

# Harvest Moon: A Wonderful Life Wild Plant Guide

by aqlex239

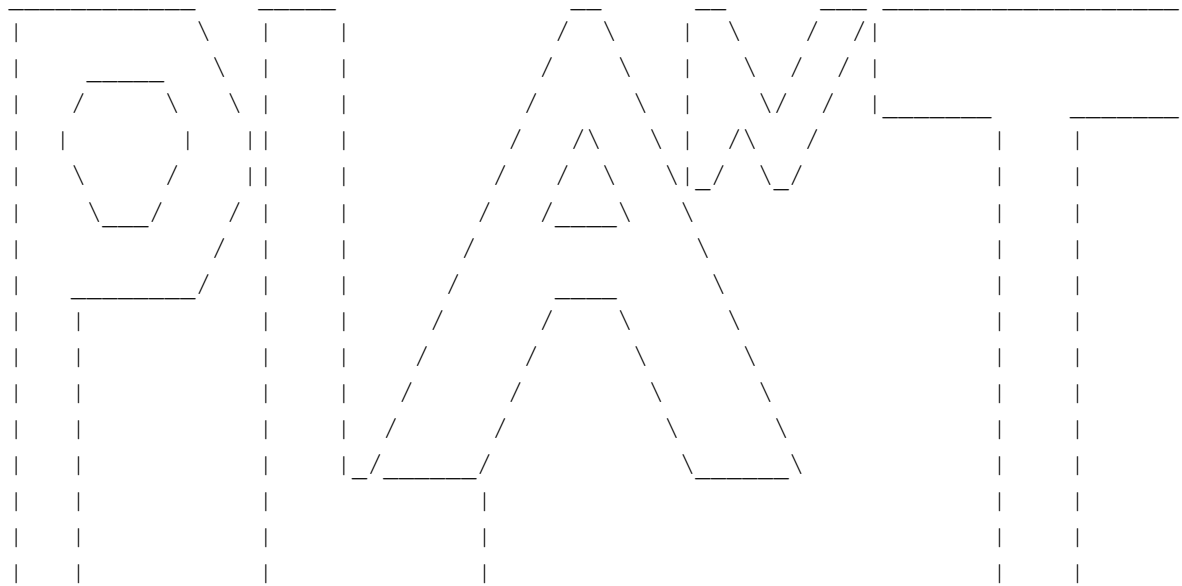
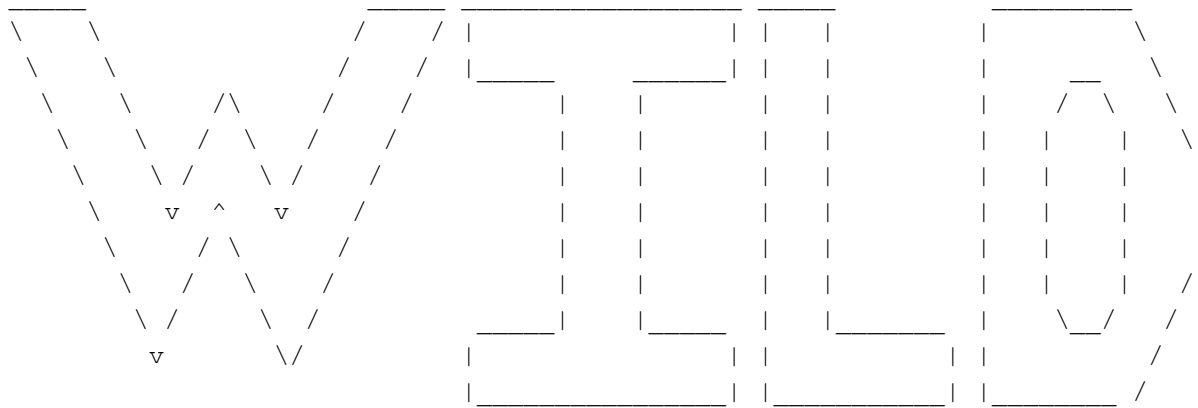
Updated to v2.81 on Jun 23, 2014

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\*\*\*This guide is dedicated to Dlego\*\*\*

Wild Plant Guide  
Version #2.81  
By Aqlex239

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GUIDE

Written by Aqlex239

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Current Version = 2.81

(In order from 1st version to current)

V 0.1----11/08/05----Started writing the guide. (Version was REJECTED)

V 0.5----11/15/05----My first version was rejected. I now added "What you can do with", "Why make this", "Plant Reappearance Times" and "What all the Wild Plants look like" sections. (Version was REJECTED)

V 0.7----11/16/05----Last version rejected. I added a vocabulary note and changed around my E-mail address to prevent spam. NEW SECTIONS: "What you can contribute" and "Mushrooms". (Version was REJECTED)

V 1.0----01/03/06----I kind of gave up on getting this guide onto GameFAQs, but after a vacation, I got some new ideas. I added an "In-Game Plant Descriptions" section, a "Hybridization with Wild Plants" section, and a "Wild Plant Gift Ideas" Section. I also updated the quick search system and added in a few more notes. (Version was finally ACCEPTED!)

V 1.01----01/04/06----The guide has been accepted! Neoseeker is now allowed to host my Guide. A few minor changes to the Legal Information Section.

V 1.1----01/13/06----Friday the 13th update! I added a little 'Wild Plants and your Child' note in the "What you can do with the wild plants" section, added a new credit, and changed a little info on my E-mail address. Oh, and put Bracken into the Mushrooms section.

V 1.2----02/13/06----Monday the 13th update! I have now completely re-vamped the Quick Search system. Added a "Possible Future Updates" section, changed a little wording around here and there, added a "My Other Guides" section, and added a "The End" section, to have a better conclusion to the guide. I hope to add a 'Cooking With Wild Plants' section soon, and I'm planning on making a separate 'Girl's Wild Plant Guide' for HM:AnWL.

V 1.3----02/14/06----There is now an all new "Cooking with Wild Plants" Section. I changed around a few sentences, fixed a few typos, and added a new Credit. I changed an old credit because I accidentally misspelled their name. I also dedicated the guide to a good friend of mine, and added a tiny copyright line.

V 1.31----02/15/06----www.supercheats.com is now allowed to host my guide.

V 1.4----02/17/06----I just spell-checked the entire guide. I fixed all of the typos and misspelled words. I also changed some wording and capitalized a few things too.

V 1.5----02/25/06----New question in the FAQ section! I changed a few more words around, and tried to make some things easier to read. I don't expect too many more updates beyond this point, but I hope to release a HM:AnWL version of this guide soon!

V 1.51----02/27/06----There is now an Another Wonderful Life (HM:AnWL) version of this guide.

V 1.6----03/12/06----I finally replaced the awful picture of a Royal Fern with something new that I've been working on, and added a new credit.

V 1.7----03/20/06----I've renamed the "Wild Plant Gift Ideas" section to "Wild Plants as Gifts". I've also changed some of the wording, and I added Mukumuku to the list. ENJOY!

V 1.8----04/09/06----Lots of help from contributors made this update possible. Thank you Panzer for some missing info, thank you Katy8 for a new question in the FAQ section, and thank you Adam Heslop for confirming a growth spot of Bracken.

V 1.81----07/04/06----Fixed a somewhat large typo thanks to the contributor "Great Wall". I'm also currently typing a HM:FoMT guide.

V 1.9----07/19/06----A few minor changes, a new plant regrowth location, a few fixed typos and a few things added, and most of it is thanks to a contributor by the name CC. They seemed to read everything very closely, and were able to point out a bunch of stuff. Also, thanks to everyone who has read the guide and contributed, it's all much appreciated!

V 1.91----07/25/06----Just finished an HM:FoMT Wild Plant Guide, so I adjusted a few things in this guide accordingly.

V 2.0----02/25/07---- I got a whole bunch of random information from contributors, so I had to add it in. A few minor changes to legal info, since it's now the year 2007.

V 2.01----04/17/07----I've released a HM:mFoMT guide now, so a few things were adjusted accordingly.

V 2.1----01/12/09----It has nearly been 2 years (635 days to be exact) since the last update. I would have forgotten about these guides if it wasn't for the 30 or so e-mails I received in the time since the last update. I finally decided to come back and update all of the information I've received. There are quite a few new things! I would say I'm done with this guide, but knowing you guys, I'll get some new stuff to update this guide with soon enough. I just looked through it and saw lots of things that could use updating too. I might just come back one day and rework this guide, AGAIN!

V 2.2----01/31/09----A big update! It's probably the biggest update since version 1.1! I have added 3 whole new sections, "Vocabulary", "Flowers" and "Other Wild Forage". I also completely revamped the "Wild Plants as Gifts" section, as well as alphabetized large parts of this guide. I went through the whole guide and rewrote numerous sections to be shorter or easier to understand. I topped it all off with ANOTHER spell-checking of the guide.

V 2.3----02/21/09----This was originally going to be an update to fix a small mistake, but I alphabetized a few more sections, reorganized the whole layout of the guide, combined the old seasons and prices sections into a single section, made the "Wild Plants and your Child" note into its own section, fixed up various layouts, and updated the e-mail, legal information, what you can contribute, version history, and possible future updates sections.

V 2.4----04/17/09----The cooking section is all new. On top of adapting lots of information about crops and rare crops from Supermario1024's guide (as ingredients for recipes), I completely changed the layout to make it much easier to read and use the recipes.

V 2.45----08/10/09----A tiny update. I've changed the gift section a little, changed regrowth to simply growth, updated the vocab section, and updated the "My Other Guides" section because I miraculously wrote another guide. Also, a

Growth location of sorrel was confirmed.

v 2.5-----09/08/09-----The other day, I picked this game up again. I decided to play through at least the whole first year and collect a bunch of data. I've finally confirmed ALL of the plant growth times, and I've created some charts to show you what you can find on each day of the year. I fixed a few growth locations, and I've given the whole guide ANOTHER spell check.

v 2.51-----01/14/10-----2010 update! I updated the legal info section and made a few minor changes to the layout of the guide. The FAQ section has a new look.

v 2.52-----03/19/11-----2011 update! It's been over a year since this was updated, and I'm only changing the copyright to 2011 and adding a tiny note about how my guides have collectively amassed over 100,000 views! Wow!

v 2.6-----07/12/12-----2012 update! I got an e-mail about a missing royal fern location, so I've added that in. I've also removed the Art Gallery section, as I decided it was a complete waste of space. I made changes to the vocabulary, e-mail information, and legal information sections to shorten them. The guide is in dire need of a complete rewrite though. One day, I may have to get on that.

v 2.61-----07/14/12-----Someone sent in the last missing growth location for Royal Fern! It has now been added to the guide.

v 2.62-----07/16/12-----Another tiny fix. Added the missing growth location for Hackberry.

v 2.65-----08/23/12-----Someone pointed out that I keep talking about the "water tower" throughout my guide, when in fact it's actually Kassey and Patrick's house. I've changed that. I also revamped the version history section, cutting it down to take up less space and changing the way I numbered the versions.

v 2.66-----08/29/12-----Finally confirmed that Bracken is in fact a mushroom.

v 2.7-----09/08/12-----Rewrote most sections of this guide. It should now be clearer and more concise, and have less useless rambling.

v 2.8-----01/15/13-----My first update of 2013. I have now added the villagers favorite wild plant dishes to the gift section, as well as reorganized the cooking section by Type of dish, Price, and Alphabetical order. Enjoy!

(Current)

v 2.81-----06/22/14-----Minor formatting changes and an update of the copyright.

-----  
Introduction                      I0002  
-----

Hey everyone! This is my very first guide. It's changed a lot since I initially released it, because after releasing and constantly updating another four guides beyond this one, I learned a lot about how to make a guide and present information. When I first discovered GameFAQs, I wanted to write a guide, and the main game I was playing at the time was Harvest Moon. I decided to write one about the wild plants of Forget-Me-Not Valley, because there was no guide dedicated to them, and wild plants are one of my favorite aspects of Harvest Moon games.

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  
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  
Hybridization = The act of crossing two species into a single hybrid  
IMO = In My Opinion  
intro = Introduction (duh)  
mFoMT = More Friends of Mineral Town (the title of the girl's GBA HM game)  
Mt. Veg = Mountain Vegetable  
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!

I wrote this guide to tell people all about the different uses of the wild plants in the game. Most people will just sell them, and maybe use some of the flowers as gifts, but there is a lot more that they can be used for! Also, if I had known how useful some of the wild plants would later become, I wouldn't have sold them all in my early days of playing the game.

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:

-Can someone double check my cooking and gift sections and verify the info?

-----  
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: Plant Regrowth times to locations section

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

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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 title of the E-mail:

"Wild Plant Guide AWL"

>>>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<<<

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What You Can Do With Wild Plants

W0008

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The wild plants of Forget-Me-Not Valley are useful for many things. I discuss their different uses in detail in the rest of the guide, but here is a general overview of their uses.

-----  
Wild Plants Uses:  
-----

- \*Cooking recipes
- \*Food for dog/cat
- \*Food source
- \*Gifts for villagers
- \*Hybridization (improving your crops)
- \*Making money

Note: There are a total of 15 different wild plants. 8 of them are flowers, and the other 7 are edible plants.

---

Wild Plants and Your Child

W0009

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As your child grows up, you can influence them into choosing a particular career. Your choices are:

- Artist
- Athlete
- Musician
- Rancher
- Scholar
- \*\*\*\*\*
- Farmer!
- \*\*\*\*\*

By showing your child your foraged mushrooms, wild plants, and flowers, you can influence them into becoming a farmer. Showing them things like watering cans, seeds, and hoes also encourages them to become a farmer. If they grow up into a farmer, they will take over your farm when you die.

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The Most Useful Wild Plants (IMO)

W0010

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=====  
The Top 5 Most Useful Plants:  
=====

- 1) Upseed
- 2) Happy Lamp
- 3) Gemsoil
- 4) Mugwort
- 5) Matsutake

Upseeds, Happy Lamps, and Gemsoils are easily the more useful wild plants, because they can be hybridized with your crops to improve their quality. Upseeds improve your seeds (bringing them to S rank), Happy Lamps allow your crop to grow in any season, and Gemsoils allow your crop to grow in all types of soil regardless of fertility.

Mugworts are useful because they are one of the easiest resources to gather early in the game, providing both food and money. On top of being useful in a handful of recipes, I often used them to feed my dog.

Finally, I included Matsutakes on this list because, although they are not as numerous, they are worth 100g each (four times that of the nearest competitors). They are also useable as food, and can be used in any recipes calling for a mushroom!

---

Wild Plants as Gifts

G0011

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This section lists out all of the villagers that like wild plants, as well as the wild plants that they like. Only flowers are useable as gifts (on that note, I would save your Gemsoils, Happy Lamps, and Upseeds for hybridization).

I have also added any cooked dishes that use wild plants to the list.

People will accept up to 3 gifts a day! (Unless otherwise noted)

-----  
Townspeople

Gift(s)  
-----

Chris

All flowers

Cody

All flowers

Dr. Hardy

All flowers

Flora

Mushroom Curry

Griffin

Mist Moon, Trick Blue

Gustafa	All flowers, Mushroom Curry
Kassey	All flowers
Kate	All flowers
Lumina	All flowers
Mukumuku	All flowers (up to 5 a day)
Murrey	All food that does not contain fish
Nina	All flowers
Patrick	All flowers
Rock	Mist Moon, Mushroom Gratin, Toy Flower
Romana	All flowers
Ruby	All flowers
Samantha	All flowers
Takakura	Any cooked meal
Tim	All flowers
Vesta	All flowers

-----  
 Bachelorettes      Gift(s)  
 -----

Celia	All flowers
Muffy	All flowers
Nami	Trick Blue

---

Hybridization with Wild Plants                      W0012

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In Harvest Moon: A Wonderful Life, you can hybrid your crops together. However, there are a few wild plants that you can hybridize with your crops in order to upgrade them. The first thing you'll need to do is get and befriend Tartan, which can be somewhat complicated, so you should go check out one of the guides dedicated to Hybridization or Tartan if you're having trouble getting him.

Only three specific flowers can be used to hybrid with your crops, and each type of flower has a very specific effect. The chart below details which flowers can be used and their effects.

Plant	Effect when hybridized with crop
Gemsoil	The seed will be able to grow in any soil fertility.
Happy Lamp	The seed will be able to grow during any season.
Upseed	The seed will become an 'S' (Superior) quality seed

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Wild Plant Seasons And Prices

W0013

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Each season except for Fall grows two species of flowers and one species of edible plant. Fall has two species of flowers and four edible plants (all four of which are mushrooms).

All wild plants can only be sold through Van, and their prices cannot be haggled.

=====  
 Seasons and Prices:  
 =====

Spring            \$

Goddess Drop	15G
Mugwort	15G
Toy Flower	10G

Summer            \$

Happy Lamp	15G
Mist Moon	10G
Royal Fern	15G

Fall                \$

Bracken	15G
Gemsoil	20G
Hackberry	20G
Matsutake	100G

Trick Blue	10G	
Trumpet	25G	
\_____	\_____	/

Winter	\$	
/	\	
Amorous	10G	
Sorrel	20G	
Upseed	25G	
\_____	\_____	/

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Plant Growth Times

G0014

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When you harvest a wild plant, it will take a certain amount of days to grow back. Some grow back daily, while others may take a few days. Below is a list of the amount of times it takes wild plants to grow back.

Note: 1 day means that the plant will grow back daily. If it says 4 days, that means the plant will grow back on that 4th day.

Plant	Days
Amorous:	2 days
Bracken:	2 days
Gemsoil:	4 days
Goddess drop:	2 days
Hackberry:	1 day
Happy Lamp:	4 days
Matsutake:	3 days
Mist Moon:	2 days
Mugwort:	1 day
Royal Fern:	1 day
Sorrel:	3 days
Toy Flower:	2 days
Trick Blue:	2 days
Trumpet:	2 days

Upseed:

2 days

If you collect all the wild plants growing daily, the below chart shows what you should expect to find growing on every day of the first year. This was only tested for the very first year, so I'm not sure if this pattern is the same for every year, but it should be somewhat similar.

\*\*\*Fall gets some slightly weird inconsistencies in the growth data. Has anyone else had these weird inconsistencies?\*\*\*

An "\*" means there are weird inconsistencies in the growth data. There are only three of these, and all of them occur in Fall.

=====

Spring

=====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Goddess Drop	18	0	18	0	18	0	18	0	18	0	90
Mugwort	6	6	6	6	6	6	6	6	6	6	60
Toy Flower	18	0	18	0	18	0	18	0	18	0	90

=====

Summer

=====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Happy Lamp	10	0	0	0	10	0	0	0	10	0	30
Mist Moon	20	0	20	0	20	0	20	0	20	0	100
Royal Fern	8	8	8	8	8	8	8	8	8	8	80

=====

Fall

=====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Bracken	6	0	6	0	6	0	6	0	6	0	30
Gemsoil	10	0	0	0	10	0	0	0	10	0	30
Hackberry*	5	5	7	7	7	7	7	7	7	7	66
Matsutake	2	0	0	2	0	0	2	0	0	2	8
Trick Blue*	11	0	18	0	18	0	18	0	18	0	83
Trumpet*	2	0	3	0	3	0	3	0	3	0	14

=====  
 Winter  
 =====

Plant	1	2	3	4	5	6	7	8	9	10	Total
Amorous	19	0	19	0	19	0	19	0	19	0	95
Sorrel	7	0	0	7	0	0	7	0	0	7	28
Upseed	2	0	2	0	2	0	2	0	2	0	10

Selling every wild plant you pick up can make you a decent profit, but many of the flowers I would suggest keeping to use as gifts or for hybridizing.

Amorous:	95 X 10 G	= 950	G
+			
Bracken:	30 X 15 G	= 450	G
+			
Gemsoil:	30 X 20 G	= 600	G
+			
Goddess drop:	90 X 15 G	= 1350	G
+			
Hackberry:	66 X 20 G	= 1320	G
+			
Happy Lamp:	30 X 15 G	= 450	G
+			
Matsutake:	8 X 100G	= 800	G
+			
Mist Moon:	100 X 10 G	= 1000	G
+			
Mugwort:	60 X 15 G	= 900	G
+			
Royal Fern:	80 X 15 G	= 1200	G
+			
Sorrel:	28 X 20 G	= 560	G
+			
Toy Flower:	90 X 10 G	= 900	G
+			
Trick Blue:	83 X 10 G	= 830	G
+			
Trumpet:	14 X 25 G	= 350	G
+			
Upseed:	10 X 25 G	= 250	G
		<hr/>	
		= 11910 G	

Yup, selling 1 year's worth of wild plants can make you nearly 12,000 G! That looks tempting, but I would suggest you save many of your flowers (especially your hybridable ones).

---

Don't forget that not all the plants will grow back each day. Check the wild plant growth section for more on this.

\*\*\*If you spot any locations that I forgot to include, or that I somehow made up, please send me an e-mail so I can correct it!\*\*\*

Edible Plant Locations:

-----  
Mugwort:

- Next to your house, behind the least fertile patch of soil.
- In between fertile soil patch and the locked shed.
- Next to the hillside by Cody's trailer.
- Next to Kasey and Patrick's house (the water tower).
- On the left side of the courtyard of Romana's villa (when facing the house).
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)
- On the left at the start of the path leading up to Carter's dig site.

-----  
Royal Fern:

- In between fertile soil patch and the locked shed.
- Next to the very fertile field.
- Next to the hillside by Cody's trailer.
- Next to Kasey and Patrick's house (the water tower).
- On the left side of the courtyard of Romana's villa (when facing the house).
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)
- On the left at the start of the path leading up to Carter's dig site.
- By the Mist Moons by the Harvest Sprites' house

-----  
Sorrel:

- Around the locked shed.
- Next to the very fertile field.
- Next to the hillside by Cody's trailer.
- Next to Kasey and Patrick's house (the water tower).
- On the right side of the courtyard of Romana's villa (when facing the house).
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)
- On the right at the start of the path leading up to Carter's dig site.

-----  
Mushroom Locations:

-----  
Bracken:

- Next to the chicken coop.
- Next to the very fertile field.
- Near the tree to the left of the Sprites' house.

- Next to Kasey and Patrick's house (the water tower).
- In the back right corner of Romana's property.
- Next to Vesta's farm, by the path leading out of town (the GBA connection path)

-----  
Hackberry:

- In between the chicken coop and the fertile field.
- To the right of the very fertile field.
- To the far right of the very fertile field, near the tree.
- Next to a tree, on the right of the Harvest Sprites' house.
- Next to the little tool shed in the left corner of Romana's property.
- 2 next to the hillside by Cody's trailer.

-----  
Matsutake:

- 2 grow right behind Vesta's farm, by the hillside.

-----  
Trumpet:

- 2 of them grow next to the Harvest Sprites' house.
- One is next to Kasey and Patrick's house (the water tower).

-----  
These don't really count as edible plants, as they can't be harvested or sold, but they can be eaten. Apparently, eating one causes one to shrink down enough to fit through the door to the Harvest Sprites' house. If you eat both of them in one day, you cannot enter their home for the rest of the day (not that there are many reasons to go in there). The mushrooms grow back daily.

\*\*\*\*\*

Strange Mushroom:

- One grows on the left side of the Sprites' house.
- Another grows on the right side of the Sprites' house.

\*\*\*\*\*  
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Flower Locations:

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Amorous:

- All around Turtle Swamp.
- In front of the log, between Cody's trailer and Turtle Swamp.
- Next to the hillside by Cody's trailer.

-----

Gemsoil:

-It is the only plant to grow around Carter's dig site. It sticks close to the river, and its yellowish color can make it hard to see in the grass. There is also one between Carter's tent and a plank or wood, and sometimes some grow in



the bushes a little further away from the river.

-----  
Goddess Drop:

- Many grow on the next to the river before the Harvest Sprites' house.
- Right behind Vesta's farm, around the windmills.

-----  
Happy Lamp:

(looks like a red tulip)

- On the big grassy patch of land near the mouth of the river (on the same side of the river as your own farm). (One Happy Lamp sometimes grows in the small dense forest there, just out of your reach. It is impossible to harvest.)
- Next to the hillside by Cody's trailer.

-----  
Mist Moon:

(Don't confuse with Toy Flower. Toy flower has 5 petals, and Mist Moon has 4)

- Grows around the Harvest Sprites' Pond.
- Grows in front of Galen's house (in chapter 2 and up. In chapter 1, it's just the big empty patch of grassy land below Vesta's farm).

-----  
Toy Flower:

(Don't confuse with Mist Moon. Toy flower has 5 petals, and Mist Moon has 4)

- Grows around the Sprites' Pond.
- Grows in front of Galen's house (in chapter 2 and up. In chapter 1, it's just the big empty patch of grassy land below Vesta's farm).

-----  
Trick Blue:

- All Around Turtle Swamp.
- In front of the log, between Cody's trailer and Turtle Swamp.

-----  
Upseed:

- Next to the hillside by Cody's trailer.
- On your left at the start of the road leading up to Carter's dig site.

-----  
Other Wild Forage

F0016

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This section names the three edible wild plants that are neither mushrooms nor flowers and their prices. They can be used as food, dog food, ingredients for cooking, or as a source of income.

+-----+

Wild Forage:	Price:
1: Mugwort	15G
2: Royal Fern	15G
3: Sorrel	20G

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## Mushrooms

M0017

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There are four different types of mushrooms in the game (plus the nearly useless Strange Mushroom). They can be used as food, dog food, ingredients for cooking, or as a source of income.

Mushrooms:	Price:
1: Bracken	15G
2: Hackberry	20G
3: Matsutake	100G
4: Trumpet	25G

=====  
The Strange Mushroom  
=====

Two of these weird mushrooms grow in front of the Harvest Sprites' house, and they grow back on a daily basis. You can only eat them, and all that does is supposedly shrink you down, allowing you to enter the Harvest Sprites' home. Alice in Wonderland reference, anyone?

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## Flowers

F0018

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The game has a total of 8 different flowers. Flowers can be used as gifts, as a source of income, and (with certain flowers) for hybridization.

Remember to save your Gemsoils, Happy Lamps, and Upseeds for

hybridization!

Flowers:	Price:
1: Amorous	10G
2: Gemsoil	20G
3: Goddess Drop	15G
4: Happy Lamp	15G
5: Mist Moon	10G
6: Toy Flower	10G
7: Trick Blue	10G
8: Upseed	25G

---

Cooking with Wild Plants

C0019

---

This section is a collection of all the recipes in the game that use Wild Plants. When a single section has more than one ingredient, it means that you can choose which of those ingredients to use.

\*Thanks to SuperMario1024 for all of the information he compiled about cooking. Some of the following was copied directly from his very helpful guide in order to help you guys out!\*

#### Mountain Vegetables and Mushrooms

Mt. Veg:	Mushroom:
Royal Fern	Trumpet
Mugwort	Matsutake
Sorrel	Bracken
	Hackberry

#### Vegetables and Root Vegetables

Veg.1	Veg. 2	RootVeg.1	RootVeg.2
-------	--------	-----------	-----------

Tomato	Berrytoma	Carrot	Bashber	
	Cabber	Potato	Bashota	
	Caberry	Sweet Potato	Beryber	
	Camelo	Turnip	Berryto1	
	Dhibe		Berryto2	
	Dhilon		Cady	
	Gretoma		Kandy	
	Melotoma		Kanro	
	Tomaca		Kashry	
	Trady		Melober	
			Paberryta	
			Potamelo	
			Radita	
			Raury	
			Sholo	
			Tataro	
			Tobatama	
			Yamato	
_____	_____	_____	_____	

\*Sweet Potato + Strawberry makes Berryto1

\*Strawberry + Melon makes Berryto2

#### Rare Crops

(ALL combinations may sometimes yield RareCrop 23/24)

(Items with a \* designate that Berryto is included in the recipe. I'm not sure which Berryto (1 or 2) is used in each of those, but it is one of the two.)

RareCrop	Mixings
RareCrop 1	Melober + (Berryber, Raury, Cabber), Berryber + (Raury OR Cabber)
*RareCrop 2	Gretoma + Berryto, Melotoma + Berryber, Berrytoma + Melober
RareCrop 3	Gretoma + (Melotoma, Berrytoma, Trady, Tomaca)
(Peanut)	Melotoma + (Berrytoma, Trady, Tomaca), Berrytoma + (Trady OR Tomaca) Trady + Tomaca
RareCrop 4	Gretoma + (Tobatama, Melober, Bashber, Kashry, Potamelo) Melotoma + (Tobatama, Kashry, Potamelo) Tobatama + Melober Melober + (Bashber, Kashry, Potamelo), Bashber + Kashry
RareCrop 5	Dhilon + Camelo
RareCrop 6	Tomaca + (Cady OR Tataro), Cabber + (Cady OR Tataro), Camelo + (Cady OR Tataro), Caberry + (Cady OR Tataro), Cady + Kanro, Tataro + Kanro
RareCrop 7	Cady + (Bashota OR Kanro)
RareCrop 8	Toca + (Cabber, Camelo, Caberry, Kanro), Cabber + Kanro, Camelo + Kanro, Caberry + Kanro
RareCrop 9	Tobatama + (Bashber, Potamelo, Paberryta, Tataro, Bashota), Bashber + (Potamelo, Paberryta, Tataro, Bashota), Potamelo + (Paberryta, Tataro, Bashota), Tataro + Bashota Paberryta + (Tataro OR Bashota)
*RareCrop 10	Berryto + Dhibe (Sometimes makes RareCrop 20)
RareCrop 11	Dhilon + Dhibe
*RareCrop 12	Berryto + Cady, Dhilon + Caberry, Camelo + Dhibe
RareCrop 13	Cabber + (Camelo OR Caberry) Camelo + Caberry
RareCrop 14	Radita + Kanro, Cady + Bashota, Kandy + Tataro
RareCrop 15	Potamelo + Sholo, Cady + Tataro

```

*RareCrop 16|Yamato + (Kashry, Sholo, Berryto), Kashry + (Sholo OR Berryto) |
      |Sholo + Berryto |
RareCrop 17 |Cady + Kandy |
*RareCrop 18|Melotoma + (Dhibe OR Caberry), Berrytoma + (Dhilon OR Camelo) |
      |Trady + Berryto, Toca + Berryto |
*RareCrop 19|Melober + (Dhibe OR Caberry), Berryber + (Dhilon OR Camelo) |
      |Raury + Berryto, Cabber + Berryto |
*RareCrop 20|Berryto + Dhibe (Sometimes makes RareCrop 11), Berryto + Caberry |
*RareCrop 21|Berryto + (Dhilon OR Camelo) |
RareCrop 22 |Radita + (Cady OR Kandy) |
  RareCrop  |Melotoma + Kandy, Trady + Sholo, Yamato + Dhilon, Melober + Kandy|
  23/24     |Raury + Sholo, Kashry + Dhilon |

```

-If more than 1 item is listed in the ingredient section, it means that you can chose which one of them to use.

~~~~~  
 RECIPES  
 ~~~~~

Type of Dish.....[TYP]  
 Alphabetical.....[ALP]  
 Price.....[PRI]

\*\*\*\*\*  
 TYPE OF DISH ORDER [TYP]  
 \*\*\*\*\*

^^  
 Soup  
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Potato Soup	Potato	Mt. Veg	Mushroom	100G

^^  
 Salad  
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Marinade	Fish	Tomato, Turnip	Mugwort	100G

^^  
 Hors D'Oeuvres  
 ^^^

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
------	---------------	---------------	---------------	---------------



Mushroom Curry	Potato, Tataro, Carrot	Mushroom	Ruby's Spice	200G
Mushroom Gratin	Butter, Cheese, Milk	Butter, Cheese, Milk	Mushroom	150G
Mushroom Pasta	Cady	RC 14	Mushroom	225G
Potato Soup	Potato	Mt. Veg	Mushroom	100G
Shiny Tempura	RC 18-21	Mt. Veg, Sweet Potato, Mushroom, RC 4, Fish		450G
Tempura	Yam, RC 4	Mt. Veg, Mushroom	Mt. Veg, Mushroom	80G
Veggie Pasta	Tomato, Toca	RC 4	Mugwort	200G

\*\*\*\*\*  
PRICE ORDER [PRI]  
\*\*\*\*\*

Name	Ingredient #1	Ingredient #2	Ingredient #3	Selling Price
Fried Mushrooms	Veg 1-2, Root Veg 1-2	Mushroom	Butter	80G
Tempura	Yam, RC 4	Mt. Veg, Mushroom	Mt. Veg, Mushroom	80G
Mixed Fry	Mt. Veg, Mushroom	RC 4, 9	Fish	95G
Marinade	Fish	Tomato, Turnip	Mugwort	100G
Potato Soup	Potato	Mt. Veg	Mushroom	100G
Mountain Bowl	Mt. Veg, Mushroom	Mt. Veg	RC 9	150G
Mushroom Gratin	Butter, Cheese, Milk	Butter, Cheese, Milk	Mushroom	150G
Mushroom Curry	Potato, Tataro, Carrot	Mushroom	Ruby's Spice	200G
Veggie Pasta	Tomato, Toca	RC 4	Mugwort	200G

Mushroom Pasta	Cady	RC 14	Mushroom	225G
Shiny Tempura	RC 18-21	Mt. Veg, Sweet Potato, Mushroom, RC 4, Fish		450G

Thanks again to SuperMario1024 for all of the above information!

---

## In-Game Plant Descriptions

D0020

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The following section has all of the in-game plant descriptions (the ones that are actually written in the game). Any grammatical errors in the descriptions are ones that come from the game itself.

### Edible Plants:

-----  
Mugwort:  
Strong scent.

-----  
Royal Fern:  
Green but tastes like a mushroom.

-----  
Sorrel:  
Unique scent and strong taste.

### Mushrooms:

-----  
Bracken:  
Good texture and tastes bitter.

-----  
Hackberry:  
Good Texture. Good with many food. (in-game grammatical error)

-----  
Matsutake:  
Smells good. Called king of mushrooms.

-----  
Trumpet:  
Smells good when heated.

-----  
Strange Mushroom:  
N/A



Flowers:

-----  
Amorous:

Winter flower. Used for perfume.  
-----

Gemsoil:

Fall flower. The stem helps to grow healthy fruits?  
-----

Goddess Drop:

Spring flower. Sweet and a milky scent.  
-----

Happy Lamp:

Summer flower. The calyx can control temperature...? (misspelling)  
-----

Mist Moon:

Summer Flower. Smells like a lemon.  
-----

Toy Flower:

Spring Flower. Smells like soap.  
-----

Trick Blue:

Fall flower. Two unique scents.  
-----

Upseed:

Winter Flower. The root sucks all the nutrients from the soil?  
-----

---

What do they look like?

W0021

---

This section describes what each of the wild plants look like. If you feel that my description is wrong, or that you have a better description, feel free to send me an e-mail!

Note: For those who were wondering, there are exactly 15 different wild plants in the game (excluding the Strange Mushroom).

Edible Plants:

-----  
Mugwort: Looks like a big 3-leaved dark green clover.  
-----

Royal Fern: Looks like a smaller, thinner, light green version of the Mugwort.

-----  
Sorrel: It's a dark green sphere with green shoots growing around it.  
-----

Mushrooms:

-----  
Bracken: Looks like a dead brown root of a tree coming up from the ground.  
-----

Hackberry: It looks like a bucket filled to the brim with mud or vomit.  
-----

Matsutake: A shriveled mushroom with a fat stem and a small dark brown cap.  
-----

Strange Mushroom: A fat, stubby mushroom with a white stem and a red cap.  
-----

Trumpet: A fat, stubby mushroom with a white stem and an orange cap.  
-----

Flowers:

-----  
Amorous: A flower with two light yellow buds and a green stem.  
-----

Gemsoil: A weird greenish yellow plant with a zigzagged stem and two leaves.  
-----

Goddess Drop: An entirely yellow plant with two multi-petaled yellow flowers.  
-----

Happy Lamp: Looks like a red tulip.  
-----

Mist Moon: A plant with a green stem and a yellow flower. It has four petals. Do  
not confuse with Toy Flowers, which have 5 petals.  
-----

Toy Flower: A regular looking flower with a green stem and a yellow flower with  
5 petals. Do not confuse with Mist Moons, which have 4 petals.  
-----

Trick Blue: An odd two-headed flower. One flower is orange-reddish, and the  
other flower is blue.  
-----

Upseed: A flower with a green stem and 5 red petals and 5 yellow petals.  
-----  
-----

\*\*\*\*\*

This section has possible daily routes one can take to collect the wild plants.

If you find any mistakes, or plants I left out along the way, please e-mail me!

\*\*\*\*\*

In Harvest Moon, I wake up very early every day to run around the town and collect all of the wild plants. Below, I detail the routes I take in order to collect everything. Remember, not all of the plants will grow back every day.

-----  
Spring: (make sure to keep an eye out for any plants along the way)

Exit the house and go behind it for a Mugwort. Then, head to the small locked shed, and from there head right. Leave the farm, and head up to the Harvest Sprites' area. On the way, you might spot some Goddess Drops growing next to the river. Around the pond, there might be some Toy Flowers growing. After collecting everything, head to Cody's trailer. By the hill there, you should find a Mugwort growing, and you should find another growing next to Kassey and Patrick's house. Next, run up to Romana's villa. Upon entering her yard, turn left for another Mugwort. Now, cross the bridge and head to Galen's house (in chapter 1, this will simply be a big empty patch of land). Around it should be some Toy Flowers. Next to the GBA connection path, you should find a Mugwort, and if you're lucky, the windmills nearby will be surrounded by Goddess Drops. Finally, go to the pathway leading to Carter's dig site. Next to the river there, you should find the last wild plant of the day: a Mugwort.

-----  
Summer: (make sure to keep an eye out for any plants along the way)

Exit the house and go behind it. Then, head to the small locked shed, and keep an eye out for a Royal Fern. From here, turn right and head up to the Harvest Sprites' area. Around the pond, you may find some Mist Moons. Head out and down to the river, next to Gustafa's yurt. You may find Happy Lamps growing here.

Next, head to Cody's trailer. There, by the hillside, you can find Royal Ferns and maybe even a single Happy Lamp. From there, head to Romana's villa. In the courtyard, turn left to find a Royal Fern. Now head to and cross the bridge. At Galen's house (in chapter 1, this will simply be a big patch of land) you may find some more Mist Moons. Next to the GBA connection path, you should find a Royal Fern. Finally, go to the pathway leading to Carter's dig site. Next to the river there, you should find a final Royal Fern.

-----  
Fall: (Make sure to keep an eye out for any plants along the way. During Fall, you'll find many Hackberries growing along my designated pathway.)

Exit the house and go behind it. From there, head to the small locked shed, keeping an eye out for a Hackberry. Turn right and head out of your farm, up to the Harvest Sprites' area (you should pass two more Hackberries on your farm). On the right side of the Harvest Sprites' house, you should find a Hackberry. On the left side, you should find two Trumpets and a Bracken. Now head down to Turtle Swamp and check for Trick Blues in the area. A log nearby may have even more Trick Blues growing around it. Head to Cody's trailer next, and by the hillside there, you should find another Hackberry. At Kasey and Patrick's house, you should find a Bracken and a Trumpet. Now head up to Romana's villa. The back left corner should have a Hackberry, while the back right corner should have a Bracken. Leave, and head over the bridge. Behind Vesta's farm, up against the hillside, you might find two Matsutakes. Finally, head all the way up to Carter's dig site. This place is where all the Gemsoils grow.

-----  
Winter: (make sure to keep an eye out for any plants along the way)

Exit the house and head over to the small locked shed. A Sorrel should be around it. You should also find one near the very fertile field. Next, head to Turtle Swamp, and collect the Amorous flowers that you may find around it. Make sure to check by the nearby log, as well. Now head over to Cody's trailer, where you may find even MORE Amorous flowers growing. By the hillside, you may find an Upseed and/or a Sorrel. Now head up to Kasey and Patrick's house, where you

should find a Sorrel. Go to Romana's villa and turn right, where there might be the last Sorrel. Finally, you may find an Upseed growing by the river on the way up to Carter's dig site.

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FAQ Section

F0023

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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!

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=====

Q: How many wild plants are there all together?

A: There are a total of 15 wild plants (not counting the strange mushroom that grows in front of the Harvest Sprites' house). 8 of the wild plants are flowers, and 7 of them are edible plants.

=====

Q: When hybridizing the Upseed, Gemsoil, or Happy Lamp with one of my seeds, do I put the flower first or the seed first?

A: The order you put them in does not appear to matter.

=====

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: In your guide, you have a section titled "In-Game Plant Descriptions" and another titled "What do they look like?". What's the difference?

A: The first section has the descriptions of wild plants that the game itself has, and the other one is MY description of what the wild plants look like. It's a little confusing, sorry.

=====

Q: Do you gain any wild plant things from connecting to the GBA game?

A: Not that I know of, though the GBA game does get something out of it wild-plant wise. You get Van, and befriending him allows you to sell your

flowers and other wild crops to him. Check my FoMT Wild Plant Guide for more information.

=====

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Questions from public (feel free to send one in)

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=====

(Comment sent from Katy8)  
(copied directly from E-mail)

Q(?): The sayings for wild flowers are NOT really true for example: for Gemsoil The Stem helps grow healthy fruits, I tried sticking it in the ground but nothing happened :(

A: Sticking the Gemsoil in the ground won't help. One has to hybrid the Gemsoil with a crop in order to allow the crop to grow in any soil fertility.

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My Other Guides

G0024

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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)

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Credits

C0025

---

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

.....

\*\*\*I have dedicated this guide to Dlego\*\*\*

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!

XxstutterflyxX for helping me make my guide, get my guide on GameFAQs, and helping me update my guide.

SuperMario1024 who wrote a recipe guide from which I was able to borrow many Wild Plant recipes and other cooking information.

Steph224, my sister, for helping me find and confirm lots of information here.

Katy8, for sending in a question.

Adam Heslop, for confirming a Bracken growth spot.

Panzer, for finding the plant growth time of Sorrel.

Great Wall (Obi-Wan Kenobi), for finding a large typo.

CC, for finding a bunch of little mistakes and some new info.

Mr.seagull\_1, for finding many of the growth times of wild plants that were missing.

Lil\_Game\_Master (Melissa), for confirming a growth location of Sorrel.

Kelly Serena Mabe, for plant growth times information.

genaurdis18, for the plant growth time of Bracken.

Ashley, for sending in the plant growth time of Happy Lamp.

DUDE98678, for plant growth times and confirmations.

Laura, for confirming yet more plant growth times as well as some other info.

Cassiexoxo, for finding what flowers Rock likes.

Jasmine, for confirming what flowers Rock likes.

blueangel20, for adding more flower growth times and confirming others.

Kuroyotos, for finding the growth time of Matsutake.

adamjack, for finding EVEN MORE growth times.

Maiya, for finding a missing growth location of Royal Fern.

Thekiller37, for finding a missing growth location of Royal Fern & Hackberry.

Aly, for pointing out that the water tower is Kasey and Patrick's house.

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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I didn't make the game, I'm just here to offer some advice about it! If you would like to put this guide on your website, please ask my permission first! And if you host this guide, make sure to:

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Well, you've reached the end of my guide! All of my guides combined have somehow amazingly garnered over 100,000 views! That's pretty crazy. Anyway, as I no longer play the game, I'm relying on you guys, the readers, to send in any information or new content! Even questions or comments can help out :). I hope that you were able to find what you were looking for in this guide, and that you maybe even learned something new while reading it!

THE END