

Harvest Moon: A Wonderful Life Getting Started Guide

by Kari

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Getting Started Guide
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TABLE OF CONTENTS

I. Introduction
II. Disclaimer/Legal Stuff
III. About/Contact Me
IV. Version History
V. Controls
VI. About Your Farm
VII. About Town
VIII. Animals
IX. Crops and Trees
X. Selling items
XI. Girls
XII. Credits

I. INTRODUCTION

Welcome to the Harvest Moon: A Wonderful Life Getting Started Guide! If you're just beginning your game, this guide can help you get started with the game. This guide gives you a jump start on the basics of the game. If you've been playing for a while and are looking for more advanced info (like crop mixing) this guide doesn't have it. It's a beginner's guide to Harvest Moon: A Wonderful Life! So, if you're a newbie and you want to learn more about this wonderful (heh) game, read on!

II. DISCLAIMER/LEGAL STUFF

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III. ABOUT/CONTACTING ME

I'm Kari, writer of this guide, and I frequent the Harvest Moon: A Wonderful Life boards at Neoseeker and GameFAQs.

If you have any questions about this guide, email me at kariohki@comcast.net. Please put "Harvest Moon: AWL Guide" in the subject line, or else your mail will be deleted. Read this guide through before emailing me, because if the info is in this guide, I'll mail you back saying that it's in here and that you need to look for it. I usually check my email every other day, so if I don't get back to you instantly, don't email over and over again. There's this thing called a life, and I happen to have one.

IV. VERSION HISTORY

3/21/04 - Version 1.00 - First completed version, includes information about your farm, about town, about animals, about crops, how to sell items, and your potential wives.

V. CONTROLS

No fancy ASCII art here, just info. If you don't know what a Gamecube controller looks like, go stare at one or a picture of one.

Control Stick - Moves your character, scrolls through menus

Control Pad - Scrolls through menus

L Button - Center camera behind your character, change pages in status screen

R Button - Whistle, change pages in status screen

Z Button - Perspective view

X Button - Bring up quick-item inventory

Y Button - Train dog, show item description

A Button - Talk, open, door, eat, and ton more other actions

B Button - Cancel

C Stick - Move camera

Start/Select - Pause, Status menu

VI. ABOUT YOUR FARM

Your farm is where you live and spend a lot of your time, so you should learn the locations of all the buildings! At the beginning of the game, Takakura gives you a tour of the farm. There's also a map in your instruction booklet. If you skipped the intro and don't have a booklet, just wander around the farm, you'll see where everything is. This list starts at your house and moves in a clockwise direction.

Your House - This is where you can check the weather, sleep, save the game, look at your status, configure some options, read Takakura's notes, cook, and there's even a calendar! Quite an important place. It gets more added onto it throughout the game. In chapter two, a kitchen, bathroom, and shower are added onto it.

Poor Soil Field - The field with the poorest soil and also the smallest. Useful for planting trees.

Chicken Coop - Where your chickens and, possibly, ducks are kept.

Water Spout - Fill your watering can here.

Medium Soil Field - The field with the middle type of soil, and is the middle size. Useful again for trees.

Locked Building - Has no use

Fertile Soil Field - The field with the best soil, and it's also the biggest. It's the best for planting all types of crops.

Pasture - Where your cows, sheep, goats, and horse go when they're outside. They eat the grass here.

Takakura's House - Your late father's friend lives here. Later in the game, Tartan takes root here. You can mix crops with him (explained later in the guide)

Barn - Where your cows, sheep, goats, and horse are when it's precipitating. You have to feed them fodder when they're inside. There's also a chalkboard showing the status of your barn animals here.

Food Storage - This is where you can store food, put dairy products to ship, collect money from shipped items, see your money status for the day, season, and entire game, and order items and animals. Be warned, Murray the hobo will try to steal food that you have stored here every so often.

Tool Shed - This is where your tools are stored. There's also a cabinet here where you can put items that don't go in a refrigerator. Also, your seed maker is in here.

You can also buy two other buildings, the Food Processing Room, where you make cheese and butter, and the Automatic Milking Room, which is helpful if you have a lot of cows.

VII. ABOUT TOWN

A Wonderful Life is different from other Harvest Moon games in that the scene doesn't change when you go places. So it's basically one huge map that you can run around in. Your farm is basically in the middle of the area. If you press Start, and then the X Button, you'll bring up a map of the area. This list starts at the top left corner of the map and moves to the top right corner.

Romana's Villa - Romana, Lumina, Sebastian, and two cats live here. It's a big mansion.

Private Houses - There are two houses here in chapter one, and three in chapter two and onwards. The one closest to where the Villa is belongs to Chris, Hugh, and Wally. The middle one, appearing in chapter two, belongs to Grant, Samantha, and Kate. The smallest one belongs to Nina and Galen in chapter one, but Dr. Hardy moves in at the beginning of chapter two and turns it into a clinic.

Pyrotechnical Twins' House - Kassey and Patrick live here. They make fireworks.

Cody's Studio - Obviously, Cody lives here. He makes art out of metal.

Daryl's Lab - Daryl the (mad) scientist lives here. He wants to capture Mukumuku. For some reason, he wanders around your farm a lot.

Blue Bar - A nice place to get a drink when your down or tired. Griffin and Muffy live here.

Inner Inn - This place is run by Tim, Ruby, and their son Rock. Nami also lives here.

Gustafa's Yurt - Gustafa lives in this tent-like place.

Vesta's Farm - You can buy seeds and fertilizer here. Vesta, Marlin, and Celia live here.

Carter's Dig - Carter and Flora have a dig site here. You can go here and dig some stuff up to sell.

The Spring - This is where the Harvest Sprites, Nik, Nak, and Flak live. Mukumuku hangs out in this area as well.

Near Vesta's Farm there is a mountain path that you see a lot of people walk up. You can't walk up here, because it leads to Mineral Town. If you try to walk up this path, the Harvest Sprites will come and ask if you want to link up A Wonderful Life and Friends of Mineral Town. This is done by putting a GBA-GCN link cable in the second slot, and having Friends of Mineral Town in the link area (the Goddess Spring). You can get special items if you link up!

VIII. ANIMALS

What would a farm be without animals? In this game, you can buy the usual cows, chickens, and sheep, but there are two new additions: ducks and goats. Animals can make a lot of money in the long run.

A. COWS

There are four types of cows, Normal, Brown, Marble, and Star. The Normal cow is everyone's favorite standard cow. The Brown cow produces milk that makes good quality butter, and the Marble makes milk that can create good cheese. The Star cow gives milk that is good for both butter and cheese (that's why it's the most expensive!) Cows produce three grades of milk: B, A, and S. The type depends on how happy the cow is. Buying prices for cows are as follows:

Normal Female - 4000G

Normal Male - 3000G

Brown Female - 5000G

Brown Male - 4000G

Marble Female - 5000G

Marble Male - 4000G

Star Female - 7000G

Star Male - 6000G

You start out with a Normal cow in the beginning of the game. She'll give milk until the end of the first year. After she stops giving milk (you'll know because she'll get angry when you try to milk her) it's time to get a Miracle Potion. There are two ways to work them. One, you can get a bull from town to mate with your cow. Secondly, you can take a full-grown bull from your farm and mate it with the cow. The breed of cow and bull doesn't matter (so you can breed a Normal Cow with a Marble Bull, for example) Near the end of the pregnancy, your expecting cow will be moved to a separate area. When she gives birth after thirty days (three seasons), you'll set up a calf hut on your farm for the newborn. Feed the calf Mama's Milk twice a day for as long as the

mother produces it. Then feed the calf normal milk for a while, then it'll be eating fodder. It takes a total of 10 days (one season) for the calf to be weaned. The mother cow will give normal milk for another year, then you will have to breed her again. The price to mate cows differs on what kind it is:

Normal - 2500G
Brown - 3500G
Marble - 3500G
Star - 5500G

When it's sunny, keep your cows outside in the pasture. When it's raining or snowing, bring them inside. Be sure to feed them twice a day when they're inside!

The selling prices of milk differ between the types of cows as well. These are the prices if you sell them through the dairy bin. You can haggle with Van to sell at a slightly higher price:

Normal B - 75G
Normal A - 115G
Normal S - 150G
Brown B - 115G
Brown A - 175G
Brown S - 225G
Marble B - 115G
Marble A - 175G
Marble S - 225G
Star B - 270G
Star A - 450G
Star S - 540G

If you build the food processing room (cost 30,000G!) you can make cheese and butter out of milk. The quality depends on what kind of milk was used (in order of B, A, S ranks):

Normal butter - 225G, 225G, 300G
Normal cheese - 225G, 225G, 300G
Brown butter - 225G, 300G, 300G
Brown cheese - 225G, 225G, 300G
Marble butter - 225G, 225G, 300G
Marble cheese - 225G, 300G, 300G
Star butter - 300G, 300G, 300G
Star cheese - 300G, 300G, 300G

B. CHICKENS

Chickens are a good way of making some quick cash, but they're not as profitable as they have been in past games. Your chicken coop can hold a maximum of six chickens, and if you want ducks you can only have five or less chickens. You can sell full grown chickens for 450G, and chicks for 150G.

All chickens cost 900G, and you order them from the ledger in the food storage building. The female chickens lay eggs, of course, but if you want to get fertilized eggs, you have to buy a rooster. You can only incubate fertilized eggs. Also, the gender of the hatched chick is randomly decided, so you won't know until it hatches. You only need one rooster. Getting a fertilized egg is random. I believe the chances are higher the happier the rooster and chickens are. Also, if you're really lucky and your chicken is really happy, she might lay a Golden Egg. These non-fertilized shiny eggs sell for a lot!

Normal egg - 40G

Fertilized egg - 50G

Golden egg - 300G

A chicken egg will hatch after five days of being in the incubator, and it will be full grown after another five days.

C. SHEEP

All sheep in this game are male, so you can't breed them like in Back to Nature. A sheep costs 1500G, and you order it the same way as cows and chickens. A sheep will give wool once a season, and the quality depends on how happy it is. You can sell sheep for 750G. The selling prices for wool are:

Regular - 75G

White (wash sheep before shearing) - 115G

Golden - 600G

You have to have shears to get wool off of a sheep, so make sure you buy some! The sheep stay in the barn with the cows, goats, and horse, and eat the same fodder.

D. GOATS

The newest barn animal to join the Harvest Moon family, goats are NOT worth your money. You can buy them from Van starting in chapter two for 4000G a pop. They give goat milk for about a year (same as cows) and then stop. You can't breed them to get more milk, and you CAN'T sell them. So you're stuck with a useless animal. Of course, you could be an evil, morbid person and starve the poor thing to death. Unless you're a big fan of goats, don't buy one. You can make goat cheese and butter out of their milk as well. Selling prices are as follows:

Goat milk - 115G

Goat cheese - 155G

Goat butter - 150G

E. DUCKS

Here's the second new animal! Getting ducks to come to your farm is relatively easy. Build a pond for 2500G in your first year, and if you have five or less chickens, sometime in chapter 2 your wife will tell you that ducks have come to the farm! They're taken care of the same way as chickens, they eat the same food, and sometimes if you put a fertilized egg in the incubator you may get a duck instead of a chicken. Ducks can be sold for 500G, but if you sell your last duck, you can't get anymore. Duck egg prices are:

Normal - 40G

Fertilized - 50G

Golden - 300G

A duck egg will hatch after five days of being in the incubator, and it will be full grown after another five days.

F. HORSE

One of the easiest animals to take care of, you get your horse from Takakura sometime in your first summer. It lives in the barn with the cows, sheep, and

goats, and eats the same fodder as they do (yes, you have to feed your horse now!) You can ride your horse all around town, cutting down on the time it takes to get to places by a lot!

G. DOG

You automatically start with a dog at the beginning of the game. You can choose between a flop eared dog (the normal Harvest Moon dog) or a pointy eared one. You can feed your dog by standing next to his food bowl with a food item and pressing 'A' (the controller diagram should say 'Put'). Later in the game, when Carter the archeologist is done with his dig site, and your friends with him, he might give you an adorable Chihuahua! You can see it at his dig site sometimes.

H. CAT

If you become good friends with Romana (the old lady that lives at the villa) she might give you a little kitty anytime during or after the first fall of chapter two. It's probably taken care of the same way as the dog is.

IX. CROPS AND TREES

And what would a farm be without crops? Crops are one of the best, if not the best, way to earn money. You can buy grade B (the lowest grade) seeds at Vesta's Farm. Note that you can scroll to the right and left on the menu to access more seeds.

Your farm has three fields: Poor soil, medium soil, and rich soil. The poor soil field is the smallest and closest to your house, and the rich soil field is the largest and farthest away. It's best to plant crops in the rich soil and trees in the poor or medium soil to save space, but some second and third generation hybrid crops (explained later) need to be planted in the rich soil.

A. FIRST GENERATION CROPS

The easiest type of crop to grow and acquire, but also the kind that sells for the least amount of money. You can buy these seeds at Vesta's Farm, and they're all grade B. To upgrade the quality, buy fertilizer at 120G a bag. Fertilize the plant 4 times to upgrade it to A rank, and 8 times to upgrade it to S rank. Don't fertilize it all at once! Fertilize when you notice the little clumps of the stuff have disappeared from the plant. Trees need to be fertilized 30 times to upgrade to the next rank. The list of seeds and what they cost are:

Tomatoes - 30G

Watermelons - 60G

Melons - 50G

Strawberries - 30G

Turnips - 20G

Potatoes - 40G

Carrots - 30G

Sweet Potatoes - 40G

Peaches - 1120G

Oranges - 820G

Grapes - 900G

Bananas - 1500G

Apples - 820G

Certain crops can only be grown in certain seasons:

Spring - Tomatoes, watermelons, strawberries, potatoes
Summer - Tomatoes, watermelons, melons, turnips
Fall - Tomatoes, melons, strawberries, turnips, carrots, sweet potatoes
Winter - Turnips, potatoes, carrots

As for trees, they will bear fruit in their appropriate seasons:

Summer - Peaches, oranges, bananas
Fall - Grapes, apples

Selling prices for crops and tree fruits are (in order of B, A, S ranks):

Tomatoes - 35G, 45G, 55G
Watermelons - 75G, 85G, 95G
Melons - 70G, 80G, 90G
Strawberries - 35G, 45G, 55G
Turnips - 25G, 35G, 45G
Potatoes - 60G, 70G, 80G
Carrots - 45G, 55G, 65G
Sweet Potatoes - 60G, 70G, 80G
Peaches - 40G, 50G, 60G
Oranges - 30G, 40G, 50G
Grapes - 35G, 45G, 55G
Bananas - 35G, 45G, 55G
Apples - 25G, 35G, 45G

B. SECOND AND THIRD GENERATION CROPS

Since this is a getting started guide, I won't go into too much detail about the higher level crops. Sometime in or after chapter two, if you're good friends with Takakura, a two-headed plant named Tartan will appear in his house. Become good friends with Tartan, and he'll let you mix crops together. Tartan hates carrots, so he'll only take those in seed form.

If you mix a higher grade plant or seed with a lower grade plant or seed, the new crop that is created will be of the higher grade. There are also ways to upgrade crops by using flowers. This will only work with crops, it won't work with trees:

Happy Lamp - Found in summer, feeding this flower and a seed to Tartan will let that seed be grown in any season.

Gemsoil - Found in fall, feeding this flower and a seed to Tartan will allow the seed to be planted in any kind of soil (very useful for second and third generation crops!)

Upseed - Found in winter, feeding this flower and a seed to Tartan will upgrade that seed to S quality!

X. SELLING ITEMS

Selling items is a mix of how items were sold in Save the Homeland and the older games.

-Dairy items (eggs, milk, cheese, etc.) can be sold by the box in the food storage room. Go up to the box in the middle of the room and press A. You can put your items here for Takakura to take. The next day, check the ledger for the money you got from selling the items.

-Animals are sold by going onto the order screen, going to the bottom and selecting 'Sell'. You can choose which kind of animal you want to sell and also which one to sell.

-All other items are a tad more difficult to sell. You can wait until Van the merchant comes on the third and eighth of the month (sometimes he'll come on other days, so keep an eye out for him!) or you can set up your own shop. Go to where Van normally has his stand, and the option to 'Sell' will appear on your controller diagram. When you set up a stand, press the 'R' button to whistle. Townspeople will come buy and ask for one of the things you are carrying in your rucksack. You can sell it to them for a discounted price, normal price, or not sell it to them at all. If you don't want to make people angry, put all items that you don't want to sell away before you set up your stand.

-Third generation crops, the ones you name yourself, can be sold the same way as dairy products once Takakura gives you the option to.

XI. GIRLS

Unlike in past Harvest Moon games where you could spend the whole game as a bachelor, you HAVE to get married by the end of your first year. If you don't give the Blue Feather to any of the girls, the one with the most hearts will propose to you at the end of chapter one. If you don't even bother wooing any of them, your game will END at the end of chapter one.

It's very easy to get married though. Just give your girl something she likes every day, see all of her heart events, and she should be at four hearts (the max) by summer! Here are the three girls that you can marry:

A. CELIA

She's the brown haired girl that works and lives at Vesta's Farm. She's always cheerful and friendly, and she likes plants a lot.

Likes - Flowers, crystals, old coins, vegetables, eggs

Dislikes - Fossils

Hates - Being teased with the Blue Feather

Her diary is located in her room in her bed. Her room is the top floor of Vesta's house.

B. MUFFY

The blonde, ditzy one that works and lives at the bar, Muffy is probably the easiest girl to get. Just talking to her makes her like you more!

Likes - Flowers, crystals, sweets, old coins

Dislikes - Fossils, Colombo type fish

Hates - Nothing, really

Her diary is in the main room in the bar, in the top left corner in a plant.

C. NAMI

The anti-social, indifferent, red head that has no job and lives at the inn.

Her schedule is very random, but you'll usually see her wandering around the town during the day.

Likes - Clay artifacts, fossils, home cooking, Trick Blue flowers

Dislikes - Any other flowers, crystals

Hates - Failed cooking

Her diary is really hard to access. It's in her room at the inn near the window. You have to follow her into her room at night to be able to see it.

The first or second day of summer the Harvest Sprites will bring you a Blue Feather. This is used to propose to the girl you like. Once her diary has four hearts you can propose. You will get married at the end of the first chapter.

XII. CREDITS

*Victor Interactive Software, for creating such a great game!

*Natsume, for translating this game and bringing it to the US.

*LOD-squa, for helping me start this guide, telling me what info to put in it, and being there while writing it ^^

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~Fin