURE: Generous
MADLY FOND ABOUT:		PROFESSION: Pastor
Curry Powder, Miso soup,		
Honey and Wine.		MOSTLY LIKES:
		Mushrooms, pickles, strawberry jam
		and pickled turnip.

-----

APPEARANCE: A priest with light brown hair and a black outfit.

OTHER INFORMATION:

Carter lives at the Church. If you happen to want to make any confession, you'll have to head to the left door inside the church during a bad weather day around 2 o' clock in the evening. Three random options will appear once you enter the door.

If you've been forgiven for the certain option you've chose, something good will happen to you. For example, by taking the "Townpeoples hates me" confession, and plus being forgiven, you'll increase 10% of the affection of all people in town including the wife candidates and bachelors.

You'll rarely see Carter going out of his domain except in the morning when he wanders around the graveyard. Also in afternoon, you'll find him in front of the church with May and Stu.

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 | CARTER'S EVENTS |
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CARTER'S SECRET DOOR

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If you wander into the church past 7PM on Wednesday, Carter will be missing. Ever the snoop, your character will check the mysterious door on the right which leads to something behind the church. Wandering out through the door, you will find Carter enjoying a truffle. As he stammers an explanation about the whole thing, he decides to buy your silence by leaving the door unlocked so you can gather the two truffles, Poison Shroom, and regular shroom each day. Truffles are a sweet treat (500G a piece or Karen just freakin adores them).

VOICE FROM ABOVE?

-----

Go to the Church on a Wednesday evening. Carter is quite excited today! Apparenty, when he was mopping the floor, he heard a strange voice coming out from the confession room saying that will be granted with good fortune today. Ironically, Zack comes in and tells Carter that he received a special delivery for him. Could this be the good fortune?

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[ZA8]----- Zack -----  
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|
BIRTHDAY: Summer 29 | HOME: House in Mineral beach
| NATURE: Bossy
MADLY FOND ABOUT: | PROFESSION: Delivery boy
Vegetable Juice, Fried Rice and |
Noodle. | MOSTLY LIKES:
| Cheese, Savory pancakes and Milks.
COOKING RECIPE GIVEN: |
Fried Noodles |
|
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```

APPEARANCE: A big and muscular guy. Platform type hair.

OTHER INFORMATION:



Zack gives you your payment at the end of the day. For that, you need to ship at least one shippable item. When doing so, he should be coming at 5PM to pick them up. If not, he pays you the next day. Usually this situation occurs when you're in a special day aka festivals. After 5 o'clock, you can still ship stuff, but he will come by tomorrow to pick them up.

Zack lives with Won in a house next to the dock. Inside the house, you'll see pictures of Lillia hanging on the wall. From deduction, it seem Zack has a crush on Lillia. But because of Rod, he doesn't dare to betray him for the sake of their friendship. Rod is the one who brought Zack into town in the first place. Even though Rod is gone now, Zack is still loyal towards him.

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 /             \
| ZACK'S EVENTS |
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#### FACING HIS HEART

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\*Requirement to trigger the event\*  
- Be in your fourth year

Head to the poultry farm on a Sunday between noon and 1PM. You'll encounter Zack and Lillia having a conversation. Lillia is quite surprised to see Zack visit her considering he is very busy with his importation/exportation job. Zack is actually worried about Lillia, though he tries to keep a straight face in order to keep his manly profile. Zack happened to be in the neighborhood and wanted to know how she was doing lately. Could that be the real reason behind Zack motive?

#### BEAUTY AS PAYMENT

-----

\*Requirement for the event to occur\*  
- Can only be triggered after Won's arrival in town

Go to Zack's place between 11AM and 3PM. Zack and Won will warmly greet you. Suddenly, the beautiful Karen will come by and ask about the new store that just opened few days ago. Won who unfortunately been charmed by Karen's sexiness, will tell her that today is a special day which she can choose any merchandise of his store for free. When Karen chose her item and leave, Zack will start wondering what item he should pick also. Ironically, Won will say that today's free item choice is over, so he'll demand both of you to pay up.

#### VOICE FROM ABOVE?

-----

Go to the Church on a Wednesday evening. Carter is quite excited today! Apparenty, when he was mopping the floor, he heard a strange voice coming out from the confession room saying that will be granted with good fortune today. Ironically, Zack comes in and tells Carter that

he received a special delivery for him. Could this be the good fortune?

POPURI'S DELIVERY ORDER

\*Requirements for the event to occur\*

- Be on Spring
- Between the 10th to 17th day

Head to Zack's place at 11AM to 2PM at Mineral beach, you will find Zack and Won inside. After awhile, Popuri will come by and ask Zack if he received her delivery order lately. Upon Receiving an negative answer, Popuri will ask Zack to warn her when he does since she needs it quickly. Apparently, Lillia's birthday is coming up very soon which is the 19th of Spring, so she ordered something special for her. She'll ask everyone to keep it as a secret. If you agreed to keep the secret, you'll increase her affection.

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[GOO]----- Gotz -----  
-----

BIRTHDAY: Winter 02		HOME: House in the woods
		NATURE: Aggressif
MADLY FOND ABOUT:		PROFESSION: Woodcutter & Builder
Honey, Lumber, Miso soup		
and any flavor Juice.		MOSTLY LIKES:
		Cheese, Salad, Sandwich,
COOKING RECIPE GIVEN:		Strawberry jam and pudding.
Savory Pancakes		

-----  
APPEARANCE: Big guy wearing a white t-shirt. He has brown hair and a brown beard. A Red neck much?

OTHER INFORMATION:

Gotz is the most important character of the game if you want to proceed to marry a girl. Or to actually decorate your farm. In order to marry a girl, you'll have to ask him to build special stuff for you. For example: an house extension. However, DO NOT ASK HIM TOO MUCH REQUEST CONSECUTIVELY AFTER A REQUEST! Otherwise, one day he would stop working for your furthermore. To avoid this, GIVE HIM GIFTS when he is working at your farm.

His family died by falling from the cliff of Mother's hill. This is the reason why he acts mean towards everybody. When that tragedy happened, he promised himself to not let anyone experience the same fate as his wife and daughter. Thus why he warns people to be extremely careful when climbing Mother hill.

In the morning, you'll find him in Mother's hill, picking up lumbers.

\ \_\_\_\_\_ /  
GOTZ'S SECRET  
-----

\*Requirement to trigger the event\*

- Be friend with Harris and Gotz

Go to Gotz's place between 10AM and 1PM.

You'll see Harris and Gotz having a little discussion.

Harris will tell him that he should not approach too closely Mother's hill to keep from having bad memories of the tragedy. Gotz replied to him that it is his duty to keep people safe from not encountering the same fate as his wife and daughter.

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[HA2]----- Harris -----  
-----

BIRTHDAY: Summer 04

|  
| HOME: Mayor's house

| NATURE: Watchful

MADLY FOND ABOUT:

| PROFESSION: Police officer

Any flavor Juice, Stew, Salad,

|

Miso, Fried Rice and Sandwich.

| MOSTLY LIKES:

| Cheese, Eggs, French Fries,

| Strawberry milk and Candied Potato.

|  
-----

APPEARANCE: Police officer who possesses a real long nose.

OTHER INFORMATION:

Harris is the epitome of justice.

Fortunately for him, Mineral town is a peaceful place where crimes are nonexistent. You can find him at Gotz's place or at the Inn.

During the night, you'll find him in front of the mayor's house.

Apparently, Harris has an crush on Aja.

You'll uncover this truth by encountering an event throughout your gameplay if you become friend with him.

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/ \_\_\_\_\_ \  
| HARRIS'S EVENT |  
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NEED HELP ON CURING WOUNDS OF THE HEART  
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\*Requirement to encounter this event\*

- Be really friend with Harris

- Have seen at least an event of Manna which talks about Aja

At night, around 7PM, get your ass out of your house.

You'll find Harris in front of your door, asking for help on writing a letter dedicated to Aja. Actually, a love letter to be more specific. Harris is furious for being such a coward of hiding his feelings toward

her. He saw your talent at wooing girls while doing his patrol. He was quite astonished. He thought you could help him since you have experience with this kind of things.

GOTZ'S SECRET

-----  
\*Requirement to trigger the event\*  
- Be friend with Harris and Gotz

Go to Gotz's place between 10AM and 1PM.  
You'll see Harris and Gotz having a little discussion.  
Harris will tell him that he should not approach too closely Mother's hill to keep from having bad memories of the tragedy. Gotz replied to him that it is his duty to keep people safe from not encountering the same fate as his wife and daughter.

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[W01]----- Won -----  
-----  
|  
BIRTHDAY: Winter 19 | HOME: Zack's house  
| NATURE: Hypocrite & Crook  
MADLY FOND ABOUT: | PROFESSION: Merchant  
Anything rare and valuable |  
(Pirate treasure, Fish fossil, | MOSTLY LIKES:  
diamonds, mythic stones...) | Golden eggs.  
|  
|  
-----

APPEARANCE: An Asian with an ponytail hair style who's wearing a yellow outfit.

OTHER INFORMATION:  
Traveling city to another city, he tries to to scam people to buy his merchandises at a unreasonable price. His headquarter is at the beach of Mineral Town. Every season, he comes by at your farm to sell your special apples. If you buy these apples from him, he gives you the impression that he tricked you.

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| WON'S EVENT |  
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BEAUTY AS PAYMENT  
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\*Requirement for the event to occur\*  
- Can only be triggered after Won's arrival in town

Go to Zack's place between 11AM and 3PM. Zack and Won will warmly greet you. Suddenly, the beautiful Karen will come by and ask about the new store that just opened few days ago. Won who unfortunately been charmed by Karen's sexiness, will tell her that today is a special day which

she can choose any merchandise of his store for free.  
When Karen chose her item and leave, Zack will start wondering what item he should pick also. Ironically, Won will say that today's free item choice is over, so he'll demand both of you to pay up.

-----  
[KA5]----- Kano -----  
-----

BIRTHDAY: Unknown	HOME: Unknown
	NATURE: Unknown
MADLY FOND ABOUT: Unknow	PROFESSION:   MOSTLY LIKES: Unknown
	-----

APPEARANCE: Male Gender

OTHER INFORMATION:

He once lived in the village, but for a certain reason left the village. This person worked as a photographer. So I think he left the village for the purpose of traveling the world and taking pictures of beautiful women? Forget what I said. I meant beautiful sceneries. D:

-----  
[LO8]----- Louis -----  
-----

BIRTHDAY: Unknown	HOME: Once lived at Gotz's
	NATURE: Unknown
MADLY FOND ABOUT: Unknown	PROFESSION: Bugcatcher
	MOSTLY LIKES: Unknown
	-----

APPEARANCE: Male Gender

OTHER INFORMATION:

A man that once lived at Gotz's place.  
The guy was a bugcatcher, he just love catching bugs. Mineral Town is filled with rare bugs, that was the reason that Louis moved in Mineral Town at the first place.

One day, Louis saw a magnificent butterfly and decided to chase after it to put it in his collection, but soon, after a long period of time, he was nowhere to be found. He simply vanished. You will encounter him in another Harvest Moon game.

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[MG3]----- Mr.Gourmet -----  
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BIRTHDAY: Unknown	HOME: Unknown
	NATURE: Greedy

MADLY FOND ABOUT: | PROFESSION: Food taster  
Any food as long as it taste good. |

|  
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APPEARANCE: Big, fat man wearing a purple tuxedo.

OTHER INFORMATION:

As his name implies, he absolutely adores food.  
He sponsor a lot of festivals in Mineral Town.

-----  
[KAl]----- Kappa -----  
-----

BIRTHDAY: Unknown | HOME: The Kappa lake  
| NATURE: Anti-social  
MADLY FOND ABOUT: Unknown | PROFESSION: Unknown  
|  
| MOSTLY LIKES:  
| Cucumbers and fish.  
|  
-----

APPEARANCE: A green guy who looks like a prehistoric man.

OTHER INFORMATION:

Kappa lives by himself in Mother's Hill's lake.  
The guy is really independent. You'll never see him around downtown Mineral Town. However, you will encounter him in Mineral town in one of Kai's event if my memory serves me right. Besides than that, you'll only find him in the lake. In order to summon him, you'll have to toss a cucumber into the lake. If you throw then cucumbers in a row, you'll receive a special blue berry.

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 / \  
| KAPPA'S EVENT |  
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WHAT AN AMAZING CATCH!!!  
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Head to the Mother's Hill lake in any day and time.  
Use your fishing rod to fish in Kappa'slake. After catching several fishes, just continue until you'll caught something unexpected which is Kappa itself! You'll encounter a weird sequence once catching him which I won't reveal to keep the spoiler.

-----  
[GR0]----- Greg -----  
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BIRTHDAY: Unknown | HOME: Once lived at Zack's  
| NATURE: Unknown



