

Harvest Moon: A Wonderful Life FAQ/Walkthrough

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Harvest Moon: A Wonderful Life
Guide

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I. Finding your soul mate

If you're wanting a soul mate, the only girls you can go after are Nami, Muffy, and Celia. Too bad, in the other games you could choose from more girls.

II. Girls

A. Nami

1. General Info: She's really different from most girls. Most girls would like flowers and hate fossils and things like that. She's the smartest of the three girls. She's quiet and keeps to herself, so don't bother her and don't ask questions.

2. Likes: She likes Trick Blues (only flower she likes), things from the dig, and that's about it.

3. Dislikes: Pretty much everything else.

If you DO marry her: She gets up at 7 and goes to sleep at 10. She's always leaving the

house

and walking about. Doesn't spend too much time with the kid.

If you DON'T marry her: She leaves Forget-Me-Not Valley

Your son: He will have her fiery red hair, he'll be quiet and collective just like Nami.

He'll

wear blue and white and have blue eyes.

4. Heart Events!

a. Making a Visit

Whenever she's at One Red Heart, leave your house at noon ish and she'll be looking into the

pasture. You'll go over to her (automatically) and talk to her. She'll say she's not there to

see you (but we all know she is O.o) and then pick Option 2 (If you say so) for her to stick

around a little longer.

b. Bar Time

This one can be quite difficult, but it wasn't for me. At Two Red Hearts, make sure that only

Muffy, Griffin and her are the only ones in the Blue Bar, and if one or more of those conditions

aren't met, when she enters, she'll automatically come right out, also bring about 200-350 G ish.

She might just try to trigger this even once a day so follow her around all day to make sure of

when she enters the Blue Bar. For the conversation options, go with picking (in this order)

Option 1, 2, 3, and then 1 again. By picking the second Option 1, you'll be paying for her drink

after she storms out.

c. Where's Nami?

At Three Red Hearts, enter your house at about 8 ish in the morning and you'll hear a knock on

the door right after you enter. It's Ruby and Tim. They have no idea where Nami is and think

she left Forget-Me-Not Valley. They ask if you've seen her (you automatically answer).

You help

look for her, pick Option 2. You go to find her but have no luck. You go back to the Inn and

soon after Nami comes up and asks when's lunch (O.o). She basically forgot she was leaving when

she realized she was hungry and came back to eat. Tim and Rudy rush inside to make her some food

You then overhear her thinking to herself saying "I didn't mean to worry <your characters name>"

d. Need a Job

You actually got Nami to Four Red Hearts, good job. Now time to trigger your last non-proposal event. Go into the Inn late at night (try sometime after 6 in the evening).

Try

following Nami around again just the second event and when she finally enters the Inn, go right

in after her. Tim tells Nami her dad called, but she doesn't seem too excited to hear.

She'll

ask for the mail, time gives her a letter, and apparently has to do with her having to get a job

because she'll ask Tim to do work around the Inn. He'll say yes then she'll change her and

realize you're in the room and ask you, you should agree, but then she changes her mind

again and

leaves. O.o She doesn't like it when people show her kindness I guess.

e. No Mo' Money

The first proposal event. During winter, enter the Inn just like the last even sometime after

6 p.m. (if the event doesn't trigger, try after midnight and Nami may not have to be there to

trigger it and DON'T follow her around). Tim will say that Nami has been sad lately impossible I

thought, but he thinks you could cheer her up. As he says this, Nami walks downstairs and ignores Tim trying to catch her attention. She will go after her and see her practically crying.

She'll say she's run out of money and can't seem to bum off of Tim and Ruby. Since you're so

nice, you offer for her to come with you on the farm... basically you just proposed sort of.

She'll actually be happy (no really O.o) and agree.

THIS EVENT BLOCKS OUT THE OTHER GIRLS EVENTS

f. Normal Proposal

If she's at Four Red Hearts, give her the Blue Feather she should say yes. If you haven't

seen the 5th event, she won't understand what the feather is for.

g. Lazy Proposal

At the end of the year, if Nami likes you best, she'll come to your house and tell you she ran

out of money and she has to leave, but she offers to live with you, either say yes or no and if

you decline then it's a GAME OVER for you and she'll ecstatic when you say yes.

h. Betrayed

Nami has no betrayal scene since you basically proposed in the 5th scene.

B. Muffy

1. General Info: She's really outgoing and loves be loved basically. She hopes to get married soon, and that's where you come in. She's really energetic, too.

2. Likes: She likes all flowers, milk from your cows (obviously), coins from the dig, ores

from the dig and crops from your farm.

3. Dislikes: Things from the dig (except coins and ores), fish, and I guess that's it.

If you DO marry: She gets up at 8 and goes to bed at 11. Normally is out and about but doesn't

go very far from the farm.

If you DON'T marry her: She doesn't change much, but she really isn't talkative or as happy as

she was before.

Your son: He'll wear red and blue. He'll be really outgoing and energetic (more like hyper) and

pretty hard to handle at times.

4. Heart Events!

a. Harassment

One Red Heart, exit your house at about noon ish and Muffy should be there being harassed by

your dog. You go over to her and then pick Option 1 and then Option 1 again and she should be

satisfied. She just wanted to take a look around (look at you ^_~).

b. Penny for your Thoughts?

Go into the Blue Bar when you have her at Two Red Hearts, after maybe noon (I went in, tried to go in at least, at 3 p.m. and it worked), try after 1 p.m. or 2, and she'll come out as you try to go in. She'll say she broke some dishes because when she has things on her mind she breaks things (O.o) and of course you listen to her. Pink Option 1 and she'll feel better and she'll go inside and you'll go inside.

c. Belong Here

When you've got her at Three Red Hearts, leave your house any time in the afternoon, and you'll see her out walking around. She came back from a wedding of one of her friends in the city. Her friends thought it was hilarious that she is a barmaid in Forget Valley. She wandered if she should move back to the city but then you tell her she belongs in the valley (Option 2). She'll be fine and happy afterwards.

d. Stalker

I've never had this event triggered but I guess what you do is go into your house or try to go to sleep at somewhere between 6 and 8 p.m. You'll then have Muffy come to your house because she thinks someone is stalking her (crazy-ass small town people). You should then agree to let her stay by choosing Option 1 you guys then talk for a tid bit. You'll hear a knock at the door afterwards, it's Griffin. He was the one following her for some odd reason. Everyone has a laugh and they go back to the bar.

e. Let's Make a Date

You get to go on your first date since being in Forget Valley. When Muffy's at Four Hearts, go into the Blue Bar at noon ish again and she'll invite you in the back and go on about how the day went slow and they had no customers. Then ask her out on a date (Option 1). Of course she'll agree immediately. After you get back from your little date, she'll say she had a good time.

THIS EVENT BLOCKS OUT THE OTHER GIRLS EVENTS

f. Normal Proposal

Any time at Four Hearts, give her the Blue Feather and she's the only one without the proposal scene. If you've seen Event 5 and show her the feather, she'll know it's for her and automatically accept it so be careful because you can't say no.

g. Lazy Proposal

If she's at Four Hearts or at least the girl that likes you most, at the end of the years when you're sleeping, Muffy will find your Blue Feather and when you wake up she'll say how cute you are when you're startled (which you are to find a random girl in your room in the morning O.o). She'll then ask you why you have a blue feather, that's your chance to propose, if you don't then
GAME OVER.

h. Betrayed

If you've seen Event 5, but proceed to propose to someone else, when you attempt to go into your house, you'll hear Muffy come up behind you and say something about being serious about and whatnot and saying she doesn't know why she's there or whatever. Aaaww, that's really sad you sick bastard.

AND AFTER THE "Betrayed" SCENE YOU CAN ENCOUNTER MUFFY ON THE BEACH REMINISCING ABOUT YOU

C. Celia

1. General Info: She's extremely nice and easy to get, I recommend going after her. She's kind of shy at times and barely leaves her house, when she does she's normally just on the farm.

She's lives with Marlin and Vesta.

2. Likes: Every type of flower there is in the valley. She also likes the milk from your cows.

3. Dislikes: Like every other girl fish, and things from the dig, maybe not coins or ores though.

If you DO marry her: She gets up at 7 and goes to bed at 10. She's always in the house and rarely ever leaves. So she spends a lot of time with the kid.

If you DON'T marry her: Not quite sure. She doesn't really change much other than the fact that she doesn't get a long with Marlin.

Your son: He'll be friendly. He wears two shades of green and has brown hair and eyes.

4. Heart Events!

a. The Power of the Flower

When Celia has One Red Heart and she's outside on the farm, go into the house and immediately go back outside, Celia will be in the fields working or something and you'll go over to her.

She'll ask if work bothers you, pick Option 2. She'll tell you she likes working with plants because it "makes her stronger" or something. She'll ask if it sounds silly and then you'll say no (automatically).

b. Moment of Peace

Two Hearts, leave your house at noon ish, and you'll see Celia walking by your house on her way to the spring, you'll follow. She'll say she likes relaxing at there. She'll ask you to be still for a moment and of course pick Option 1 (Don't move). Then she asks something else (I can't remember) but just pick Option 1 and it's all good and she leaves.

c. Going Shopping

At Two or Three Hearts (but I triggered it at One Red Heart O.o), try to enter her house during the day when she's in there, and she'll come out as you try to go in. She'll say she's going shopping and then ask something and then pick Option 2. Then Marlin will come out and

insist that Celia was doing something. Offer to accompany her, pick Option 2, which makes Marlin pretty angry. Vesta will come out and ask what the hell is going on and Marlin will say that you're keeping Celia from shopping (O.o). This makes Celia angry. You can either blame Marlin or apologize, Option 2... Yes, I know, pointless to apologize, but it's got to be done.

d. Preoccupied

At Three Hearts, try to go into her house and as you enter she'll exit. She'll say she's going to the spring and invite you, agree (Option 1), and you're off to the spring. She'll be all preoccupied and then you ask what's wrong (Option 1 again) and then she'll tell you Vesta and Marlin set up an arranged marriage. She goes on about how she doesn't want to go through with it and she wants someone for herself (you ^_~). Then pick Option 1 and she'll say you've cheered her up.

e. Happy Family

This event is really hard to get, at Three Hearts, you have to have all of them (Marlin, Vesta and Celia) downstairs at the same time. No one notices that you've entered and Marlin will yell at her for meeting her future husband and then Vesta tells him to shut up and whatnot. They finally notice you and you say you just walked in (Option 1) and then Vesta will ask her what she thinks of him. She says he's nice (then glances at you O.o). She then says she needs more time to think about it and goes upstairs.

f. Her Own Marriage

After you've seen the 5th event and Celia's at Four Hearts, exit your house around 6 a.m. and Vesta will be there talking to Tak. She will be frantically telling you how Celia is missing. Marlin will come up and say that he couldn't find her and Vesta will tell him to back to the farm in case she might go back there. She tells you to look for her and you automatically agree. You look at the Spring but have no luck. You go back to your farm to find Celia playing with your dog. O.o She stopped by to tell you that she broke off her arranged marriage to tell you she loves (LIKES) you. ^_^ You should then tell her you feel the same way or crush her hopes. I wander which one you should POSSIBLY choose. Well any who, assuming you said you felt the same way, she then gets all happy and runs off to tell Vesta and Marlin the good news, YOU LIKE HER!

THIS EVENT BLOCKS OUT THE OTHER GIRLS EVENTS

g. Normal Proposal

At Four Hearts, just give Celia the Blue Feather, it's that simple

h. Lazy Proposal

At the end of the first year, if Celia likes you best, she'll come to your house and ask if you want to get married, you can say either yes or no. If you say no then it's GAME OVER.
I

think you should say yes... but that's just me.

i. Betrayed

If you proposed to another girl AFTER Celia's 5th scene, you a special betrayal scene, lucky you. The next time you attempt to enter your house, you'll hear Marlin and Celia come up behind you. Celia doesn't really want to be there, but she's just making sure Marlin doesn't kill you or rip you apart. He yells at you for messing up the arranged marriage and then not bothering to even marry Celia yourself. Don't expect them to get over that too quickly.

III. Characters

Tim: Father of Rock. Runs the Inner Inn. Normally at the inn.

Ruby: Good cook, and Mother of Rock. Runs the Inner Inn with Tim. Normally at the inn.

Rock: Son of Tim and Ruby. Free spirit. Normally down by the beach in the evening.

*Nami: World traveler, but got stuck in Forget Valley. Lives in the Inner Inn.

Intellectual,

quiet and unruly.

Wally: Father of Hugh. Very active. Can be seen walking around.

Chris: Mother of Hugh. Normally walking around, but can be seen at her house by the hill up to Romana's Villa.

Hugh: Son of Chris and Wally. Active just like his and is always walking around.

Hardy: Moves in Chapter 2. Romana's physicist.

Galen: Married to Nina. Moves to the hill in Chapter 2 to take care of Nina's grave.

Likes

fish a lot.

Nina: Married to Galen, but dies at the end of Chapter 1.

Romana: Lumina's grandmother. Teaches Lumina the piano. Lives at the top of the hill to the west of Forget Valley.

Lumina: Romana's granddaughter. Her parents died when she was young so she lives with her grandmother. Learning how to play piano. She also has a crush on you.

Sebastian: Romana's butler. They've known each other all their lives.

Kassey: Best pyrotechnician in the world. Lives with him brother Patrick.

Patrick: Second best pyrotechnician in the world. Lives with twin brother Kassey, but is the younger of the two.

Cody: The artist in the valley. Lives in the trailer house thing by the turtle swamp.

Gustafa: Sounds like he's from the Lion Kind O.o He lives in the little yurt on the other side

of the turtle swamp from where Cody lives. Always plays his guitar and is a musician.

Daryl: Weird scientist. He's always experimenting. Really likes fish.

Vesta: Big and boisterous. Marlin's older sister. Runs Vesta Farm (duh). She's quite temperamental.

Marlin: Kind of controlling. Works on the farm with his sister Vesta. Has a HUGE crush on Celia. He's very mean towards you and it's worse if you befriend Celia and the worst is when you marry Celia.

*Celia: Works on Vesta Farm with Vesta and Marlin. Wants a husband of her own instead of the arranged marriage set up by Vesta.

Griffin: Runs the Blue Bar. Plays guitar quite well, but rarely will you hear him play.

*Muffy: Barmaid at the Blue Bar. Flashy flirt working her magic on any eligible bachelor to marry.

Carter: Archeologist that works over in that ruins by the waterfall. He loves for you to come and help him dig up some unwritten artifacts.

Flora: Also an archeologist. Works with Carter at the dig site. Lives with Carter in a tent by the waterfall.

-Grant: Big businessman who moves into the valley after Chapter 1.

-Samantha: Married to Grant. She's a house wife and lives in a new house built after Chapter 2 to the right of Wally's house.

-Kate: Daughter of Grant and Samantha. She's quite unruly and a bully.

* The girls you marry

- Character comes in after Chapter 1

IV. Your son's career choices

Your son's career can be influenced easily:

Animals

Nuzzle with your animals
Show in the animals on the farm
Milk the cows by hand
Keep him on the farm
Keep animals outside

Farmer

Show him seeds
Take him to Vesta's farm
Befriend Vesta

Music

Befriend Gustafa and Lumina
Take him to Gustafa's yurt

Education

Befriend Daryl, Flora and Carter
Take him to Daryl's Lab
Only put toy car into his toy box
Milk cows and goat with milker

Athlete

Only put ball in his toy box
Befriend Hugh and Wally
Walk around a lot instead of using your horse
Take him to Wally's house

Artist

Befriend Cody
Put only sketch pad thing in his toy box
Take him to Cody's trailer

V. Non-heart Events

Nami comes back...

If you didn't marry Nami, go into the Blue Bar after Patrick you should get a cut scene with

Gustafa, Patrick and Cody. They will start to talk about Nami and how much they miss her. Then

Carter walks in and hears them talking about her. He will say that he saw her a while ago.

Gustafa, Cody, and Patrick start attacking Carter with a lot of questions. Soon they

leave to
look for her. Griffin will ask if you're going to. Say yes. You go outside and see her there.
You guys talk to each other for a bit. From then on Nami will be in the game. forever.
You can
find her in the inn in her old room. (thanks to FreakySkulls)

Ruby's Spice

Once you have befriended Ruby, go to the Inner Inn and when she goes into the kitchen follow her
and she'll ask if you cook or something like that, pick the option that obviously says you do
cook. She'll ramble on about something I didn't pay attention to and then she'll give you her
spice and with that you can make curry.

Chihuaua

If you find all of the important tablets at the dig sight and befriend Carter, you could get a
Chihuaua from him... basically is the same as getting the cat.

Cat

If you befriend Romana and wake up during Fall of Chapter 2 AFTER your wife, walk outside and
Romana will be there with a stray cat.

Flora's necklace

Not sure how this one goes but supposidly you befriend Flora and she gives you a necklace.
That's
about all I know. O.o

First love

I had married Nami when this event ocured and I don't know how you find out if your son likes
Kate. The events, I'm sure, are fundamentally the same. Well, any who. At night (maybe between
6 and 9) when your son is in his room, in the 5th chapter, go into your room from his.
This will
trigger an event and he'll come in and ask if it's ok that he's in love with a girl 10
years
than he is. Of course you say that's ok. Then your wife comes in and says stuff I'm sure I
wasn't paying attention to. He'll say some more stuff and you'll get more options (pick the
option that asks who it is). There will be a long series of dots then you'll get another
option
and then pick the one that says "Is it Lumina?" or whatever and he'll say yeah and the
your wife
says more stuff I didn't pay attention to. He'll say he feels a lot better and then
leaves to
his room.

If you have any information about an event that determines that your son likes Kate,
please
contact me.

VI. Recipes (not done)

If you have more recipes or more information on recipes for me then please e-mail me!

-Soups-

Fish Stew

Carrot/Turnip + Potato + Fish

Tomatoma Soup

Tomato + Carrot

Yam Soup

Sweet Potato

Earth Soup

Carrot + Potato

Stew

Potato + Carrot + Milk

-Salads-

Tomomelo Salad

Tomato + Melon

Light Pickles

Turnip

Tomacarro Salad

Tomato + Carrot

Marinade

Turnip + Mugwort + Fish

Fruit Salad

Tomato + 2 different fruits

Pickles

Cabber

-Desserts-

Fruit Juice

2 kinds of fruit + milk

Strawberry Cake

Strawberry + Egg + Butter

Fruit Punch

3 Different Fruits

Ice Cream

Brown Milk + Star Milk

Love Cocktail

Watermelon + Grapes

Peach Tart

Peach + Butter + Egg

Grilled Yam

Sweet Potato

Sweet Potato

Sweet Potato + Butter + Egg

Pound Cake

Milk + Egg + Butter

Veggie Cake

Tomato + Egg + Milk

Rich Juice

Strawberry + Banana + Star Milk

Carrot Cake

Carrot + Milk + Egg

-Hors d'oeuvre's-

Melon Pie

Melon + Egg + Butter

Sashimi

Fish

Fried Mushrooms

Tomato + Mushroom + Butter

Tempura

Sweet Potato + Any herb + Mushroom

Sashimi S

2 different Fish

Grape Pie

Grape + Egg + Butter

Strawberry Pie

Strawberry + Egg + Butter

Smooth Veggies

Carrot + Potato + Carrot

-Entrees-

Curry

Carrot + Potato + Ruby Spice

Mushroom Gratin

a Mushroom + Milk + Butter/Cheese

Meuniere Set

Butter + Fish

Omelette

Egg + Butter

Gratin

Milk + Butter + Cheese

Mushroom Curry

Carrot + Mushroom + Ruby Spice

VII. Crops

Seed/Tree | Season

Tomato		Spring-Fall
Watermelon		Spring-Summer
Melons		Summer-Fall
Strawberries		Fall-Spring
Turnips		Summer-Winter
Potatoes		Winter-Spring
Carrots		Fall-Winter
Sweet Potatoes		Fall

Oranges		Summer Harvest
Apples		Fall Harvest
Bananas		Summer Harvest
Grapes		Fall Harvest
Peaches		Summer Harvest

VIII. Animals

A. Cows/Bulls

Normal - Female: 4,000 G
 Male: 3,000 G
 Seeding: 2,500 G

Milk - B: 75 G
 A: 115 G
 S: 150 G

Brown - Female: 5,000 G
 Male: 4,000 G
 Seeding: 3,500 G

Milk - B: 115 G
 A: 175 G
 S: 225 G

Marble - Female: 5,000 G
 Male: 4,000 G
 Seeding: 3,500 G

Milk - B: 115 G
 A: 175 G
 S: 225 G

Star - Female: 7,000 G
 Male: 6,000 G
 Seeding: 5,500 G

Milk - B: 270 G
 A: 405 G
 S: 540 G

B. Horse

Horse can't be sold nor bought. You get it in the Summer of Chapter 1 or sometime afterwards.

C. Chickens/Ducks

Chicken: 450 G (Sold and bought for)
 Ducks: 500 G (Sold for)

Fertilized: 40 G
 Unfertilized: 50 G
 Golden: 300 G

D. Goats

Goats: 4,000 G

Regular goat milk: 120 G
Good goat milk: 300 G

E. Sheep
Sheep: 1,500 G

Regular wool: 75 G
Golden wool: 600 G

IX. Chapters

A. Chapter 1

The chapter you're supposed to look for a wife in and get the farm going. Really nothing all that special about this chapter except the fact that you HAVE to find a wife and get married so you can raise your family and blah, blah, blah. You get the point...

B. Chapter 2

In this chapter you influence your son's career in the future by the toys he can play with. If you only allow him to play with certain toys or be friends with certain people, he'll go more towards a certain career. Also a good chapter to maybe make friends with Galen. You can give him fish and herbs that you can just pick up anywhere and go to his house in early morning and help him wash Nina's grave.

C. Chapter 3

This is where your son is a child and you'll get a little more of an idea of what he's going to be when he grows up. I'm pretty sure you can still influence his decision though.

D. Chapter 4

Your son is now a rebellious teenager. I suggest leaving him alone most of the time. In this chapter, you should befriend which ever girl you think would be best for him to fall in love with (Lumina or Kate). I suggest Lumina. We all love Lumina because she's sweet and caring and a good person and it doesn't take much to get her a present. Kate's just a bitch... I remember in Chapter 2, Hugh complains that Kate was bullying him.

E. Chapter 5

Your son is an adult and you'll find out who he is in love with and what career he wants to follow.

F. Chapter 6

Last chapter, your son has his heart set on a career. Make it last because of the unexpected, sad ending. You'll find out once you've finished the game.

X. FAQ

Q: What does the "Guu~" mean?

A: It means your character is hungry.

Q: How can I make more food other than just salads and soups?

A: First you have to make about 25-30 soups and salads then you can make desserts and Hors d'oeuvre's and you need to make a number of either of those and you can make entrees.

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