

- Life On The Farm..... (AWL.04.00)
 - Maps..... (AWL.04.01)
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 - Girls..... (AWL.04.03)
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=====
Guide Information..... (AWL.01.00)
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Contains:

- Introduction (AWL.01.01)
- Guide Updates (AWL.01.02)

=====
Introduction..... (AWL.01.01)
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This guide was originally made by kkslider02, who helped me (HMKing) on my HM:FoMT guide. After many months of working on FoMT only, I bought AWL for my somewhat new GameCube (Which is black, not the stupid purple one). Like I did with FoMT, I jumped right into making a guide before I got to know much about the game. That proved to be a challenge so I talked to kkslider02 who said that the two of us could redo his guide. With my formatting skills and his knowledge on the game, we could make a really good guide for a really good game. So I did my formatting thing and sent the guide off to gamefaqs. The guide got accepted, but they screwed it up and gave all the credit to me, which sucks for kkslider02. I told him that happened and he said he didn't care. So don't say, "OMG! YOU STOLE KKSLLIDER02'S GUIDE! WHATS UR PROBLEM!"

=====
Guide Updates..... (AWL.01.02)
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- 03/27/04= Started Guide.
- 03/31/04= Worked on girls and children sections.
- 04/14/04= Added a ton of stuff.
- 02/19/05= Guide reformatted by HMKing.
- 02/20/05= Tweaked the code system.
- 02/22/05= Added basics section and all its mini sections. Fixed a few code system mess ups. Added a lot more to the girls section.
- 02/24/05= Added a farm map. Added Van's, Sell guide, and A Day On The Farm

sections.

06/29/05= Got the guide ready for COMPLETE GUIDE status at gamefaqs

=====
Game Information..... (AWL.02.00)
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Contains:

- Story (AWL.02.01)
- Controls (AWL.02.02)
- Basics (AWL.02.03)

=====
Story..... (AWL.02.01)
=====

The main story of AWL is based on you and Takakura. Your father and Takakura set out to save the farm and make it a prosperous place of prosper (wow!). Anyway, your dad died (someone always dies in a Harvest Moon game. Why can't they all just live forever and give you the farm for no reason at all?!) and Takakura got you to make the farm a prosperous place of prosper. It is now Takakura's dream to make the farm a good farm.

=====
Controls..... (AWL.02.02)
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/ \
| A | - The big green button. It is used to confirm menu selections and pick
 _/ up items and find out about items, and to investigate areas, and to
 do whatever else the green icon in the top right corner says.

/ \
| B | - The small red button. Used to cancel menu selections, and to put
 _/ items in the rucksack.

/ \
| Y | - The oval shaped gray button above the A button. Used to do
 _/ various actions like wash, eat, and heart (nuzzle).

/ \
| X | - The oval shaped gray button to the right of the A button. Used
 _/ to open up your rucksack.

Gray Analog stick- Move character

Yellow Analog Stick- Rotate view.

/ \
| L |
|_____| - Centers camera

| R \

| _____ | - Press once to call your dog. Press twice to call your horse. Can also use to call people to your selling stand.

(Z) - Switches to first person view when standing outside. Cycle through menus while in the tall, skinny building on your farm.

Basics..... (AWL.02.03)

When I first started to play this game, I was confused as heck. I was grounded from the internet, so I couldn't get a guide. I had no other choice but to figure EVERYTHING out on my own. So for those who are 100% new to AWL, I feel your pain! Since I feel it, I will clear up soem confusing stuff for you right off the bat.

Time Explanation..... (AWL.02.3a)

Unlike the time system in every other Harvest Moon game there is some logic in this one! FINALLY! The logic is this: Every second you play is like a minute in the game. This really has no effect for you WHAT-SO-EVER except for the fact that it explains that everyday is twenty-four minutes (of REAL time) long. Most of the other Harvest Moon games skip around time a lot. There's no obvious logic to the time in the previous Harvest Moons. The sad thing is that it took me three days in the game to figure this out. :)

Also, everytime you fall asleep, you go through six in-game hours (the equivalent of six minutes in real life). That means if you like to skip through days a lot (like to get to the next season with out actually playing through it) you gotta go to bed like three times in a row. The other Harvest Moons just let you fall a sleep through the whole day, but this Harvest Moon is unique.

How to Sell..... (AWL.02.3b)

There are several ways to sell in this game.

-Opening Up Shop:

This is, in my opinion, the COOLEST feature that this game has! You can actually open up your own little shop and sell stuff. You can't like open up a building and sell and stuff, but you can lay down a blanket and sell your items (even old tools that you don't use anymore). To do this, go to the grassy area that is between the Inner Inn and a big tree and a small square for growing stuff. Next to the green area (to the right of it) there is a path that leads down hill. right in front or next to that, walk around until you have the option to SELL as an "A" button option. Hit "A" to open up shop. Use "R" to whistle to townsfolk walking by to bring them to your shop.

NOTE: Pay attention to what people want to buy from you. Don't just sell something because someone is willing to buy something. Someone might want to buy a tool or an important item of yours. Also keep in mind that people like when you drop the price a few g's. If you don't care to please, then make the price as high as it will go.

the soil! W0000000000 H000000000. Now equip your bag of seeds. Move around until you have a yellow square around the box you just tilled. Then pull out your watering can (If this is your first time using it, you need to fill it up by hitting "A" by the little water pump that is next to your chicken's house). Repeat this until you are all out of seeds. I do not list good formation ideas because they are pointless! You can access every square on every field with any formation your heart desires.

=====
Features That Stand Out.....(AWL.02.03)
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I have a long list of em...

- 1) For the first time since the original Harvest Moon, in order to see a girl's level of love you must read their diary. This brings back memories of the good old days.
- 2) You can open up a small stand and sell your stuff
- 3) You can automatically send your animals to and from the field
- 4) There is two farms in the town
- 5) You can milk your cows multiple times in one day
- 6) Multiple bottles from one milking
- 7) Chicken feed lasts a while
- 8) You can order stuff from your farm
- 9) You can combine plants to make hybrid plants
- 10) No love rivals...ah...how nice
- 11) You can ride your horse ANYWHERE
- 12) Crops growable in Winter

=====
Review.....(AWL.02.04)
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Following an extremely well made line of farming simulation games, Harvest Moon: A Wonderful Life (HM8) brings many new features to the table that makes this Harvest Moon game anything but a repeat of its predecessors. Since I list the coolest of the new features for this game in the above subsection, I won't list them again, but those features, along with others, make this the greatest Harvest Moon up to this point. The only downside to this game is that once you realize the money making powers of banana seeds and you buy the seed maker and harvest all your bananas and make them seeds and sell them to Van, you then buy like everything there is in the game and it's like blah what's the point of playing. But until you discover those magical nanners, you'll have fun.

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Contains:

- Cows (AWL.03.01)
- Chickens/Ducks (AWL.03.02)
- Sheep/Goats (AWL.03.03)
- Horse (AWL.03.04)
- People (AWL.03.05)

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Cows..... (AWL.03.01)

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There are 4 kinds of cows. They differ in appearance and by milk types.
 They are: Normal, Brown, Marble, and Star. To buy them you have to order them.
 To do this, you have to go to the tall, skinny building on your farm and order
 using the book on the left box

Then there are bulls and well... cows. Non-bulls are the ones that will make
 yummy milk for you. Your first cow will make milk for 1 year. After that it
 stops. To get more milk you'll need to get it bred. You can either buy a pricy
 miracle potion, or buy a pricy bull. (if you buy a bull you'll have to wait 30
 days before it can well... do it.) The actual prices for the cows and bulls
 are listed below:

Normal cow: 4000G

Normal bull: 3000G

Brown cow: 5000G

Brown bull: 4000G

Marble cow: 5000G

Marble bull: 4000G

Star cow: 7000G

Star bull: 6000G

The milk prices for all 4 cows are listed below:

Normal cow:

- Milk B: 75G
- Milk A: 115G
- Milk S: 150G
- Cheese:?
- Butter:?

Brown Cow:

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

Marble cow:

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

they will love you. To get ducks, simply buy the pond, and sometime in the 1st year of chapter 2 your wife will tell you there are ducks, and you get to decide to keep them or not. If you do (which I hope you will) you can get duckys (real ones, not rubber ones). Duck eggs look like the same as chicken eggs. If you want to get more chickens/ducks simply take a fertilized egg and place it on the incubator and it will either hatch into a chicken, rooster, or duck. It will take 1 season for the egg to hatch and 1 season for the chick/duckling to grow up. Chickens aren't much of a money maker UNLESS! You breed them to sell them. just have the chicken grow up and sell it for some money!

=====
Sheep/Goats..... (AWL.03.03)
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First I will handle sheep. Sheep are a once per season income. every 10 days your sheep will give you wool. If your extra nice and wash it a lot you might get golden wool. You can't breed sheep because you can only get males. Sheep only eat once per day. They cost 1,500G. They are a complete waste of money!

As for the goat... I highly advise you not to buy one. Yes, I bet your running off to buy one right when you read that, but really consider it first. First of all you can't sell it. So your stuck with it. Unless you can kill it. Which is bad. Very bad. Second of all, it only produces milk for one year, so it will pay for itself, but you are stuck with it. I highly advise against buying it, but hey its your game. Goat milk sells for 115G and goat cheese sells for 155G and goat butter sells for 150G. Like the sheep, they are a waste of money!

=====
Horse..... (AWL.03.04)
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You recieve your horse in the first summer of chapter 1. He is used for transportation. He can really help you get a lot done in one day. He eats once per day (although, for me at least, my horse goes days with just one thing of feed, which is weird) and requires little maitenance. Just talk and brush him every day and he will be happy.

=====
People..... (AWL.03.05)
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Chapter 1 cast of characters:

Cody: A big tough looking guy with a blonde mohawk
Occupation: Metal artist
Likes: Flowers

Van: An extremely husky (and scary) guy who comes on the 3rd and 8th of each season. Obsessed with diets.
Occupation: Traveling merchant
Likes: Goat milk

Dr. Hardy: Romana's physician, a nice doctor.
Occupation: Yup, you guessed it, a doctor!

Likes: Milk

Gustafa: He's the guy that looks like a leprechaun. He lives in a yurt, and enjoys playing music. A hippy.

Occupation: Poet/resident hippy

Likes: Flowers

Flora: She is the girl who lives with Carter and helps with the dig.

Occupation: Archeologist

Likes: Carter? Not really sure what she likes.

Carter: The head of the dig site. Lives in the tent with Flora. Loves his work but not who he works with.

Occupation: Archeologist

Likes: Home cooked meals

Daryl: The mad scientist who is obsessed with Mukumuku and energy resources.

Tries to steal your animals. What a jerk.

Occupation: Scientist

Likes: Fish (especially big snelt)

Patrick: The 2nd greatest pyrotechnician in the world. Lives in small elevated hut. Stop by to play a fun strategy game.

Occupation: pyrotechnician

Likes: Ore, flowers

Kassey: The best pyrotechnician in the world. Lives with Patrick in small elevated hut. Stop by to play a fun strategy game.

Occupation: pyrotechnician

Likes: ore, flowers

Celia*: A potential bride who is a kind down-to-earth girl who knows her way around a farm. I married her and am glad I did.

Occupation: None

Likes: Flowers, anything from your farm

Marlin: Lives with his sister Vesta. Doesn't mind hard work, but likes the weather in spring and fall.

Occupation: Farmer

Likes: Milk

Vesta: Lives with her brother Marlin. Far from subtle, and tries to hook you up with Celia

Occupation: Farmer

Likes: Milk

Lumina: Romana's granddaughter. Too young to marry. Finds it difficult to live up to her grandma's high expectations.

Occupation: None

Likes: Flowers

Sebastian: The elderly butler who looks after Romana. Treated like family.

Occupation: Butler

Likes: ?

Romana: Elderly lady who likes cats and dreams for Lumina to be a good pianist

Occupation: Grandma (lol)

Likes: Flowers

Muffy*: One of your potential wives. Likes flowers and shiny objects. Works at

bar. Blonde.

Occupation: Bartender

Likes: flowers, shiny objects (hahahaha she loves shiny stuff)

Griffin: Owner of the bar. Known for his good drinks. Plays guitar in spare time.

Occupation: Bar owner

Likes: ?

Hugh: Wally's son. Energetic little kid who wants to be an athlete.

Occupation: None

Likes: ?

Wally: An energetic athlete who can be found running around the valley.

Occupation: Athlete

Likes: ?

Chris: Wally's cheerful wife. A city girl who moved to the valley with Wally.

Occupation: City worker

Likes: Flowers

Nina: Elderly lady married to Galen. Wears a weird ladybug hat thingy.

Occupation: None

Likes: Produce/flowers

Galen: Nina's husband. Longs for city, but Nina insists they stay in valley.

Occupation: None

Likes: Fish, herbs (bracken, royal fern etc.)

Nami*: Quiet, blunt, and introverted. She is a very smart red head. She will leave if you don't marry her, but will come back later in Chapter 3

Occupation: None

Likes: Trick blue flowers, produce you grew, home cooked food

Rock: Tim and Ruby's son. Easy going, he likes to party and will challenge you to a milk drinking contest.

Occupation: None

Likes: milk?

Ruby: Married to Tim she is the inn's cook and is famous for her special spice

Occupation: Cook/inn co-owner

Likes: Milk

Tim: The inn's co-owner. Travels the world and collects stuff.

Occupation: Inn co-owner

Likes: Milk

Murray: The smelly fly attracting bum, who wishes to go home.

Occupation: Bum

Likes: You donating to his funds

Mukumuku: The weird white furred thing that Daryll tries to capture.

Occupation: ???

Likes: Fish

{ Chapter 2 change of characters: }

Nina dies.

Dr. Hardy moves into Nina's old house.

Galen builds house by Nina's grave.

Nami leaves if you didn't marry her.

```

*-----*
{ Chapter 2 new characters: }
*-----*
    
```

Grant: A Japanese business man. Commutes to city during day.

Occupation: Business guy

Likes: Milk

Samantha: Grant's wife. Stays home, cooks food, and takes care of Kate.

Likes: ???

Occupation: Stay at home mom

Kate: Grant's child. Evil looking red eyes. (she scares me) Afraid her mom will get mad at her for being possessed by satan.

Occupation: None

Likes: ???

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=====
Life On The Farm..... (AWL.04.00)
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Contains:

Town Map (AWL.04.01)

Crops (AWL.04.02)

Girls (AWL.04.03)

Children (AWL.04.04)

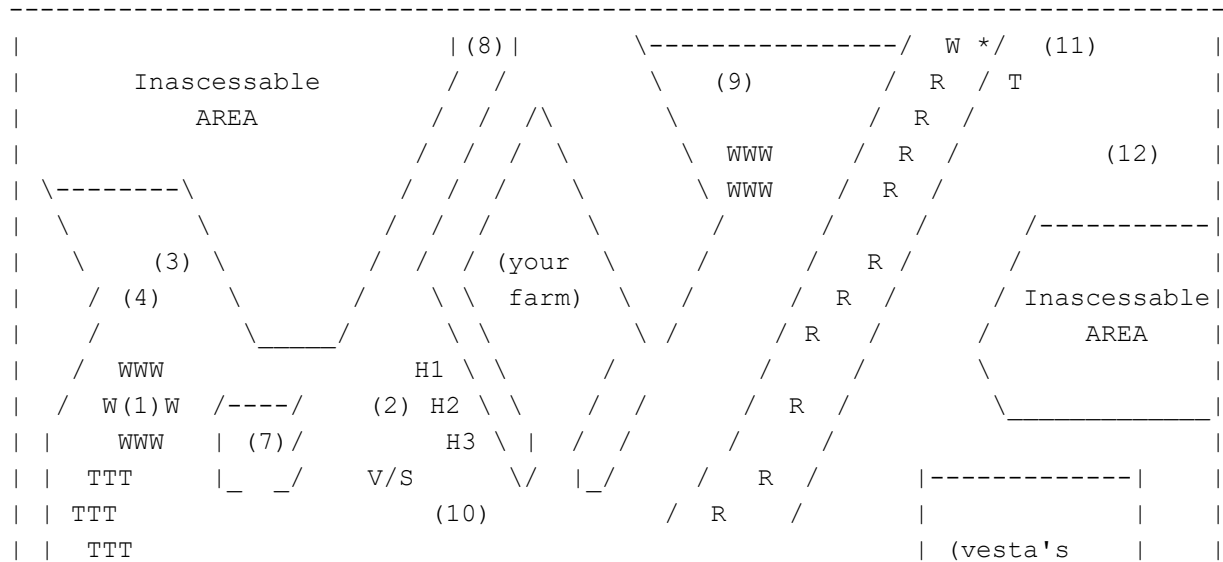
Tools (AWL.04.05)

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=.=.=.=.=
Maps..... (AWL.04.01)
=.=.=.=.=
    
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TOWN

The town is a fairly large area, and some places (romana's villa) can take a small portion of the day to get to. Here is a rough picture of the town:



```

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| |E                      _____ | | |
| |A          (8)          /// R R R / | ___H5 _H4_| |
| |C                      //          / | | | (L)
| |H                      / R R R / | | | (6)
| |          TTTTTTTTTT /          / | | |
| |          TTTTTTTTTT / *R R R R / | | | (5)
| |          TTTTTTTTTT /_*_*_/ | | |
| _____ | | |
|
-----

```

(isn't it beautiful?) (please don't steal this it took alot of time!)

Key:

- | | |
|---------------------------------|-------------------------------------|
| (1): Turtle swamp | B : Bridge |
| (2): Griffin's bar | R : River |
| (3): Pyrotechnician's house | * : Good fish spot |
| (4): Cody's studio | T: Trees that take up alot of space |
| (5): Nina's grave (ch.2 and on) | H1 : Chris's and Wally's house |
| (6): Galen's house (ch. 2) | H2 : Grant's house (ch.2) |
| (7): Daryll's lab | H3 : Dr. Hardy's house (ch.2) |
| (8): Romana's Villa | H3 : Nina and Galen's house (ch.1) |
| (9): Harvest Sprite's spring | H4 : Vesta's house |
| (10): Inner Inn | H5 : Vesta's storage place |
| (11): Carter's hut | V/S : Vans/your roadside stand |
| (12): Dig site | (L) : Link-up area |
| | W : Water that is not river. |

FARM

```

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```

- 1) Field
- 2) Locked building
- 3) Field
- 4) Chicken Coop
- 5) Field
- 6) House
- 7) Pasture
- 8) Tool Shed
- 9) Barn
- 10) Food Storage
- 11) Takakura's House

Thanks to the little instruction booklet that comes with the game for a good overhead view of the farm. Couldn't have done it without ya!

.....
 Crops..... (AWL.04.02)

What would an HM game be without crops? Well, it would be a pile of animals, and a barrel of monkeys. (hahaha bad humor) Anyway there are 3 generations of crops. The ones you buy from Vesta (1st), The ones you get from cross-breeding 1st generation crops (2nd), and the ones you get from cross-breeding the 2nd generation crops (3rd). To get your non-tree crops up one rank use 4 things of fertilizer on them, but spread out in time. (once when you plant, once when they sprout, once when they get taller, and once when they flower.) To get trees up one rank (which I don't suggest) use 30 things of fertilizer. (once per day is good I think.) Also below is the way I grow my crops. I use a checkerboard pattern and I think it helps me direct the little targeting water thing. I must really like you guys to make this for you huh? NAH! I just do it for the ladys!!! lol... wait no... This would never attract ladys...

YOUR VERY OWN:

Very fertile field

```
* C * C * C * C * C * C * C *
C * C * C * C * C * C * C * C
* C * C * C * C * C * C * C *
C * C * C * C * C * C * C * C
* C * C * C * C * C * C * C *
C * C * C * C * C * C * C * C
* C * C * C * C * C * C * C *
C * C * C * C * C * C * C * C
* C * C * C * C * C * C * C *
C * C * C * C * C * C * C * C
```

(of course after I do this I relize I could of used copy and paste)

KEY:

*: An empty space

C: A place where you should grow a crop.

Also please note, you don't have to fill up every single spot! On average per season, I grow about 40-49 crops. I grow some S rank crops (32) and some crops to use for cooking. Which brings us to the subsection A.

(First Generation Crops)

These will be listed in alphabetical order.

Non-trees:

Carrots: Watch a bugs bunny cartoon.

Cost: 30G

Sell B: 45G

Sell A: ?

Sell S: ?

Seasons: Fall-Winter

Melons: Green and round.

Cost: 50G

Sell B: 70G

Sell A: ?

Sell S: ?

Seasons: Summer-Fall

Potatoes: I always think of them like this: POT-A-TOE

Cost: 40G

Sell B: 60G

Sell A: ?

Sell S: ?

Seasons: Winter-Spring

Strawberries: Red, small, and yummy.

Cost: 30G

Sell B: 35G

Sell A: ?

Sell S: ?

Seasons: Fall-Spring

Sweet Potatoes: A sweeter than normal potatoe.

Cost: 40G

Sell B: 60G

Sell A: ?

Sell S: ?

Season: Fall

Tomatoes: Famous for being thrown at people. Red.

Cost: 30G

Sell B: 35G

Sell A: ?

Sell S: ?

Seasons: Spring-Fall

Turnips: I think they're icky.

Cost: 20G

Sell B: 25G

Sell A: ?

Sell S: ?

Seasons: Summer-Winter

Watermelons: What is the difference between a watermelon and a melon!?!?

Cost: 60G

Sell B: 75G

Sell A: ?

Sell S: ?

Seasons: Spring-Summer

I'll have the A and S prices as soon as I can find the money for all that fertilizer.

Trees

Trees can make you extremely wealthy if you change the fruit into seeds and sell them instead.

Apples: Well... there apples... haven't you ever seen an apple?

Cost: 820G

Sell B: 25G

Sell A: ?

Sell S: ?

Sell seed B: 410G

Sell seed A: ?

Sell seed S: ?

Harvest: Fall

Bananas: Monkeys like them. Grow some to make a ton of money.

Cost: 1500G (GASP!)

Sell B: 35G

Sell A: ?

Sell S: ?

Sell seed B: 750G

Sell seed A: ?

Sell seed S: ?

Harvest: Summer

Grapes: They are purple and well.... grape flavored?

Cost: 900G

Sell B: 35G

Sell A: ?

Sell S: ?

Sell seed B: 450G

Sell seed A: ?

Sell seed S: ?

Harvest: Fall

Oranges: Believe it or not... they're orange!

Cost: 820G

Sell B: 30G

Sell A: ?

Sell S: ?

Sell seed B: 410G

Sell seed A: ?

Sell seed S: ?

Harvest: Summer

Peaches: She had hair the color of strained peaches... (weird al)

Cost: 1120G

Sell B: 40G

Sell A: ?

Sell S: ?

Sell seed B: 560

Sell seed A: ?

Sell seed S: ?

Harvest: Summer

Don't you just love easy money? I'll have the A and S prices soon enough.

(Second Generation Crops)

Besides just making crops, you can change your crop's properties by using happy lamp, upseed, or gemsoil. Below in a neat little table it shows what they do. Also please note that the flowers ONLY work with seeds.

I will update the user contributed parts soon.

```
*****
*
* Upseed- Promotes your seeds to S rank.
*
* Happy lamp- Lets your seeds grow in any season
*
* Gemsoil- Lets your seeds grow in any type of soil.
*
*****
```

Now here are the actual crops.

I don't have too many but here are the ones I have also please note that these are in the order that I found them (or user contributed) in:

Melotama: A weird looking yellowish green tomatoe.

Made with: A tomatoe and a melon

Sell B: ?

Sell A: ?

Sell S: 90G

Seasons: Summer-Fall

Berrytoma: A weird looking pink tomatoe.

Made with: A tomatoe and a strawberry.

Sell B: ?

Sell A: ?

Sell S: ?

Seasons: Spring-Fall

Gretoma: User contributed

Made with: Tomato + Watermelon

Sell B: ?

Sell A: ?

Sell S: ?

Seasons: Spring-Fall

Meltoma : User contributed

Made with: Tomato and a melon

Sell B: ?

Sell A: ?

Sell S: ?

Seasons: Spring-fall

Berrytoma: User contributed

Made with: Tomato and a strawberry

Sell B: ?

Sell A: ?
Sell S: ?
Seasons: Spring-Fall

Trady : User contributed
Made with: Tomato and a turnip
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Fall

Tomaca :User contributed
Made with: Tomato and a carrot
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Fall

Yamato :User contributed
Made with: Tomato and a sweet potato
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Fall

Berryber : User contributed
Made with: Watermelon and a Strawberry
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Summer

Raury :User contributed
Made with: Watermelon and a turnip
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Summer

Kashry :User contributed
Made with: Watermelon and a Sweet potatoe
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Spring-Summer

Camello :User contributed
Made with: Melon and a carrot
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Summer-Fall

Sholo :User contributed
Made with: Melon and a Sweet potatoe
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Summer-Fall

Berryto:User contributed
Made with: Strawberry and a Sweet potatoe
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Fall-Spring

Radita :User contributed
Made with: Turnip and a Potatoe
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Winter-Summer

Tataroo :User contributed
Made with: Potatoe and a Carrot
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Winter-Summer

Bashoto :User contributed
Made with: Potatoe and a Sweet Potatoe
Sell B: ?
Sell A: ?
Sell S: ?
Seasons: Winter-Summer

=. .=. =.
Girls.....(AWL.04.03)
=. .=. =.

In order to move on to Chapter 2, you need to have proposed to a girl. To do this, follow the heart chart below:

- Green Heart: She is aware of your presence
- 1 Red Heart: You two are okay friends now
- 2 Red Hearts: You two are pretty good friends now
- 3 Red Hearts: This would be referred to as the Dating Stage in real life
- 4 Red Hearts: She loves ya! At this point, if you have it, you can give her the Blue Feather.

Well I'm not 100% sure of this, but I think all you need to get to 1 Red Heart is to talk to a girl once or twice and give her one gift. That's what happened with Muffy.

You may be wondering, "How do I get this feather of the blue?"
I'm not really sure on how to get it exactly. Here's what I had:
-It was the 12th of Spring 1
-I had two red hearts.

Anyway the cutscene for getting the blue feather is rather funny. After you get it propose to your girl if you can.

Along with where I list them being at, the girls can be found walking around the town.

Name: Celia

Likes: Home grown flowers/picked flowers and anything you have made at your farm. This includes crops and stuff you've made using recipes.

Location: Most of the time she is somewhere on the Vest Farm property. She'll be outside, the ground level of house or the second level of the house.

Diary Location: On second level of the house, press "A" by her bed.

Name: Muffy

Likes: Coins from the dig and flowers (like most girls)

Location: Blue Bar/Walking around

Diary Location: While inside the Blue Bar, check out the table by the window on the left (walk left when you first enter and walk forward until you can't anymore and press "A")

Name: Nami

Likes: Trick Blue Flower, homecooked meals, and stuff you've grown

Location: Inn

Diary Location: On the table in her room.

=====
Children..... (AWL.04.04)
=====

Depending on which wife you marry your child will differ. They all pick up your mother's traits in looks and personality.

Celia's child:

Sweet, loving, affectionate, and down-to-earth like his mom. Also takes after his mom's brown hair and gray eyes.

Muffy's child: Bubbly, giggly, and energized. Has his mom's green eyes and blonde hair.

Nami's child: Quiet and shy, but thoughtful. Has his mom's red hair and deep blue eyes.

=====
Tools..... (AWL.04.05)
=====

You'd think the ever popular harvest moon guy would of learned to buy some electric tools by now. Every day it's go outside and use a human operated hoe and waste all your energy. Anyway here is the tool list:

Watering can L- The name says it all. A large watering can. It holds up to 140 squares. Essential for growing lots of crops.

Watering can- A normal watering can. Don't bother to buy unless your writing a FAQ. Save up for the large one. This one only holds 70.

Watering can S*- A small watering can. Takakura gave it to you. It only holds 35 squares!

Strange watering can- Romana gives it to you. Holds one square. The only thing its good for is to collect dust.

Brush- Buy from Van. Cheap good buy. Used on animals to make them happy.

Shears?- You get them from Chris I think. Need info on these.

Electric clippers- YAY he advanced one tiny step out of the stone age. These are expensive and aren't that much different at all from the normal shears. Buy if you feel like wasting money. (like I did) Order from Takakura.

Wool shears- Used for... shearing wool! Who would of guessed it? Pretty cheap, and needed to get that precious wool off of the sheep. Order from Takakura.

Heavy sickle*- A heavy sickle. Takakura gave it to you. Used to cut fodder for the animals. Hard to use.

Sickle- Not as heavy as the heavy sickle, but not as light as the light sickle Used to cut fodder.

Light sickle- A light sickle. Used to cut fodder. Expensive.

Strange sickle- From Gustafa. Very heavy and hard to use.

Weird sickle- From Dr. Hardy. Very heavy and hard to use.

Heavy hoe*- A heavy hoe. From Takakura. Hard to use.

Hoe- Not as heavy as the heavy hoe but heavier then the light hoe.

Light hoe- Expensive. Light and good. Doesn't use much energy.

Weird hoe- From Vesta. Heavy and bad. Bottom line: it sucks.

Strange hoe- From Tim and Ruby. Heavy. Sucks.

Fishing pole- Buy from Van. A good investment.

Fishing rod- (thanks to ryguy899 for this info)

You get it from Galen once you make good friends with him. He won't take your presents until you start making him happier by cleaning up Nina's grave (2nd Year and on)

Milker*- Used to milk cows. Takakura gives it to you.

Goat milker- Comes with the goat you can buy from Van.

A * indicates an item you start with.

=====
Game Misc..... (AWL.05.00)
=====

Contains:

- Money Making (AWL.05.01)
- Recipes (AWL.05.02)
- Linking Up (AWL.05.03)
- Van's Shop (AWL.05.04)

=====
Money Making..... (AWL.05.01)
=====

One of my most important and main source of income is from my trees.
Yep thats right. Trees. The main reason is because the tree seeds sell for so
much! Below is a list of money making techniques that I have composed.

Got a money making techniqe? Send it to us! Email your technique to
toxicityj@gmail.com

- 1) Sell tree seeds.
- 2) Be nice to your cow so it gives you at least A rank milk.
- 3) Get 1 or 2 sheep and wash them twice per season. They will give you golden wool.
- 4) I'm not that big a fan of chickens, but I know that selling their offspring is a good source of income.
- 5) Buy a bull, so you don't have to pay every time you want to breed.
- 6) Heres my strategy with cow birth: First have one pregnant cow. Then once the baby is born, wait for it to stop producing milk, then sell the mother if the baby was a female. If the baby was male then sell the baby once it grows up if you don't want it. Get another cow pregenant and repeat cycle.
- 7) Grow S rank crops. Its really not that hard.
- 8) Fish in the hot spots indicated by the town map. Try to catch any size sharshark (river mouth) or yaname (waterfall). They're both big sellers.
- 9) (from ryguy899)
Requirements:
At most 99 fodder & Van has to be in town
Directions:
Go to your barn and take out 99 fodder (that's all you can carry)
Go sell all 99 to Van for 10G each
If you sell them all, you can get 999G
- 10) (from paperclips900)
Get rubys spice by being friends with ruby and tim and cook the spice under any choice as the only ingrediant and it will multply itself to 2 ruby spices

(unfortunately you cant use 2 ruby spices to make 4 only 1 to make 2) then when you have 99 put 1 away and sell the rest. the sell for 100 a piece.

Please, submit me your techniques. Believe it or not, I don't know everything.

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Recipes..... (AWL.05.02)
=.

Light pickles: Found in Ruby's kitchen
Type: Salad
Ingredients: Turnips (I used 3, but you can use 1)

Tommello Salad: Found in Ruby's kitchen
Type: Salad
Ingredients: Tomatoe, Melon

Tommacarro salad: Found in Ruby's kitchen
Type: Salad
Ingredients: Tomatoe, Carrot

Sweet desert*- Found in Takakura's house
Type: desert
Ingredients: 2 fruits, milk

Curry: Found in Vesta's house (H4 on town map)
Type: ? (salad maybe?) more info soon
Ingrediant: Potatoe, Carrot, and Ruby's spice

Good desert*: Galen's house in ch. 2
Type: desert
Ingredients: Tomatoe, milk, egg

???: Found in inn
Type: ??? grill???
Ingredients: Fish, butter

Yam soup: Ruby's kitchen
Type: Soup
Ingredients: Sweet potatoe

Tomatoma soup: Ruby's kitchen
Type: Soup
Ingredients: Tomatoe, Carrot

Omelet: Hardy's house (ch.2)
Type: ?
Ingredients: egg, butter

Some kind of salad*: Wally's house
Type: Salad
Ingredients: egg, tomatoe, gretoma

???: Inn
Type: Appetizer
Ingredients: Fish

Stew: (Submitted by Fisherkid326)
Type: Soup
Ingrediants: potatoe, tataro, carrot

This section will have some MAJOR updates soon. I wil obtain the names of many of these dishes once I unlock appetizers and deserts. Please email me and tell me if I should focus more on 2nd and 3rd generation crops or recipes.

A * indicates that I do not know the name of this dish.

==
Linking Up..... (AWL.05.03)
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To hook the games up, you need the following:

- Gameboy Advance/SP
- GameCube console
- GameCube controller
- GameCube memory card
- Gameboy Advance/GameCube Link Cable
- Harvest Moon: Friends of Mineral Town game
- Harvest Moon: A Wonderful Life game

In FoMT:
Once you have all of the stuff connected and all that, go to the Goddess' pond (the one near Spring Mine) and throw something in it (food, grass, etc.). The Goddess will appear and ask you if you would like to connect. Obviously, say yes.

NOW...

In AWL:
Run over to Vesta Farm. See that path that goes up a really steep mountain? Walk up it and Nik, Nack, and Flack will say you can't go unless you want to connect. Tell them you want to connect and after some brief instructions, you will be asked to confirm the connection.

==
Van's Shop..... (AWL.05.04)
==

You know how you can open up your own little shop? Well there is this guy, named Van, who does the same thing you do, except he'll buy from you too. Just talk to the big red guy when he shows up at least twice a month. Then you can eithe sell, buy, or cancel.

- NOTE: He will take pretty much anything.
- NOTE: A really helpful tip involving him is sell him 99 fodder. You will get 990g back. Just make sure that you have enough afterwards for your animals. If not, just cut some up.
- NOTE: To see when he'll come by, check your calendar.

==
A Day On The Farm (1 Day Walkthrough)..... (AWL.05.04)
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First thing I do when I get up is check the weather. If it isn't going to rain at all that day, I'll go let my livestock out in the field. After this I cut some grass to stock up for Winter. Then, if its not too early, I'll milk my cows and

talk, cuddle, and brush all my animals. Next I'll check on my chickens. If there is still feed in the box I'll collect the eggs. Then I cuddle/pick up the chickens. After that I go out and water my crops and harvest them if they are ready. After that I head into town on my horse and give a flower to the girl I picked (I picked Celia). Then I stock up on any seeds I might want or need. Then I walk around the area, picking up anything that I can sell. By this time its about mid day. So from then until like fourish I open up shop and sell people passing by the day's harvest, milkings, eggs, etc. After that I go home and pick up and cuddle my chickens. Then I do the same for my animals. I milk what I can then put those in Takakura's selling box for him to sell the next day. Then I once again water the plants. Then I cut some more grass and head off to bed and wake up in the middle of the night and go to sleep again.

Item List/Sell Guide..... (AWL.05.04)

Well I'm writing stuff up as I sell it, which is taking a while. But here's what I got:

Name: Toy Flower
Description: A yellow flower
Sell Price: 9g or 10g

Name: Mist Moon
Description: A yellow flower
Sell Price: 9g or 10g

Name: Goddess Drop
Description: Yellowish green flower
Sell Price: 13g or 15 g

Name: Trumpet
Description: Looks like a mushroom
Sell Price: 22g or 25g

Name: Human Statue
Description: Looks like a mole, but its not.
Sell Price: 36g or 40g

Name: Hacknerry
Description: Looks like a giant acorn
Sell Price: 18g or 20g

Name: Egg
Description: its...an egg
Sell Price: 30g or 40g

Name: Trick Blue
Description: A blue and red flower
Sell Price: 9g or 10g

Name: Coin
Description: A coin you find at the dig. It has a C in the middle of it.
Sell Price: 9g or 10g

Name: Royal Fern
Description: They look like green coral
Sell Price:

Name: Amorous
Description: A sad looking yellow flower
Sell Price: 9g or 10g

=====
Guide Misc..... (AWL.06.00)
=====

Contains:
FAQ (AWL.06.01)
Contact Information (AWL.06.02)
Credits (AWL.06.03)
Legal Information (AWL.06.04)

=====
FAQ..... (AWL.06.01)
=====

All of the questions here are questions that are asked by readers.

- Q. How do you beat chapter 2?
A. Chapter 2 lasts two years. Once you play out two years, you should move on to the next chapter.

- Q. How do I know when my cow is going to give birth? I got my cow pregent the 1st day of Spring, and now it's Fall! She is now giving out 2 A milks a day, and it's the first chapter.
A. Talk to your cow every day, and when the sprites say something and set up the enclosure the baby will come in a few days. I think the amount of time is 40 days.

- Q. I just got engaged to Muffy does she just do the regular stuff shes been doing till the end of the year?
A. She will work at bar till end of year one, then marry and move in with you.

Thanks to Ryguy899, Rasperry pops and CrZyJeSSi823 for the above questions.

=====
Meet The Author/Contact Info..... (AWL.06.02)
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HMKing-
"I started writing guides back in '03. My first guide was either Harvest Moon, for the Super Nintendo or Harvest Moon 64. I can't remember which it was. ^.^ Anyway. I had been reading someone elses guide for some game and thought, "Heck I could do this. How hard could it be?" heh...well I soon found out. After constant rejection from Gamefaqs, I did a google search for Harvest Moon sites. I found like three or four and sent my guide to all of their webmasters and told them that I thought they should put text guides on their site. Out of those three or four only one replied. The reply was a yes. Thanks to Covert I got my first guide put on the site. Of course, no offense to my buddy Covert, but to this day I still havn't gotten any emails from anyone saying they got

the guide at HMWorld (Covert's site). Anyway after Covert's site I tried Gamewinners, IGN, and Neoseeker. All three accepted and I was really happy. So I eventually got bored with my first guide and moved on to many more guides.

Full Guide List (Find Them All At Neoseeker.com):

- Harvest Moon (Super Nintendo)
- Harvest Moon 64 (Nintendo 64)
- Harvest Moon GBC3 (Gameboy Color)
- Harvest Moon: Friends of Mineral Town (Gameboy Advance)
- Harvest Moon: Save The Homeland (PlayStation 2)
- HM:FoMT Tools Guide (Gameboy Advance)
- Harvest Moon: A Wonderful Life (GameCube)
- Dragonball Z Taiketsu (Gameboy Advance)
- Sim Tower (PC)
- Kingdom Hearts magic guide (PlayStation 2)
- Paper Mario (Nintendo 64)
- Tony Hawk's Proskater 4 online guide (PlayStation 2)
- Space Cadet Pinball (PC)
- Legend of Zelda: The Wind Waker mini-games guide (GameCube)
- Legend of Zelda: The Minish Cap Great Fairy guide (Gameboy Advance)

You can reach me at:

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AIM- Duenos14

Website- <http://www.hmkguides.cjb.net>

=====
Credits.....(AWL.06.03)
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For the names that I use the first part of your email or AIM screenname. If you would like to be listed as something else please e-mail your alternate name and I will add it on the next update.

Natsume: making game

ryguy899: For asking the first question which you can see in the FAQ section, and for informing me that mukumukulikes fish, and for informing me about the second fishing pole (YAY!) and for submitting a money making tip. (the fodder one)

paperclips500: WOW! Tons of info! Heres the complete list:

Some hybrid crops with prices, Nami info, Galen info, Van records, and D-pad picture. (I'll have the hybrid crops up as I test them.) Also for pointing out star cow/bull price mix up error

jediclone2001: Some hybrid crops (some of these paperclips already submitted, but I'm in a good mood so I'll give you both credit.

(I'll have the hybrid crops up as I test them.) (I never did get around to testing so i just put them up... also please note that A TON of people submitted hybrid crops and paperclips and jedi were the first 2 so only they get credit for the crops!

Rasberrypops: Asking cow question.

CrZyJeSSi823: Asking Muffy question and inspiring me to make a Van's shop

section.

Fisherkid326: For inspiring me to get off my lazy bum and update this! lol and for some tidbits of info (a soup and stuff)

Legal Information..... (AWL.06.04)

>Last Updated February 20, 2005<

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Thanks to GameFAQs.com for help on this section!

This guide is allowed to at the following sites and no where else:

- gamefaqs.com
-neoseeker.com
-cghm.8k.com/hmworld
-ign.com
-hmkguides.cjb.net
-gamewinners.com

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