Harvest Moon: A Wonderful Life Tools Guide

by biominion   Updated to vFinal on Sep 15, 2004

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                    Harvest Moon A Wonderful Life
                           Tools Guide/FAQ
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Table of Contents
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I.      Version History

II.     Introduction

III.    Basic controls

IV.     How to get tools  (overview)

V.      What the tools do (overview)

VI.     Detailed tool explanations

VII.    FAQ

VIII.   Legal rights/copyright

IX.     Credits

X.      THE END

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< I.Version History >
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1.0 Very first version. Pretty much finished, need descriptions.


<July 31st 2004>
Final Added in all of the Tool descriptions, and fixed up the Strange
      Hoe, Weird hoe information. Added one more FAQ. Final Version.


<September 15th 2004>
Final 2 Apparantely... Added in a What the SPECIAL tools do section.
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< II.Introduction >
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HI You all! It's me biominion. If you were ever on the board I made a
topic about FAQ/Guides.A Wonderful Life is third most requested, yet
no one seems to be making any more FAQ/Guides. So I've decided it's
time that I come up with a bunch of Guides. So here is a little taste
of a bunch of guides that are coming so help yourself! If you have
suggestions for other guides/faqs, or wish to comment about something
send me a mail at biominion@hotmail.com


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< III.Basic Controls >
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A button - Use, Talk, Look, Pick, Dig, Show, Ride, Put, Take, Wash,
Door, Milk.......

B button - Cancel/Put in a current item from your hand into your
rucksack

Y button - Hug, Eat or something else special

X button - Open Rucksack/Put item in rucksack/ View town map

Z button - Free View (outside), Nothing (inside)

L button - Straighten View

R button - Whistle

Start    - Open Menu


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< IV.How to get tools >
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There are three ways to get tools. One you start with them, two you
buy them, and three you receive them. All tools can be either put in
the tool shed or your rucksack. There are 22 tools you can get and
each one is unique. You can buy tools either from the ledger or from
Van. Receiving them is a tougher job because you must become friends
with certain people and trigger event in order to get them.


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< V.What the tools do >
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There are 7 different type of tools. Hoe, Sickle, Watering Can, Wool
Cutters, Fishing rods, milker, and Brush. Each one has a different
function and for each type there are better and worse ones. Here is
an overview of what each tool does.

Hoe           - Hoes till fields so you can plant seeds.
Sickle        - Sickles can cut down trees, plants, or grass (fodder).
Watering Can  - Watering cans obviously water plants/trees.
Wool Cutters  - Cuts wool from sheep.
Fishing rods  - Catch fish with this in various places.
Milker        - Milks your FEMALE cows.
Brush         - Brushes your BARN animals so they are happier.

*Special Tools such as Weird and Strange What do they do?

Well the two Strange and Weird tools are alike, I don't think one is
better than the other. They do help you though, because the more you
use the tools the more your stamina grows (ironic huh, the first tools
wear u out and don't do anything when these tools don't wear you out
and help you......) so if u want to run around the village the whole
day without tiring that's ur way. And also the tools are considerably
faster than the normal tools and they do look a lot cooler.

So there u have it all those ppls asking me. Strange and weird tools
increase your stamina and are faster.
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< VI.Detailed tool explanations >
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HOE
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Name: Heavy Hoe

Use: Plow fields, so you can plant seeds.

Get: Starting Tool, get it from the Tool Shed after introduction.

Description: Takakura's hoe. Heavy. Hard to use.

Buy/Sell: Sell for 35g

Event trigger: Introduction

----------------------------------------------------------------------

Name: Hoe

Use: Plow fields, so you can plant seeds.

Get: Buy from ledger in the Food Storage Room.

Description: Lighter and easier to use.

Buy/Sell: Buy for 800g / Sell for 400g

Event trigger: You "CAN" see Takakura bring it.

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Name: Light Hoe

Use: Plow fields, so you can plant seeds.

Get: Buy from ledger in the Food Storage Room.

Description: Very light and easy to use.

Buy/Sell: Buy for 1000g / Sell for 500g

Event trigger: You "CAN" see Takakura bring it.

----------------------------------------------------------------------

Name: Strange Hoe

Use: Plow fields, so you can plant seeds.

Get: Receive from Tim at the inn, must be friends with Ruby as well.

Description: From Tim. Very heavy, but...

Buy/Sell: Sell for ???g

Event trigger: Befriend both Tim and Ruby. Enter their in at around
               8:00pm when they are still in their room.
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Name: Weird Hoe

Use: Plow fields, so you can plant seeds.

Get: Get from Vesta in Chapter 2

Description: From Vesta. Very heavy, but...

Buy/Sell: Sell for 500g, and haggle for 600g

Event trigger: Befriend Vesta. Enter either house (I think) at around
               noon when Marlin is not with her

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SICKLE
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Name: Heavy Sickle

Use: Cut trees down, cut dead crop, cut grass for fodder.

Get: Starting Tool, get it from the Tool Shed after introduction.

Description: Takakura's sickle. Heavy. Hard to use.

Buy/Sell: Sell for 35g

Event trigger: Introduction

----------------------------------------------------------------------

Name: Sickle

Use: Cut trees down, cut dead crop, cut grass for fodder.

Get: Buy from ledger in the Food Storage Room.

Description: Lighter and easier than the Heavy Sickle.

Buy/Sell: Buy for 600g / Sell for 300g

Event trigger: You "CAN" see Takakura bring it.

----------------------------------------------------------------------

Name: Light Sickle

Use: Cut trees down, cut dead crop, cut grass for fodder.

Get: Buy from ledger in the Food Storage Room.

Description: Very light and easy to use.

Buy/Sell: Buy for 750g / Sell for 435g, haggle for 450g
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Event trigger: You "CAN" see Takakura bring it.

Name: Strange Sickle

Use: Cut trees down, cut dead crop, cut grass for fodder.

Get: Receive from Gustafa.

Description: From Gustafa. Very heavy, but...

Buy/Sell: Sell for 375g, haggle for 450g

Event trigger: Befriend Gustafa, enter his yut at any given time that
                he is in it (night time is good).

Name: Weird Sickle

Use: Cut trees down, cut dead crop, cut grass for fodder.

Get: Receive from Dr.Hardy in Chapter 2.

Description: From Hardy. Very Heavy, but...

Buy/Sell: Sell for 375g, and haggle for 450g

Event trigger: Befriend Dr.Hardy. Enter his NEW house in Chapter 2

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Watering Can

Name: Watering Can S

Use: Waters plants. 35 squares.

Get: Starting Tool, get it from the Tool Shed after introduction.

Description: From Takakura. -- Squares left. (Max 35)

Buy/Sell: Sell for 50g

Event trigger: Introduction.

Name: Watering Can M

Use: Waters plants. 70 squares.

Get: Buy from ledger in the Food Storage Room.

Description: Bigger than Watering Can S. -- Squares left. (Max 70)

Buy/Sell: Buy for 600g, Sell for 300g, haggle for 360g.

Event trigger: You "CAN" see Takakura bring it.

Name: Watering Can L

Use: Waters plants. 140 squares.

Get: Buy from ledger in the Food Storage Room.

Description: Very big. --- Squares left. (Max 140)

Buy/Sell: Buy for 750g, Sell for 375g, haggle for 400g.

Event trigger: You "CAN" see Takakura bring it.

Name: Watering Can W

Use: Waters plants. 1 square. For trees.

Get: Receive from Romana.

Description: A wooden watering can from Romana.
            - Squares left. (Max 1)

Buy/Sell: Sell for 375g, haggle for 450g.

Event trigger: Befriend Romana, go to her house, than to her room
               on the first floor.

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Wool Cutters

Name: Wool shears

Use: Cuts wool from sheeps.

Get: Buy from ledger in the Food Storage Room.

Description: Push the A button next to a sheep.

Buy/Sell: Buy for 400g / Sell for 200g, haggle for 240g

Event trigger: You "CAN" see Takakura bring it.

Name: Electronic Clippers

Use: Cuts wool from sheeps.

Get: Buy from ledger in the Food Storage Room.

Description: Push the A button next to a sheep.

Buy/Sell: Buy for 1300g / Sell for 650g, haggle for 780g

Event trigger: You "CAN" see Takakura bring it.

Name: Wool Clippers

Use: Cuts wool from sheeps.

Get: Receive from Wally.

Description: From Wally. Shear sheep.

Buy/Sell: Sell for 150g, haggle for 180g.

Event trigger: Befriend Wally. Go to his house when he is there.

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Fishing Rods

Name: Fishing Rod

Use: Catches fish in various areas.

Get: Buy from Van.

Description: Bought from Van. I can go fishing now.(How to fish) Feel
            small hits, then reel in after a big hit.

Buy/Sell: Buy for 500g / Sell for 250g

Event trigger: Wait for Van, go buy it from him.

Name: Fishing Rod G

Use: Catches fish in various areas.

Get: Receive from Galen in Chapter 2.

Description: From Galen. Go fishing in the Forget River, Spring
            and Turtle Swamp.

Buy/Sell: Sell for 1000g

Event trigger: Befriend Galen, go to his house really early in the
               morining (around 6:00).

==

Milkers

Name: Milker

Use: Milks your FEMALE cows.

Get: Starting Tool, get it from the Tool Shed after introduction.

Description: Push the A button next to a cow.

Buy/Sell: Sell for 150g, haggle for 180g

Event trigger: Introduction.

Name: Goat Milker

Use: Milks your Goat.

Get: Receive when buying the Goat from Van in Chapter 2

Description: Push the A button next to a goat.

Buy/Sell: Sell for 75g

Event trigger: Buy Goat in Chapter 2/3/4/5/6

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Brush

Name: Brush

Use: Brushes/Washes your barn animals so they like you more.

Get: Buy from Van.

Description: Push the A button next to an animal.

Buy/Sell: Buy for 500g, sell for 250g

Event trigger: Wait for Van, go buy it from him.

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< VII. FAQ >

Q: What do you mean by Event trigger?
A: What I meant was how you trigger the event that will allow you to
   get the certain tool.

Q: Where is the ledger?
A: Inside the food storage.

Q: I can't trigger events what's the problem?
A: Check if you are friends with the person (their heads tilt when you
   walk by. If so then just keep trying, you will get it sometime.

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Q: Why can't I find the tools I bought?
A: Go check on the toolshed (Scroll with R)

Q: Why didn't I see the cutscene with Takakura?
A: You only get it when you are on the farm, by the time he arrives.

Q: Can I sell all my tools except for the best ones?
A: Sure, but I kept mine for a collection.

Q: I heard something about Two brushes and two fishing rods.
A: You can buy a second one if you put it on the tool shelf and go to
   Van again.

Q: So what do the Strange and Weird tools do?
A: Since so many have asked me, they increase your stamina as you use
   them and of course they are so much faster than normal ones.

(have any other FAQ? mail me at biominion@hotmail.com)
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< VIII. Legal Rights/copyright >
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< IX. Credits >
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Credits go to Natsume and HM AWL for making one of the greatest games ever
Also to these websites

http://www.gamefaqs.com/
for its valuable resources and existing so I can post this

any my Prices FAQ (biominion)

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< X. THE END >
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THE END
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