

Harvest Moon: More Friends of Mineral Town Wild Plant Guide

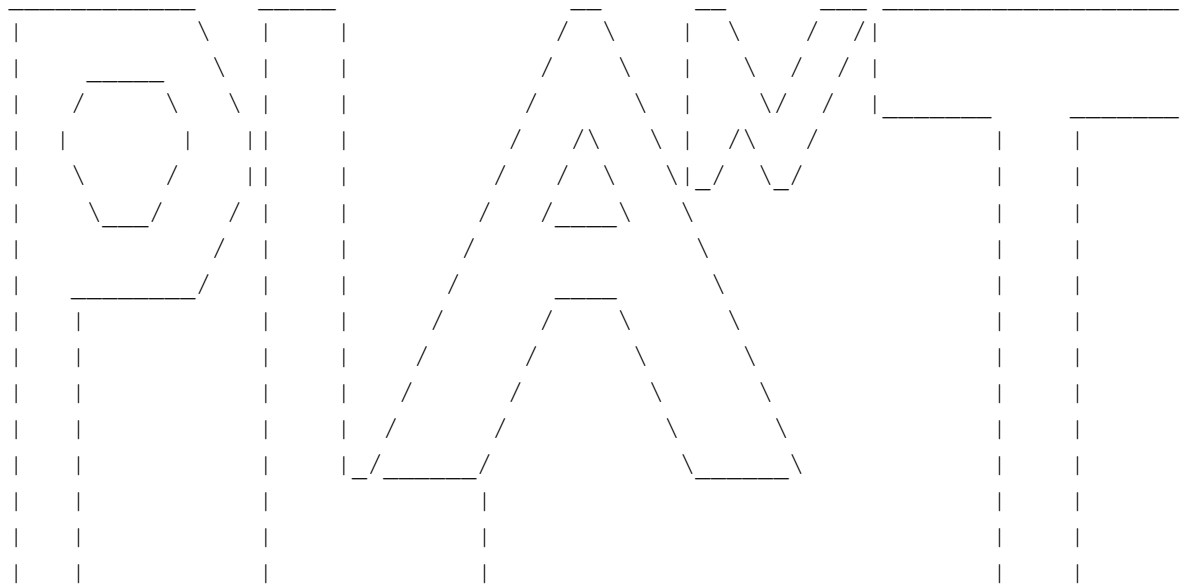
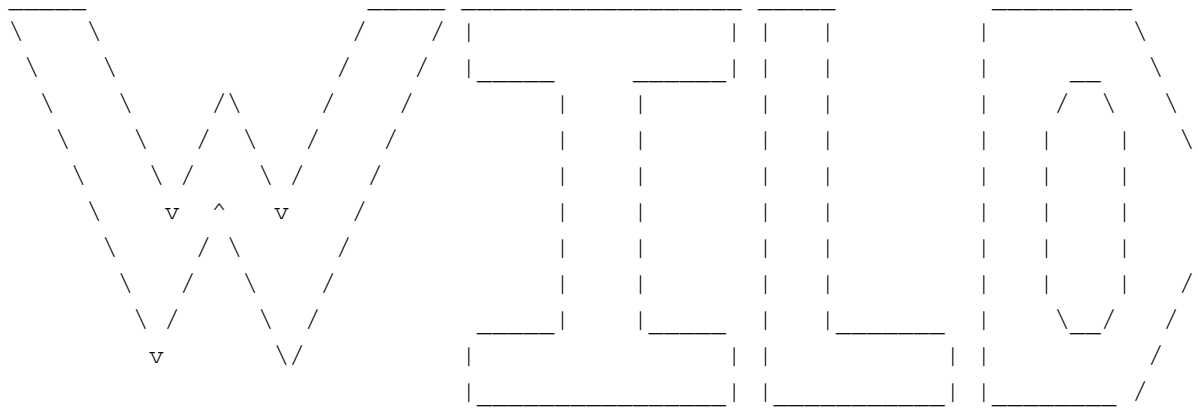
by aqlex239

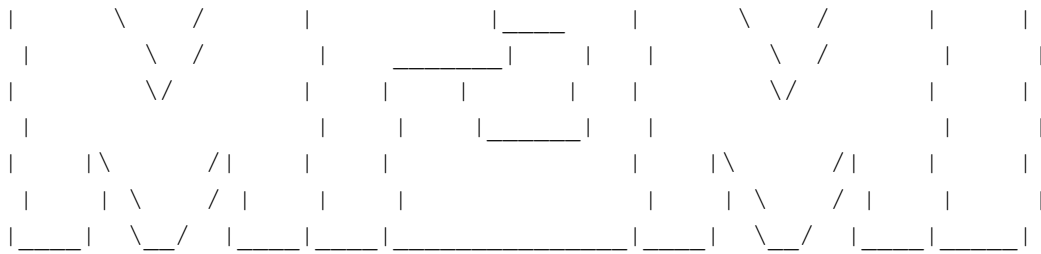
Updated to v2.5 on Jan 7, 2015

This guide is dedicated to my sister

Wild Plant Guide
Version # 2.5
By Aqlex239

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GUIDE
for
mFoMT (GBA HARVEST MOON!)

Written by Aqlex239

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Version History: V0001

Current Version = 2.5

(In order from 1st version to current)

V 0.1----04/07/06----Nothing. Absolutely nothing. The very start.

V 0.8----07/22/06----Well I have most of the main sections complete and now I'm going to try and submit the guide. I can't believe it took me so long to make this thing...(ACCEPTED!)

V 0.9----07/26/06----This version was made possible by the contributions of Sanorith. I wanted to add a few things to the guide while I had them. I found out a bunch of little things I was missing thanks to a contributor, I finished the "gifts" section, and I added some FoMT art to the top of the guide.

V 0.91----07/26/06----Tiny change. 1 new contributor.

V 1.0----08/12/06----I fixed one BAD problem. I had 2 legal information sections somehow... Well that's fixed now. I also fixed a few typos, and I finally took the time and wrote a whole new section! The "My Descriptions of the Wild Plants" is the first section of a few new ones I hope to be adding! Enjoy the guide!

V 1.1----10/03/06----In this version, we've got a few tiny changes as well as two new FAQ questions from the public.

V 1.2----10/26/06----A few tiny changes, a few things off my "Possible Future Updates" list, and a new section. ENJOY!

V 1.3----02/25/07----I've added a whole bunch of little things and new questions, all thanks to a whole bunch of contributors.

V 1.31----04/16/07----I've finally got around to it and made a girl's version guide for HM:mFoMT. There are a few small changes, but nothing totally new.

Thanks to everyone who made this guide possible! (ACCEPTED!)

V 1.32----04/17/07----Now that this new guide is up, I polished up a few things in this guide and added a new section.

V 1.4----04/27/07----Thanks to two new contributors, there are some new notes around, and a new question in the FAQ section.

V 1.5----01/12/09----It has taken me 625 days to finally update this guide again. I thought I was done with these guides, but 2 years' worth of e-mails have proven me wrong. There is always something to update! I've fixed endless typos, added lots of comments, edited sections, added some 10 new contributors, and even added a new section because of new information brought to my attention.

V 1.6----01/28/09----In only two weeks, I already got 3 more e-mails with contributions, and bringing this guide another large update. Loads of new information and notes lying around, and 3 new sections too! One of them is a vocabulary section, and the other two are about flowers. On top of these new sections, new notes, and new contributors, I also changed the layout SLIGHTLY and completely spellchecked the whole guide. We should now be typo-free!

V 1.7----02/21/09----Deathstriker24 actually wrote a whole new section for me! After bit of tweaking, I have now released the "Wild Plant Collecting Routes" section, as well as a new "Other Wild Forage" section. On top of that, I've completely rewritten large parts of the guide and reorganized all the sections in an order which I thought made much more sense. I've made some sections easier to read as well. Also, I have updated the "Wild Plants as Gifts" section with lots of new people and their preferences. Apples have now been added as a wild plant, as well as all of the apple recipes. The Cooking section has also received an overhaul. 3 new contributors were added, and I have alphabetized large sections of this guide, as well as given it another spell-check.

V 1.8----04/18/09----I fixed up the layout of the flower section, added a new question to the FAQ section and a new note, and added a few new people and items to the gift section.

V 1.9----08/10/09----I've shortened and simplified the gift section a little. Vocabulary section, Art Gallery, and My Other Guides sections have been updated because I wrote a new guide for some reason.

V 1.91----01/15/10----2010 update. I changed the copyright dates, but I also updated the layout of the FAQ section to reflect that of my newer guide, and I made a minor layout change to the "Selling to Van" section.

v 1.92----03/19/11----2011 update! It's been over a year since this was updated, and I'm only changing the copyright up to 2011 and adding a tiny note about how my guides have collectively amassed over 100,000 views! Wow!

v 2.0----07/12/12----2012 update! I tried to shorten the guide a bit, updated and cut down the vocabulary, legal information, and e-mail sections, and completely removed the Art Gallery section. It was completely useless, and only wasted space. I feel that the guide really needs to be rewritten, so I got it prepared in case I ever return to clean the guide up. Also, one new contributor pointed out that Carter likes mushrooms.

v 2.1----08/23/12----Another house cleaning update. I've changed the way I numbered versions of this guide, and also took that time to cut down the entire version history section. The credits have been shortened as well.

v 2.2----08/29/12----Finally, I have gone through and rewritten many portions of

the guide. It should now have less rambling and more of the stuff you actually came to read! I also checked what happens if one eats a poisonous mushroom (one simply loses some stamina). Enjoy the shorter, cleaner guide!

v 2.21----09/08/12----Moved around the credits and made the spacing of the guide more consistent.

v 2.22----01/15/13----Updated the guide for a 2013 copyright.

v 2.3----06/22/14----Today's update brings you an updated Harvest Sprite gift information section! Thank Sir Kay for information on which sprites like apples as gifts. Some old information has been confirmed as well, and a few typos have been fixed.

v 2.4----06/22/14----Sir Kay has generously provided me with all of the In-Game Wild Plant Descriptions, allowing me to put together new section of the guide! Thank you, Sir Kay!

(Current)

v 2.5----01/07/15----I've gotten new information about the White Flower, so I've tried to update the various parts of the guide dealing with it. That item is still a big mystery to me honestly, and seems to play a larger role in mFoMT than in FoMT (and I've only played the latter), so if anyone has more info on it, please let me know! I've also fixed typos, cleaned some things up, and updated the copyright.

Introduction I0002

Hello everyone! This is my fourth guide out of a total of five. One of my favorite parts of every Harvest Moon game is foraging for wild plants, and I always like to keep track of how many different ways these wild plants can be useful, which is ultimately why I wrote a guide about it! (Also, Friends of Mineral Town is one of my all-time favorite handheld Harvest Moons!)

Vocabulary V0003

My guide uses a few abbreviations and some slang, so I've included this short section to help clear up what those things mean.

:) = A smiley face
:D = A wide-mouthed smiley face
AWL = A Wonderful Life (the title of the boy's GC HM game)
AnWL = Another Wonderful Life (the title of the girl's GC HM game)
FAQ = Frequently Asked Questions (I hope you knew THAT one...)
FoMT = Friends of Mineral Town (the title of the boy's GBA HM game)
Gotta = Got to/Have to
GBA = Game Boy Advance
GC = GameCube
HM = Harvest Moon
IMO = In My Opinion

intro = Introduction (duh)
mFoMT = More Friends of Mineral Town (the title of the girl's GBA HM game)
ToT = Tree Of Tranquility (the title of the Harvest Moon game for the Wii)
w/ = With

If I've used any other unusual "vocabulary" in this guide that you believe I should define, please send me an e-mail!

Why Make This Guide W0004

I wrote this guide because (as mentioned above), one of my favorite aspects of Harvest Moon is foraging, and when I looked at the available guides for FoMT, there were none really covering this topic! So I made a guide dedicated to the wonderful wild plants of Mineral Town. They are so many different uses for these plants, I believe they deserve their own guide.

What You Can Contribute W0005

You guys can help make this guide better! Missing or misleading information, questions, typos, and even comments are all good reasons to send me an e-mail! (I will credit you!)

Here are some things you can help me out with:

- Find and confirm all Townspeople who like wild-plant related gifts and find out exactly what those wild-plant related gifts are
- Find and confirm all Van wild plant and flower prices
- Find and confirm all Won wild plant and flower prices
- Find out exactly which color grass each sprite likes best (no, they don't all just like their color!)
- Send me the descriptions of every flower, mushroom, and wild plant that is written in the game (including apples)
- Write a wild plant collection route for small and medium-sized rucksacks for Summer and Fall
- Let me know anything you might know about the White Flower!
- Check the "Possible Future Updates" section (F0006) below for other things you can help me out with!

Possible Future Updates F0006

This is where I list out all of my ideas for future updates to this guide. It has grown quite small over the years, but that might be a good thing :). If you have any other suggestions, feel free to e-mail them to me!

Add: All Van and Won wild plant and flower prices

Add: In-Game Plant Descriptions

Complete: Wild Plants As Gifts Section

Complete: Wild Plant Collecting Routes Section

Complete: This guide (100% completion will never actually happen)

E-mail Information E0007

My E-mail address is:

a
z
a
j
i
c
e
k
(AT) comcast (DOT) net

(Without the enters. This is done in an attempt to stop spammers.)

If you send me an E-mail, please make the subject of the E-mail:

"Wild Plant Guide mFoMT"

>>>PLEASE INCLUDE YOUR NAME OR USERNAME SO THAT I MAY PROPERLY CREDIT YOU<<<

If your e-mail does not have this subject, it is possible that it will be labeled as junk mail and deleted.

As I said earlier, Missing or misleading information, questions, typos, and even comments are all good reasons to send me an e-mail!

>>>PLEASE INCLUDE YOUR NAME OR USERNAME SO THAT I MAY PROPERLY CREDIT YOU<<<

Some people just see the wild plants growing around Mineral Town as a little bit of extra cash lying around. And this is true (in fact, they are worth more than many of the fish and ores you can collect). But, there are actually so many more uses for these wild plants! Even something as seemingly lowly and useless as a weed can be used for sickle experience, as a gift for Popuri, or as an ingredient for Relaxation Tea Leaves! Check out the list below for other things one can do with wild plants.

Wild Plant Uses:

- 1) As a food source
- 2) As gifts for villagers
- 3) For making money
- 4) For medicines
- 5) Sickle Experience (the weeds can be cut down)
- 6) In some cooking recipes

The Most Useful Wild Plants (in my opinion) W0009

These are the top three most useful wild plants in Mineral Town, in my humble opinion.

=====
The Top 3 Most Useful Plants:
=====

- Grasses
- Mushroom
- Truffle

Grasses are easily the most useful wild plants. Many of them can be found on a daily basis, they can be used as food, they are used in some recipes, and they can be used to turn a decent profit.

Mushrooms are useful as food, as a recipe ingredient, as a gift, and (most importantly) as a gift for Carter to open up his secret mushroom garden (which contains mushrooms, and a white grass in the Winter!).

Truffles are on this list because of their incredible value. A single

truffle bags you 500g (meaning two truffles bag you an impressive 1,000g!). Also, they can be used as gifts or in recipes.

Wild Plants as Gifts

G0010

Are you wondering which wild plants make good gifts? Look no further, because this is the list for you!

Note Everyone will accept your gifts whether they like them or not. This list specifically details only the villagers that will like or love these gifts.

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Villager      Gift(s)
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Ann	Apples
Anna	Apples, Wild Grapes
Barley	Bamboo Shoots, Mushrooms, Truffles
Basil	All Flowers, All Grasses, All Mushrooms, Apples, Wild Grapes
Carter	Apples, Mushrooms
Cliff	Apples, Wild Grapes
Doctor	All Grasses, Apples, Bamboo Shoots, Blue & Red Magic Grasses, Poisonous Mushrooms
Doug	Apples, Bamboo Shoots, Black, Green, Indigo, Purple, & White Grasses, Mushrooms, Truffles, Wild Grapes
Duke	Apples, Truffles, Wild Grapes
Ellen	All Flowers, Apples, Truffles, Wild Grapes
Elli	Blue & Red Magic Grass, Pink Cat Flowers, Toy Flowers, & Blue, Indigo, Purple, & White Grasses
Gotz	Apples, Truffles
Harris	All Flowers, Apples, Bamboo Shoots
H. Goddess	All Flowers
Jeff	Apples, Black, Blue, Indigo, Purple, & Whites Grasses, Pink Cat Grass, Truffles, Wild Grapes
Kai	Apples, Wild Grapes
Karen	All Flowers, Bamboo Shoots, Truffles
Lillia	All Flowers, Blue, Green, Indigo, Purple, & White Grasses, Truffles

Manna	Apples, Bamboo Shoots, Moon Drop Flowers, Pink Cat Flowers, Toy Flowers, Wild Grapes
May	All Flowers, Apples, Wild Grapes
Mary	All Grasses (except for Green), Apples, Bamboo Shoots, Poisonous Mushrooms, Truffles, Wild Grapes
Popuri	Apples, Pink Cat Flowers, Toy Flowers, Weeds
Rick	All Grasses (except Red & Yellow), Blue & Red Magic Flowers, Mushrooms
Saibara	Apples, Bamboo Shoots, Mushrooms, Truffles
Sasha	All Flowers, Truffles
Stu	Wild Grapes
Thomas	Bamboo Shoots, Truffles
Van	Apples
Won	Apples
Zack	Apples, Bamboo Shoots, Pink Cat Flowers, Truffles, Wild Grapes

=====

=====

HARVEST SPIRITES

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+Another e-mail telling me that Nappy, Hoggy, and Aqua each like all of the grasses, not just their own color. Confirmation?

+Sir Kay says that all sprites like all grasses, though they are all neutral to White Grass except for Aqua. Confirmation?

+I got another e-mail telling me that Aqua likes all grasses, but he likes flour best. Confirmation?

+Lucia Nanami says they all like flour and they all hate ore.

Aqua (aquamarine)	Apples, Blue Grass, and all other Grasses
Bold (purple)	Purple Grass
Chef (red)	Apples, Red Grass
Hoggy (yellow)	Apples, Yellow Grass, and all other Grasses
Nappy (orange)	Apples, Orange Grass, and all other Grasses
Staid (blue)	Apples, Indigo Grass
Timid (green)	Apples, Green Grass

Mushrooms

M0011

This game has three different types of mushrooms, all of which grow during the Fall season. One of them is poisonous.

Mushroom	Season	Price
Mushroom	Fall	70G (Shipping Bin)
Poisonous Mushroom	Fall	100G (Shipping Bin)
Truffle	Fall	500G (Shipping Bin)

-I did not include Van's/Won's prices because I don't know them. (Send them in?)

-A poisonous mushroom can be used in any recipe that calls for a regular mushroom, but it lowers the restorative properties of the dish significantly.

-Eating a poisonous mushroom causes you to lose Stamina. If you put it in the pot for the big pot festival, you'll make everyone in the town sick.

Why would a Poisonous Mushroom be worth more than a regular one? WHO KNOWS!? Theories?

~~~~~  
-FFX2player thinks that this is a nod to the Harvest Moon SNES game where the poisonous mushrooms were worth more as well.

-Twib thinks poisonous mushrooms sell for more than normal ones because they are rarer than the normal ones.  
~~~~~

Flowers

F0012

This game has multiple flowers. Four of them grow in the wild. One of them can only be grown on your farm. The last one can only be obtained by winning Won's apple shuffle game 10 times in a row or through the use of a cheating device.

Flower Season Price

Blue Magic Grass	Fall	162-171G (Van's store)
Moon Drop Flower	Spring	141-152G (Van's store)
Pink Cat Flower	Summer	80-90G (Van's store)
Red Magic Grass*	Fall	220-197G (Van's store)
Toy Flower	Spring	118-129G (Van's store)
White Flower**	Summer	78,000-87,000G (Won's store.)***

*The Red Magic Grass can only be grown with seeds purchased from Won.

**The White Flower can be obtained by winning Won's apple shuffle game 10 times in a row or through the use of a cheating device.

***I am unsure if it can be sold to Van. Does anybody know this?

=====
 The White Flower
 =====

The White Flower is a special flower in Harvest Moon. In the girl's version of the game (mFoMT), you can obtain it by winning Won's apple shuffle game 10 times in a row. In FoMT, the only way I'm currently aware that it can be obtained is through the use of a cheating device. I got the following information from njayhuang, who got it from www.fogu.com/hm4 (a useful website for HM:FoMT-related help). Here is the info on the White Flower:

 The White Flower aka Queen of the Night appears during an event. You can only keep it if you use a cheating device.

"Once you reach your 5th year in the game and it's Summer season, go to Ellen's house between 1pm and 4pm. Inside Ellen says she's waiting for Basil to arrive for a visit. When Basil appears, he says that Ellen is going to tell him about a rare plant. Ellen explains that when she was young, she heard someone talking about the White Flower that only blooms on a Summer night. She says there's no one alive anymore who has seen it. Basil is intrigued by Ellen's story. He asks you find the White Flower and bring it to Ellen. Basil then goes back to his house to do some research about Ellen's flower. To find Ellen's flower, go to the summit of Mother's Hill. The time has to be between 9pm and midnight. If you walk up to the summit, you'll find the White Flower blooming on the rocks. When you pick it, you're automatically transported back to Ellen's house.

Back at Ellen's, Basil is quite surprised to see the White Flower. It's very lovely so you give it to Ellen as a gift. Ellen thanks you and says she'll treasure it forever."

#####

This section covers the wild plants (including apples) that are not flowers or mushrooms.

Wild Plants	Season	Price	
Apple	Fall	50G	(Shipping Bin)
Bamboo shoots	Spring	50G	(Shipping Bin)
Black Grass	All	10G	(Shipping Bin)
Blue Grass	Spring-Fall	100G	(Shipping Bin)
Green Grass	Summer-Fall	100G	(Shipping Bin)
Indigo Grass	Fall	100G	(Shipping Bin)
Orange Grass	Spring	100G	(Shipping Bin)
Purple Grass	Summer	120G	(Shipping Bin)
Red Grass	Summer-Fall	110G	(Shipping Bin)
Weed	Spring-Fall	N/A*	
White Grass	Winter	150G	(Shipping Bin)
Wild Grapes	Summer	50G	(Shipping Bin)
Yellow Grass	Spring	120G	(shipping Bin)

*Weeds can't be sold.

Plant Reappearance Times

R0014

In some Harvest Moon games, the wild plants have a specific amount of time required to grow back, but not in this one! In this game, all wild plants grow back every day. The one exception to this is Black Grass.

All Plants (Except for Black Grass): Every day during their seasons

Black Grass: You can dig it up in the mines during any season

+All Edible plants can be eaten, shipped, or used as gifts.

+All flowers cannot be shipped or eaten, but they can be used as gifts.

+Flowers can be sold to Van. Check the "Selling to Van" section for more on this (quick search S0016).

+You can also sell other plants to Van, but I do not currently know the prices for these. (Send them in?)

+I got an e-mail saying that if you befriend Won, he also will buy your flowers, but at a lower rate than Van. Confirmation?

+Weeds grow in your field, but they have only 3 uses: As gifts for Popuri, for one or two recipes, & for sickle experience!

SEASONS: Prices:

Spring

()
Bamboo shoots	50	G	
Blue Grass	100	G	
Moondrop Grass	Sell to Van		
Orange Grass	100	G	
Toy Flower	Sell to Van		
Weed	Can't Sell		
Yellow Grass	120	G	
()

Summer

()
Blue Grass	100	G	
Green Grass	100	G	
Pink Cat Grass	Sell to Van		
Purple Grass	120	G	
Red Grass	110	G	
Weed	Can't Sell		
Wild Grapes	50	G	
()

Fall

()
Apple	50	G	
Blue Magic Grass	Sell to Van		
Green Grass	100	G	
Indigo Grass	100	G	
Mushroom	70	G	
Poisonous Mushroom	100	G	

Red Grass	110 G	
Red Magic Grass	200 G	
Truffle	500 G	
Weed	Can't Sell	
(_____)	(_____)	(_____)

Winter

(_____)	(_____)	(_____)
White Grass	150 G	
(_____)	(_____)	(_____)

All Seasons

(_____)	(_____)	(_____)
Black Grass	10 G	
(_____)	(_____)	(_____)

Selling to Van

S0016

Although you cannot ship flowers, there is another way to sell them. If you connect to Harvest Moon: A Wonderful Life (the GameCube game), Van will begin coming to your town. If you befriend him, you can sell him flowers as well as other wild plants (they can even be sold for more than the shipping bin will pay).

To befriend Van, give him apples. You must first go through three events with him, and after about two seasons of giving him apples, you'll finally be able to sell him your flowers and other wild plants.

When selling to Van, you can haggle to try and raise the price. When he makes an offer, keep saying no until he offers the highest price. You can even sell your truffles for more!

-I've included a little chart with the prices one can get for flowers when haggling with Van. I currently do not have a list of prices for other wild plants and mushrooms. Can anyone collect this information and send it in?

Flower	Lowest \$	Highest \$
Magic Flower (Blue)	163	171
Magic Flower (Red)	220	297
Moon Drop Flower	141	152
Pink Cat Flower	80	90
Toy Flower	118	129
White Flower	78,000	87,000

-The White Flower can be obtained by winning Won's apple shuffle game
10 times in a row or through the use of a cheating device.

-If you know the prices for other wild plants, please send me an e-mail!

-In mFoMT, Won can be befriended and you can sell things to him as well, but
I've heard that Van will give you more of a profit, with the possible exception
of the White Flower.

Wild Plant Locations

L0017

Remember that the plants grow back every day.

***If anyone sees any locations for the growth of the plants that I missed (or
that my imagination created and don't actually exist), please send me an e-mail
about it.***

Plant Locations:

Apple: (3)

-3 around the tree with the beehive on your farm

Bamboo Shoots: (3)

-1 by a stump near the lake
-2 at the lower left corner of the lake

Black Grass: (Any amount)

-Can be dug up using a hoe in the either of the mines at any time

Blue Grass: (3)

-2 by Gotz's house
-1 near the hot spring

Green Grass: (3)

-1 near the hot spring
-1 by a stump near the lake
-1 at the lower left corner of the lake

Indigo Grass: (2)

-2 on the beach

Orange Grass: (2)

-2 at the bottom half of the beach

Purple Grass: (4)

-4 in the lower half of the beach

Red Grass: (5)

-1 in Carter's Graveyard (next to the church)

-1 near the bottom of the lake

-2 near the hot spring

-1 to the right of Gotz's house

White Grass: (2)

-1 in the weird little place behind Gotz's house

-1 in Carter's secret mushroom plantation

Wild Grapes: (2)

-1 by Gotz's house

-1 in the lower left area of the lake

Yellow Grass: (2)

-2 at the top half of the beach

Mushroom Locations:

Mushroom: (3)

-1 near Gotz's house

-1 near the base of the Mountain

-1 in Carter's Mushroom Plantation

Poisonous Mushroom: (2)

-1 on the right of Gotz's house

-1 in Carter's mushroom plantation

Truffle: (3)

-2 in Carter's Mushroom Plantation

-1 on the secret path behind the huge rock next to the mountain path

Flower Locations:

Blue Magic Grass: (15)

-2 near the path to the hot spring

-13 in the field by the base of the mountain

Moon Drop Grass: (10)

- 2 by Gotz's house
 - 3 along the path to the mountain
 - 5 in the big field near the base of the mountain
-

Pink Cat Grass: (15)

- 2 by the hot spring
 - 1 in the lower left corner of the lake
 - 4 by the path to the mountain
 - 8 in the big field near the base of the mountain
-

Toy Flower: (6)

- 3 along the path to the mountain
 - 3 in the big field near the base of the mountain
-

Growing Wild Plants

G0018

The same flowers that you go out to harvest from the wild can also be grown on your farm! Won sells the seeds. You may want to grow flowers because you want to use them as gifts, because you want to sell them to van for money, because you want to use them for the vase in your house (check the "Flowers in the Vase section, quick search F0020), or because you want to get your hands on Red Magic Grass.

How to plant:

You can either arrange your plants in rows or in squares. In rows, the plants are easy to access and water, but you will miss out on 3 of the plants that could be grown in the middle. In a square, the plants are harder to access, but you will only miss out on the one plant in the center (unless you have a silver rank or higher watering can). I prefer the square formation, because you lose less plants.

=====
My low quality diagrams:
=====

0= Soil	
x= Plant (soil that should be tilled)	

3X3 square

00000

0xxx0
0xxx0
0xxx0
00000

OR:

In Rows

00000
0xxx0
00000
0xxx0
00000

*With a Silver or higher upgraded watering can, you CAN water the plant in the middle, and since flowers don't grow back, you can get all 9 of them every time.

*Harvest sprites don't harvest flowers, except for Red Magic Grass, which you probably don't want harvested because they will sell it immediately, and you may want to keep it for recipes or for your vase. Keep this in mind when employing harvest sprites and growing Red Magic Grass.

=====
LIST OF FLOWERS SEEDS:
=====

-----+-----
Moondrop Grass |
-----+-----

Season: Spring
Price: 500G
Shop: Won's store
Time to grow: 6 Days

-----+-----
Pink Cat Grass |
-----+-----

Season: Summer
Price: 300G
Shop: Won's store
Time to grow: 6 Days

-----+-----
Red Magic Grass|*
-----+-----

Season: Fall
Price: 600G
Shop: Won's store
Time to grow: 9 Days
Shipping price: 200G

-----+-----
Toy Flower |
-----+-----

Season: Spring
Price: 400G
Shop: Won's store
Time to grow: 12 Days

When you grow these, you'll usually only get one red magic grass while the rest will all be blue. I had one guy complaining to me because he got all blues. He was just very unlucky.

You can actually see what you are going to get by checking your mini-map the day after planting. It'll show you which ones will be red and which ones will be blue. You can use this to turn your game off and restart if you didn't get enough reds. People tell me they can get up to 3, and possibly more!

Cooking with Wild Plants

C0019

Here I have gathered together all of the recipes I know (though I learned of many from V Jasper's Cooking guide) that have wild plants as ingredients.

+If any optional ingredients are missing from these recipes, send me an e-mail!

+If any wild plants can be included as optional ingredients in any recipes that are NOT listed here, send those in too!

I have included apples as a wild plant, but I don't know if I found all the recipes. Am I missing any?

AEPFE Apple:

Utensils: None

Ingredients: Apple, HMSGB Apple, SUGDW Apple

Apple Pie:

Utensils: Sugar, Knife, Pot, Rolling Pin, Oven

Ingredients: Egg/ Butter/ Flour/ Apple

Apple Jam:

Utensils: Sugar, Pot

Ingredients: Apple

(Sent by e-mail from Christopher Jayson)

Apple Souffl?: (A typo in the game. Supposed to be Apple Souffle)

Utensils: Frying Pan

Ingredients: Apple

Bamboo Rice:

Utensils: None

Ingredients: Bamboo Shoot/ Rice Balls

Bodigizer:

Utensils: Pot

Ingredients: Honey/ Orange Grass/ Black Grass/ Red Magic Grass

Bodigizer XL:

Utensils: Mixer

Ingredients: Bodigizer/ Blue Grass

Cake:

Utensils: Oven, Sugar, Whisk, Knife

Ingredients: Butter (made with Milk + Mixer)/ Egg/ Flour/ Honey/ Apple

Chocolate Cake:

Utensils: Oven, Sugar, Whisk, Knife

Ingredients: Butter (made with Milk + Mixer)/ Egg/ Flour/ Honey/ Apple/
Chocolate

Fruit Juice:

Utensils: Mixer

Ingredients: Apple

Fruit Latte:

Utensils: Mixer

Ingredients: Apple/ Milk

Grape Jam:

Utensils: Sugar, Pot

Ingredients: Wild Grapes

Grape Juice:

Utensils: Mixer

Ingredients: Wild Grapes

Optional: Honey (Gives more stamina!)

HMSGB Apple:

Utensils: None

Ingredients: Apple, SUGDW Apple, AEPFE Apple

Ice Cream:

Utensils: Pot, Whisk, Sugar

Ingredients: Milk/ Egg/ Honey/ Apple

Jam Bun:

Utensils: None

Ingredients: Apple Jam, Bread

Mountain Stew:

Utensils: Sugar, Soy Sauce, Knife, Pot

Ingredients: Carrot/ Mushroom/ Bamboo Shoot

Mushroom Rice:

Utensils: None

Ingredients: Mushroom/ Rice Balls

Pizza:

Utensils: Knife, Rolling Pin, Oven

Ingredients: Ketchup/ Cheese/ Flour/ Tomato/ Onion/ Mushroom

Raisin Bread:

Utensils: None

Ingredients: Wild Grapes/ Bread

Relaxation Tea Leaves:

Utensils: Knife, Frying Pan

Ingredients: Red Grass/ Orange Grass/ Yellow Grass/ Green Grass/ Purple Grass/
Blue Grass/ Indigo Grass/ Weed

SUGDW Apple:

Utensils: None

Ingredients: Apple, HMSGB Apple, AEPFE Apple

Spring Sun:

Utensils: None

Ingredients: Blue Magic Grass/ Red Magic Grass/ Moondrop Grass/ Pink Cat Grass/
Toy Flower

(Sent by e-mail from Jolene)
Strawberry/Apple Jam:

Utensils: Sugar, Pot, Knife

Ingredients: Strawberry OR Apple

Optional: Honey/ Wine

Truffle Rice:

Utensils: None

Ingredients: Truffle/ Rice Balls

Turbojolt:

Utensils: Pot

Ingredients: Honey/ Orange Grass/ White Grass/ Red Magic Grass

Turbojolt XL:

Utensils: Mixer

Ingredients: Turbojolt/ Green Grass

Wild Grape Juice:

Utensils: Pot

Ingredients: Wine/ Wild Grapes/ Purple Grass

Flowers in the Vase

F0020

When you get far enough into the game, you can buy a vase for your house. You can put flowers in this vase, and they will help with your stamina and fatigue when you wake up every morning. Thanks to contributor njayhuang and a guide written by samurai goroh and thekingofthisgame, I have the exact values of these plants' positive effects.

-Keep in mind that as you work more, you LOSE stamina and GAIN fatigue, so you want to gain stamina and lose fatigue.

Flower	Effect
Blue Magic Grass:	Stamina+3
Moon Drop Grass:	Stamina+10
Pink Cat Grass:	Fatigue-15
Toy Flower:	Fatigue-7

++++
 Unknown Effects
 +++++

Red Magic Grass: ??? (Can this even be used?)

White Flower: ??? (Can this even be used?)

-If anybody knows the effects of either of the flowers above, please send me an e-mail!

-The White Flower can be obtained by winning Won's apple shuffle game 10 times in a row or through the use of a cheating device.

In-Game Plant Descriptions D0021

This section has all the In-Game Plant Descriptions (the ones written in the game) listed out, split into Flower, Mushroom, and Other Wild Forage sections. Thanks to Sir Kay of GameFAQs for providing me with all of these! Any grammatical errors in the descriptions are transcribed from the game itself.

Flowers:

 Blue Magic Grass:
 Flowers in Fall.
 Cannot be shipped.

 Moon Drop Grass:
 Flowers in Spring.
 Cannot be shipped.

 Pink Cat Grass:
 Flowers in Summer.
 Cannot be shipped.

 Red Magic Grass:
 Flowers in Fall.
 Cannot be shipped. (This is a lie, as they CAN be shipped)

Toy Flower:
Flowers in Spring.
Cannot be shipped.

White Flower:
UNKNOWN (If anyone has this information, please send it in!)

Mushrooms:

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

Poisonous Mushrooms:
Find them in the mountains.
Dangerous if eaten.

Truffle:
Find them in the mountains.
Very rare.

Other Wild Forage:

Apple:
Grows on Apple Trees
Can be eaten or shipped. (Yes, it says "eated")

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

Black Grass:
Eat to recover some
Stamina and Fatigue.

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

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

Indigo Grass:
Find them in the beach.
Eat to recover some Stamina.

Orange Grass:
Find them in the beach.
Eat to recover some Stamina.

Purple Grass:
Eat to recover some
Stamina and Fatigue.

Red Grass:
Find them in the mountains.
Dangerous if eaten.

White Grass:
Eat to recover some
Stamina and Fatigue.

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

Yellow Grass:
Decreases Stamina,
but recovers some Fatigue.

My Descriptions of the Wild Plants


D0022

These are my descriptions of the wild plants. These are in my own words,
but if you think you have a better description, please send me an e-mail!

Plants:

Apple: A stereotypical red apple.

Bamboo Shoots: A small light brown stump with little bits of yellow poking out
of it.

Grass (all colors): It looks like a clover  <<< Kind of looks like that,
if the o's were clover leaves. They're all different colors.

Weed: A dark green clump of grass.

Wild Grapes: A small bunch of purple grapes, oddly not attached to a vine or
anything.

Mushrooms:

Mushroom: A stereotypical looking mushroom. A light brown cap with a fat white stem.

Poisonous Mushroom: Looks like the Mushroom, except with a red cap covered in little yellow dots.

Truffle: It's small and has a dark brown cap and a small white stem. It looks kind of shriveled up.

Flowers:

Blue Magic Grass: One large blue bell-shaped flower with a tiny green stem.

Moondrop Grass: Looks kind of like a dandelion with two puffy white flowers.

Pink Cat Grass: Looks like a pair of small pink tulips, perfectly symmetrical.

Red Magic Grass: One large red bell-shaped flower with a tiny green stem.

Toy flower: A somewhat small yellow flower with a light green stem.

White Flower: ***UNKNOWN*** (If anyone has this info, please send it in!)

Wild Plant Collecting Routes W0023

This section highlights routes for collecting your wild plants quickly every day. Thanks to Deathstriker24, who wrote the majority of this section.

-He stops off in the chicken coop and barn to drop stuff off because time stops inside buildings, which saves you valuable time.

-If you follow these routes and have a large rucksack, you can start getting into town by 11-12 AM!

=====
Collecting Routes:
=====

Spring

Small & Medium Rucksack:

- 1) Forest and Hot springs for 3 Blue Grasses -> Chicken Coop Drop Off
- 2) Kappa Lake for 3 Bamboo Shoots -> Chicken Pen drop off
- 3) Beach for 3 Grasses -> Barn drop off (If medium, ignore barn drop off and just grab the final grass in one go)
- 4) Beach for final grass -> Any drop off

Large Rucksack:

- 1) Forest and Hot springs for 3 Blue Grasses -> Kappa Lake for 3 Bamboo Shoots -> Chicken Coop drop off
- 2) Beach for 2 Yellow and 2 Brown Grasses -> Barn drop off

Summer

Large Rucksack:

- 1) Forest for 1 Wild Grape, 2 Blue Grasses, 1 Green Grass, & 1 Red Grass -> Hot Springs for 1 Blue Grass, 1 Green Grass, and 1 Red Grass-> Chicken Coop drop off
- 2) Kappa Lake for 1 Wild Grape, 2 Green Grasses, 1 Red Grass -> Beach for 4 Purple Grasses -> Church for 1 Red Grass -> Barn drop off

Fall

Large Rucksack:

- 1) Forest for 1 Mushroom, 1 Poisonous Mushroom, 1 Green Grass, 1 Red Grass -> Hot Springs for 2 Red Grasses, 1 Green Grass -> Chicken Coop drop off
- 2) Kappa Lake for 1 Red Grass, 1 Truffle, 1 Mushroom, 2 Green Grasses -> Chicken coop drop off
- 3) Beach for 2 Indigo Grasses -> Church for 1 Red Grass -> Behind Church for 2 Truffles, 1 Mushroom, 1 Poisonous Mushroom -> Barn Drop off

Large Rucksack: (Church Back isn't open yet)

- 1) Forest for 1 Mushroom, 1 Green Grass, 1 Red Grass -> Hot Springs for 2 Red Grasses, 1 Green Grass -> Chicken Coop drop off
- 2) Kappa Lake for 1 Red Grass, 1 Truffle, 1 Mushroom, 2 Green Grasses -> Beach for 2 Indigo Grasses -> Church for 1 Red Grass -> Barn drop off

Winter

Small-Large Rucksack:

- 1) Forest for 1 White Grass -> Church Back for 1 White Grass -> Barn drop off

+I am missing small and medium rucksack plant collecting routes for summer and fall. Does anyone care to write these?

FAQs

F0024

This is the FAQ section where I answer some of the most commonly asked questions! Have a question? Send it in!

Q= Question

A= Answer

~~~~~

Anticipated FAQs!

~~~~~

=====

Q: Can you hybrid wild plants in this game?

A: Nope, you can't hybrid at all! Hybridizing is unique to Harvest Moon: A Wonderful Life & Another Wonderful Life.

=====

Q: Does connecting to the GC version of the game give any wild plant related extras?

A: Yes, it does. It gives you Van, a merchant whom you can befriend and sell your flowers and other wild plants to. This is the only way to sell flowers in FoMT, but in mFoMT it is apparently possible to also befriend Won and sell him flowers as well (albeit at lower prices).

=====

Q: Will I be credited if you put my question into this guide?

A: Yes, if you give me the name you'd like to be credited by. I will also remove it or not put it in if you don't want your name displayed publicly or don't want to receive credit.

=====

Q: Is there a way to sell flowers?

A: Look at the Selling to Van section (quick search S0016). Also, it may be possible to sell flowers to Won once you befriend him, but I am not 100% sure of this.

=====

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Questions from public (feel free to send one in)

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=====

(Question sent from Danny Smartt)
(Copied directly from E-mail)

Q: I'm just wondering, how does putting flowers into the vase affect your stamina and fatigue? Which flowers do, which flowers don't? Do they really have any affect at all or does the game just say that? If you could put that into a section in your guide that would be helpful.

A: Check out the "Flowers in the Vase" section (quick search F0020).

=====
(Question sent from SMurphy)
(Copied directly from E-mail)

Q: Ok there is one plant you didn't say how to find in your guide. It's the red magic grass plant. I can't find it at all and I'm beginning to think it doesn't exist. Please, tell me where it is!

A: This is covered in my guide, but you can only get the red magic grass by growing it. Often times, you'll only get one red one per bag of seeds, while the rest will be blue. For more information, check my Growing Wild Plants section (quick search G0018).

=====
(Question sent from 007baby)
(Copied directly from E-mail)

Q: Hey, whenever I plant blue magic grass, the next day the seeds disappear. Even when I don't water them. what am I doing wrong?

A: You're planting them in the wrong season. Try planting them in Fall.

=====
(Question sent from Ogre531)
(Copied directly from E-mail)

Q: I was reading your guide and it said the red magic grass was worth 200g but you usually get 1 red and the rest are blue. Well, how much does the blue grass sell for? Or is the blue grass just the type of grass you find wild in Summer?

A: The blue magic grass is the same type of grass you find wild in Fall. It cannot be sold in the shipping bin, but it can be sold to Van for 163-171G.

=====
(Question sent from [name removed at request of contributor])
(Copied directly from E-mail)

Q: Hello Mr.Aqlex239,
About your guide, there is a problem that I am struggling with:

Truffle: (3)

.2 in Carter's Mushroom Plantation
.on the path to the Harvest Goddess place

You see, I do not know where the last truffle is. I do not understand where the Harvest Goddess place path is, if you could briefly explain to me I would be grateful,
Thank You for your time,

A: This section has now been rewritten, but I am keeping this up. You can get there by breaking the huge rock next to the path up the mountain, but you would need a cursed (or higher?) tool to break it.

=====

(Question sent from Robert Martin)
(Copied directly from E-mail)

Q: How do you eat a plant?

A: Press L and B at the same time while holding the thing you want to eat above your head. You can't eat flowers.

=====

(Question sent from Rigo Herrera)
(Copied directly from E-mail)

Q: Hey I Read Your Guide But I Couldn't Find Out How I Can Eat Grass To Recover Stamina And Fatigue.

A: Same answer as above. Press L and B at the same time while holding the thing you want to eat above your head.

=====

(Question sent from Jasmine)
(Copied directly from E-mail)

Q: You mentioned in your guide titled Wild Plants that there is white grass behind Gotz house, I can't find it! :(The mayor has already come by my farm and asked for it, but I simply can't find it! I even tried digging behind his house! :(And I do not yet have access to Carter's secret mushroom patch. Thanks so much for your time.

A: It can be found on the little pathway behind his house during Winter.

=====

My Other Guides

G0025

Here is a list of all of my guides in case you want to check out any of the others that I've written. I have only 5, and I do not plan to write any more. My guide-writing days are done as far as I'm concerned.

- Wild Plant Guide (GBA ---Harvest Moon: Friends of Mineral Town)
 - Wild Plant Guide (GBA ---Harvest Moon: More Friends of Mineral Town)
 - Wild Plant Guide (GC ---Harvest Moon: A Wonderful Life)
 - Wild Plant Guide (GC ---Harvest Moon: Another Wonderful Life)
 - Wild Plant Guide (Wii ---Harvest Moon: Tree of Tranquility)
-

This is the credits section. You will find your name here if you contributed something to my guide.

.....

This guide is dedicated to my sister

Vince and Viet, the two who introduced me to GameFAQs and therefore ultimately sparked the creation of my guides.

Myself, Aqlex239, for writing this guide.

My mom and dad, for getting me this great game!

Sanorith, for contributing lots of bits of information.

doobie8886, for changing a little piece of info about what the harvest sprite, Aqua, likes.

Polly Godfrey (AKA: Polly Halo Master), for noticing I forgot to mention the Red Magic Grass in the price listings section.

Danny Smartt, SMurphy, 007baby, Ogre531, Robert Martin, Rigo Herrera, and Jasmine for sending in questions (posted in the FAQ section).

Jolene, for sending in a recipe.

Eshado, for adding a little info about red magic grass.

[Removed at request of contributor], for sending in a question and giving me a few sentences to change around.

FFX2player, for finding a typo and pointing out that in the Harvest Moon SNES, Poisonous Mushrooms are worth more than normal mushrooms as well!

tpchittock, who pointed out a typo.

Satita Sang-Aram, for clearing up some questions on who likes what, and for adding in some new things.

N!ck Mc, who cleared up a question about what Elli likes.

icekiller158, for confirming the recipe of spring sun, jam, and Bodigizer.

Thea, for catching a typo and confirming what grasses sprites like.

Twib, for sending in an optional ingredient for grape juice, and for adding a theory why poisonous mushrooms are worth more than normal ones.

illusina, for bringing to my attention Van and his store. You can sell things like flowers in it. I had to write a whole new section! She also pointed out a hint for getting more red magic grasses!

Ninetales, for adding black grass to the list of things Elli likes.

Dragonsama, for finding lots of small mistakes, and telling me that Won will buy your stuff if you befriend him as well.

themightypinkstar, for telling me that some harvest sprites like all grasses!

njayhuang, for adding and fixing a LOT of things. She pointed out what the white flower was, that sprites didn't harvest flowers, that Won doesn't buy stuff in FoMT, and answered Danny Smartt's question in the FAQ section.

samurai goroh/thekingofthisgame, for their flower effects values they somehow magically obtained.

V Jasper and WakkasDragon89, whose cooking guides helped me write the "Cooking with Wild Plants" section of this guide!

Deathstriker24, for sending in most of the "Plant Collection Routes" section.

Christopher Jayson, for sending in the Apple Souffl? recipe, and confirming the spring sun and strawberry/apple recipe.

black_cat13, for pointing out a bunch of mistakes and bits of info.

Lucia Nanami, who said that harvest sprites like flour and hate ore.

Polaris, for pointing out an outdated quick-search tip.

Alyssa Stone, for pointing out that Carter also likes Mushrooms.

Sir Kay, for sending in which sprites like apples as gifts and confirming other information, AND for sending in all of the In-Game Wild Plant Descriptions.

Anonymous, for more information about the White Flower and Won.

www.fogu.com/hm4, for the information about the White Flower.

Natsume, for this great game.

GameFAQs, Neoseeker, and SuperCheats, for hosting this guide.

All of you who read this guide! Thank you :)

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L0027

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The End

T0028

Thanks for reading my guide! I appreciate that you've come all the way to the end here to read what I have to say. By the way, all of my guides have collectively garnered over 100,000 views! That's pretty amazing, isn't it? If you have anything to contribute, or even a comment to make, feel free to send me an e-mail! I hope the guide was able to help you out in some way!

THE END

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