

Harvest Moon: Friends of Mineral Town Character Event Guide

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Harvest Moon: Friends of Mineral Town
Character Event Guide

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2. Version History

Version 0.1 (3/17/04)

Started this guide! Outlined everything, found my notes on the Harvest Moon game.

Version 0.2 (3/20/04)

It took all of my free time, but I finally finished typing all the character event info that I've discovered. There was actually less than I thought.

Version 0.4 (3/23/04)

Found a whole bunch of character events, now, if I can only find time to finish typing them.

Version 1.0 (3/25/04)

I finished typing all the character events that I know, and I will continue this guide as soon as I find more character events.

Version 1.1 (4/10/04)

Sorry I haven't updated in a while. I haven't been able to play Harvest Moon at all since classes started. I've added two more events, and hopefully a lot more by next Wednesday. I'll also add Frequently Asked Questions in my next update.

Version 1.15 (7/10/04)

Added a FAQ section and corrected a few mistakes in the FAQ. I'm trying a new text format, so if this FAQ looks messed up, I should have it fixed tomorrow.

3. Introduction

It drove me nuts not being able to find a guide describing those random events that

have almost no point in Harvest Moon: Friends of Mineral Town, so, not being able to find a guide like that on the internet, I decided to make one myself. This is my first guide/FAQ and any constructive criticism or comments would be appreciated. Enjoy yourselves.

4. Character Events

WARNING! This guide contains *spoilers* and should not be read by those who may yell at me because I ruined their gaming experience. You have been warned.

4a. Animal #2

Requirements: Talk to Barley

During your first season Barley will show up at your house in the morning and ask you to take care of it. If you agree he will ask you to name it and then put it in the stable.

When the horse grows up the next year Barley will come back to check on it, and if it doesn't have a certain amount of hearts (I'm not sure how many) Barley will take your horse away.

4b. Fishing Rod

Requirements: Have an empty slot in your rucksack

If you enter Zack's house from 11am to 4pm Zack will give you a fishing rod for free.

4c. Enter Kai

Requirements: Year 1 Only

Exit your farm on the 30th of Spring from 9am to 7pm and you will see May and Popuri talking to none other than Kai. He'll say hi and tell you that he runs the Beach House.

4d. Ann's Mothers Funeral

Requirements: None

This event happens every year on Fall 5th. If you go to the inn Ann will tell that her father took the day off. If you go to the summit of Mother's Hill Doug will be standing on the peak staring into space. He will tell you that today was the day that Ann's mother died. Doug will leave the summit at 5 pm.

4e. Fall Grape Harvest

Requirements: Year 1 Only

On the 14th of fall Duke will stop by your house in the morning and ask if you would like to help harvest grapes. If you accept he will tell you to come at 10 am the next day and says that you should bring a partner to help you. The only person that will help you is Cliff.

Go to the Winery on the 15th and Manna will ask you to help for a few hours. If you agree you and Cliff (assuming you invited Cliff) will talk to Duke and begin harvesting grapes. At the end of the day Duke will thank you and offer Cliff a permanent job. Cliff will accept and begin working at the Winery.

4f. A Gift For Lillia

Requirements: None

Enter Zack's house in the early Spring, before the 19th. Popuri will walk in and ask Zack if her package arrived. She tells you that it is a birthday present for her mom

and she asks you not to tell her mother. If you say that you won't tell Lillia, Popuri will become happy.

4g. Cliff's Secret

Requirement: During Year 1

Head to Rose Square while it is snowing and you will see Cliff pass out, and next to him falls a picture. You take Cliff to the Hospital and the Doctor says that he will need rest. If you give Cliff the picture he will tell you why he is always upset.

4h. Gotz's Bad Mood

Requirements: Don't be friends with Gotz

When you go to visit Gotz you might find that he is in a bad mood and doesn't want to work on your farm anymore because he believes he's underappreciated. You will have to become friends with him before he will say that he is ready to work again.

4i. The Tea Party

Requirements: Good friends with the Harvest Sprites

During one of the days in spring you may receive an invitation from the Harvest Sprites to join them in a tea party. Go to the Sprite's home and give the invitation to one of the Sprites and they will start the Tea Party and give you a Relaxation Tea Leaves.

4j. Golden Service Time

Requirements: None

If you enter Zack's house from 11am to 4 pm Zack and Won will greet you and Won will ask you if you would like to buy anything. Just then, Karen walks in and Won comments on how beautiful Karen is. He then tells you to move out of the way and begins speaking to Karen. He then declares it "Golden Service Time" and that people can take one item for free. After Karen leaves, on declares that you must pay for anything you want to buy.

4k. Drinking Contest

Requirements: Karen's heart level must be green

Go to the Inn when both Karen and Duke are there and you will see Karen and Duke arguing about a tab Duke has ran up. They decide to have a drinking contest and ask you to judge them. If you agree the screen will go black and you will then see Duke on the floor and Karen will slowly leave the bar. Doug asks you to drag Duke home and you will agree. When you bring him to his house Manna will thank you and then begin to chew Doug out and you will leave.

4l. Beach Party

Requirements: None

Visit the Beach House from 5pm to 7pm and Kai will say hello and begin to complain that his shop has very few customers and he can't understand why. Popuri then walks in and says that she's brought some customers. Kai looks surprised asks you if you would help him. You agree and a few scenes are shown. At the end of the day Kai is exhausted and a brief conversation happens between him and Popuri. Kai then thanks you and you will automatically reappear at your house.

4m. City Critic

Requirements: None

Go to the Beach House from 11am to 1pm and you will see Gray ask Kai for some food. Kai and Gray will then greet you. Kai says that since Gray comes from the city, he values his opinion. Gray will then say that and Kai makes great food and will then say goodbye and leave.

4n. Manna's Advice

Requirements: None

From 1pm to 4pm when Sasha, Manna, and Anna are in Rose Square you might hear Manna telling her friends that she is worried about her daughter and wishes she would come home. Anna and Sasha tell Manna that they will try to convince her daughter from coming home and Manna becomes happy.

4o. Doctor's Mistake

Requirements: None

Enter the Clinic from 1pm to 4pm on a Tuesday and you'll see Doctor apologizing to Jeff about a mistake. When you enter Doctor's office to see what is the matter, Doctor tells you that he mad a mistake about Jeff's blood type (maybe it was a problem during a blood drive?). Jeff then leaves, saying he's going to tell Sasha.

"In Japan, blood type is used to determine whether or not a couple will be compatible when they're married. Some people won't even date others who are incompatible with their own blood type. If you talk to Jeff again, he'll say he has to go tell Sasha since she has always told him his personality was too kind for his blood type."

Thanks to klosterdev for this information

4p. A Conversation

Requirements: None

Enter the Poultry Farm on a Tuesday from 11am to 1pm and Sasha and Lillia will be conversing about Jeff and how he always hung around Sasha when they were little.

4q. Rick vs. Kai

Requirements: None

Go to the beach from 1pm to 5pm and you will see Rick walk up to Kai. Rick orders Kai not to see his sister anymore and Kai says that he feels sorry for Popuri for having such an overprotecting brother. The heated argument continues until Rick storms away.

4r. Lillia's Sick

Requirements: None

During the Summer, when you enter the Poultry Farm, Lillia will tell you that the store is closed because she is not feeling well. Just then Rick runs in with some medicine, and as he is talking Pouri runs in with medicine. Lillia then says that she is happy for having such wonderful children.

4s. Saibara's Lunch

Requirements: After year 2

Enter Ellen's house on a rainy Friday and you will see Saibara walk in and greets Ellen. They begin talking when Saibara notices that you are in the room. He asks how long you were standing there and Stu tells him that you've been there for a while. Saibara becomes embarrassed and asks Ellen for his lunch then promptly leaves.

4t. The Love Letter

Requirements: None

If you enter Elli's house from 9am to 1pm you will find Ellen, Elli, and Stu talking. They will begin talking to you and Elli will remember that she needs to return a book to the doctor. She begins searching for the book, but she finds a love letter among the books that is addressed to Ellen. Ellen opens it and says it's a letter from her husband. After a brief conversation Ellen says that she'll treasure the letter forever.

4u. A Word From Above

Requirements: None

Enter the Church and you may see Carter by his table excited about something. He will tell you that he heard a voice say that something good would happen to him. Zack then walks in and tells him that something arrived for Carter. Carter then says that the voice was right.

4v. The Back Door

Requirements: Good Friends With Carter

Enter the Church on a Wednesday in the Fall and you will notice that Carter isn't there. You will automatically walk through the door that is usually locked where you will see Carter talking about mushrooms. He then sees you and tells you that he likes mushrooms, and asks you not to tell anyone about his secret mushroom collecting spot. Afterwards, you can enter the door anytime and pick Carter's precious mushrooms.

4w. Gotz's Past

Requirements: Good Friends With Gotz

Go to Gotz's house on a Monday from 10am to 1pm and you will see Gotz talking to Harris about how peaceful the mountain is. Harris begins talking about Gotz's wife and daughter and Gotz becomes silent. He then says that he hopes he can keep the mountain safe for everyone.

4x. A Playdate With Stu

Requirements: Friends With Stu

Enter Ellen's house on a Wednesday from 10am to 5pm and you will be told that Stu has WAY too much energy and Stu asks you to play with him. If you agree, you will exit the house at 6pm without much energy.

4y. Stu's Illness

Requirements: None

Enter Ellen's house on a Wednesday from 10am to 1pm and you will find that Stu has a fever. Elli asks you if you would take Stu to Doctor. When you arrive at the Clinic, Doctor says that Stu will be fine and Elli will thank you for helping.

4z. Advice For Basil

Requirements: Good Friends With Basil

Got upstairs in Basil's house and Basil will be standing by his desk. He tells you about a person who became sick because of a misunderstanding in one of his books and then Basil asks you what he should do. Tell Basil that it wasn't his fault and Basil will become happy.

4za. Zack's Visit

Requirements: After Year 2 (?)

Visit the Poultry Farm from 11am to 1pm and you will see Zack talking to Lillia who asks him if there's a problem. Zack says no and asks her how she is feeling. Lillia says she is doing better, but that he shouldn't get his hopes up. Zack becomes sad and then leaves.

4zb. Catching Kappa

Requirements: None

If you fish on the left side of the lake you might catch a green creature called Kappa. He will do a jig for a moment and then disappear.

4zc. Doctor's Past

Requirements: None?

On a Wednesday, from 8-10, enter the area by the lake. You will see Doctor gazing out into the lake. He will talk about his parents for a while and then continue to stare into the lake.

Thanks to XxGamefreakxX and HmFoMT_Freak for the information on this event.

4zd. Death of a Loved One

Requirements: Neglect your animals

If you don't take care of your animals, they may die. As soon as you wake up you will be transported to the church. If one of your chickens dies, Rick will be there, and if a cow or sheep dies, Barley will be there. Both will scold you and tell you to take better care of your animals.

Thanks to HmFoMT_Freak for the information on this event.

5. FAQ (Frequently Asked Questions)

Q) Can I send corrections about your FAQ?

A) Of course.

Q) How do I activate _____ heart event?

A) There's already an excellent heart event guide written by AstrayGundam so I suggest you check there.

Q) Why is it taking so long to update your FAQ? (Offensive language was omitted from this question)

A) Between school and the virus on my computer, I just havn't had time to update this FAQ, or even play on by GBA. Sorrrrrry.

Q) Open this, there's no virus.

A&Q) There is a virus, yahoo doesn't lie. I'm serious, I recieve about 20 emails containing documents which yahoo detects as virus'. If anybody can tell me why they think I'm so idiotic to open a 60k file from somebody I don't know, I'd be most appreciative.

Q) Who are you?

A) I am the very vision that haunts you in you darkest nightmares. I am the one that you glimpse in the corner of your eye, and then pray that you had never seen me. And I am the creature that makes you scream like a howling monkey.

6. Contact Information

You can e-mail me at "fearthesupercow@yahoo.com"

Do NOT send me an email that has any internet lingo or I'll probably have no clue as to what you are saying. Also, if you send me any spam or flame mail, I will personally delete all your emails, bwahahaha.

7. Special Thanks

CJayC - Need I say anything?
Sir_RubberChicken - for all the info on the game
Anglnxt - for double checking most of my information
HmFoMT_Freak
XxGamefreakxX
klosterdev

8. Legal Information

I wrote this guide and it is owned by me. I have no problem letting somebody use my FAQ, but you must email me first and give me credit for this FAQ. Failure to do this may result in my sending you ciest and desist emails and eventually various legal threats (scared yet?).

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