

# Harvest Moon: A Wonderful Life Money FAQ

by neofan12s

Updated to v1.4 on Apr 21, 2004

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| Harvest Moon: A Wonderful Life |
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| Money FAQ                     |
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-----I.Introduction-----
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Harvest Moon is a simulation game where you are a farmer. You plant crops, take care of animals, and live your life. You get many choices in this game, you get to choose your wife, your kid's career, and how you want to live your life. The main goal is to keep the farm up and running, and make some cash. You might think that's boring, but that's when the game will suck you in. By the way, I am using the same format from my Animal FAQ, can you see the comparison? Thanks to that, I made this FAQ A LOT faster and easier. This is my second Harvest Moon FAQ.

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-----II.Updates-----
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Version 1.4 - I fixed more errors (as usual) and I added some more important information on crops and trees, like some of the selling information. Still working on my new FAQ, hopefully I can actually put it up!

Version 1.2 - I fixed some errors, and added more things to everything. I'm glad that I am getting a lot of emails, but remember that I cannot always answer all of them. I'm also planning to work on my last and final FAQ for Harvest Moon: AWL.

Version 1.0 - I sent it to Gamefaqs, hopefully they will accept it. If they do, I will know that I will get A LOT more emails. I did pretty much everything I needed to start out with.

If you got anything to add, email me.

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Future Updates  
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I plan to add more information about everything. I don't want to get too long but I do want to be a little descriptive. If I find anything else that can help you get money, I will add it to the Top 7 and make it Top 8. I will continue this until I find something else to add. Planning to work on my third and maybe final Harvest Moon FAQ.

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-----III.Money???-----  
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Why is money helpful you ask? Well, you need it to fully enjoy this game, I mean sure you can still enjoy the game, but without money you couldn't buy animals, buildings, the "Good" tools, and others. Unless this game had a communist system, you couldn't buy any of that stuff, especially the expensive buildings like the Milking Room and Food Processing Room.

Money will help you in tough situations, like if you're hungry, you could go to the bar and buy some juice. Or buy some 'steroids' from Van. Don't have crops, well money will let you buy some more. I can go on and on about what money will do, but to sum it all up, "It will let you buy stuff." Can it get anymore simpler than that?

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-----IV.Top 7 Ways-----  
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1.Trees  
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Trees are the biggest givers, although they can only produce fruit in one season, if you have multiple and even different types, you can buy everything in the first couple of years. I don't really suggest using the 'One-Million Dollars Per Season' trick because it will really suck the fun out of trying hard to raise money and to finally enjoy having your hard-worked Milking Room! But if you do want some money at least, try having at least 1 or 2 trees, and if you want to make the game even harder, don't use the fruit in the seed-maker, give them as gifts!

The real secret to trees is that instead of selling or giving the fruit they produce, use the very handy Seed-Maker to make 2 bags per fruit your tree makes. This is profitable because the fruit bags sell for a lot of money, like 400 or 600 per bag! Multiply that times all the fruit, and even the different trees, and consider yourself the ruler of Forget-Me-Not Valley. If you don't want to sell the bags right away, plant those seeds and the next seasons you will have even more trees! Doing this alone will overpass any kind of money your crops will make (which is not a lot by the way)! That is the true power, of Harvest Moon Trees! If you want to make even more money, make tree hybrids, check the Crop FAQ at Gamefaqs for help.

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Buying(Seed) Prices  
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Apple- 820G; Harvest in Fall  
Banana- 1500G; Harvest in Summer

Grape- 900G; Harvest in Fall  
Orange- 820G; Harvest in Summer  
Peach- 1120G; Harvest in Summer

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Selling Prices  
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	-B-	-A-	-S-
Apple	25G	35G	45G
Banana	35G	45G	55G
Grape	35G	45G	55G
Orange	30G	40G	50G
Peach	40G	50G	60G

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Million-Dollar Trick  
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Thanks to Fullgore EXE from the Harvest Moon:AWL Gamefaqs Message Board! This trick is used when you just plainly plant a bunch of trees and when they all harvest just use the seed maker to get the seeds, later sell those seeds. But be warned, this is almost like a cheat, I recommend you don't do this because the game gets VERY easy and you could get almost everything there is to get early in the game, but it's your choice.

"COSTS

Peach = 1120  
Banana = 1500  
Orange = 820  
All Together = 3440

MIX THESE WITH TARTAR

Orange + Peach = Ramunge  
Banana + Peach = Mangeramu  
Ramunge + Mangeramu = No Name Tree

With 7.5 of those trees, you can make 500,000g in summer  
With 15 of those trees, you can get 1,000,000g's in one season. Amazing.

Each tree produces 24 fruits per season. Put four fruits into the seed maker, get 8 seeds. Plant them and next year, be prepared to get LOTS of money."

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2. Animals  
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I won't go very detailed into animals because there is already a whole FAQ on it. (Made by me ^\_^) Anyways, the most profitable animals are the unexpected cows. Although they can only produce milk for 40 days, it will add about 15,000+ to your income! But that depends on the type of cow you have, because if you had a star cow, then the income will be a lot more. After the 40 days are up, have your cow get pregnant again, and repeat the process. But I suggest you always have one cow pregnant, and one cow giving milk, so once one cow will finish their milking limit, your other cow will give birth and start their 40 day limit. Then just have your cow that stopped their milking pregnant, and continue this process. You can even sell their children to make more money, but be warned, for it will make your parent cows unhappy, probably even giving less graded milk! So think before you act!

## Milk Prices

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	-B-	-A-	-S-
Star Cow	270G	405G	540G
Marble Cow	115G	175G	225G
Brown Cow	115G	175G	225G
Normal Cow	75G	115G	150G

You could also have some chickens, all you need to start your chicken family growing, is two chickens. One female and one male, once you have those two, the female will one day produce a fertilized egg. Use that and put in the incubator. Once it hatches, it will be a chick, and then put another fertilized egg that very day, you'll be surprised by how fast you will have many chickens. Make sure you only have one male though, if you do get one restart before it hatches and hope for a female. Make sure you leave some space if you want the ducks that come along in the summer, 2nd chapter. The eggs the chickens produce can be profitable sometimes, especially if you just started with a male and female and grew the rest. But the profit won't be that a big a much like the cows.

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## Egg Prices

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Normal	40G
Fertilized	50G
Golden	300G

---Chicken Tip---

From Derby Jones:

"Just wanted to point out that if you sell the grown chickens that you can raise from the fertilized eggs, you can make \$450 every 5 days."

I could also mention the goats in here, but I suggest you not even get them at all, because later you be complaining and say why you even got them in the first place. Goats produce milk for one year, and thats all, cant sell them, and is VERY hard to kill them. They are good if you don't have much space, and want fast bucks, but in the long run, it is the worst possible thing you can ever have. Sheep are pretty good too, first time you get one, it will not be profitable at all, but once it starts to produce Golden Wool, it will be a lot better. But try not to get too many sheep. The fastest I ever got a sheep to give Golden Wool was throughout one season! Just brush it twice everyday, talk to it, and hug it. Also, don't forget to wash it's wool!

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## Goat Prices

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Goat Milk	115G
Goat Cheese	155G
Goat Butter	150G

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## Sheep/Wool Prices

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Sheep	1500G
Wool	75G
White Wool	115G
Golden Wool	600G

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3.Crops  
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Now we go on to #3. Crops are not very profitable in the beginning, but later, if you mix the powers of fertilizer, the seed maker, and Tartan, they will start to get handy. If you like mixing stuff then combine the different type of crops/fruits to get hybrid crops. There are many different combinations, so see the Hybrid FAQ for help. Each hybrid has their one specialty, or not. Some can even water the crops around that plant! But the real profit is by the seed maker. Use fertilizer (About 8 bags or more) to get S Class crops. Once they hopefully grow, instead of selling them right away (which will actually cause a loss) put them in the seed maker to get 2 S Class bags of that one crop. Replant them when you get a chance, and continue this process till you will get used to always getting S Crops and you will never see B Crops again! You could also use some of the S Crops to give to make friends faster, since sometimes when you give them B Crops they will say that the crop wasn't good, but then they will say that the crop was excellent and very good tasting and stuff like that. Sell those S Crops too to get a fair amount of money. What I've noticed is that when crops go up one rank their selling price will go up by 10G. Might not seem a lot, but when you sell a lot of crops you will easily see the difference.

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Seed/Bag Prices  
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Tomato	30G	Grows through Spring-Fall
Watermelon	60G	Grows through Spring-Summer
Strawberry	30G	Grows through Fall-Spring
Melon	50G	Grows through Summer-Fall
Turnip	20G	Grows through Summer-Winter
Potato	40G	Grows through Winter-Spring
Carrot	30G	Grows through Fall-Winter
Sweet Potato	40G	Grows in Fall Only

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Selling Prices  
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	-B-	-A-	-S-
Tomato	35G	45G	55G
Watermelon	75G	85G	95G
Strawberry	35G	45G	55G
Melon	70G	80G	90G
Turnip	25G	35G	45G
Potato	60G	70G	80G
Carrot	45G	55G	65G
Sweet Potato	60G	70G	80G

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Hybrid 1 Selling Prices (Alpabetical order)  
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	-B-	-A-	-S-
Berryber	75G	85G	95G
Berryto	75G	85G	95G
Berrytoma	50G	60G	70G
Bashber	95G	105G	115G
Bashota	85G	95G	105G
Cabber	80G	90G	100G

Caberry	50G	60G	70G
Cady	50G	60G	70G
Camelo	80G	90G	100G
Dhibe	40G	50G	60G
Dhilon	65G	75G	85G
Gretoma	75G	85G	95G
Kandy	60G	70G	80G
Kanro	70G	80G	90G
Kashry	95G	105G	115G
Melober	100G	110G	120G
Melotoma	70G	80G	90G
Paberryta	65G	75G	85G
Potamelo	90G	100G	110G
Radita	60G	70G	80G
Raury	70G	80G	90G
Sholo	90G	100G	110G
Tataro	70G	80G	90G
Tobatama	65G	75G	85G
Tomaca	55G	65G	75G
Trady	40G	50G	60G
Yamato	65G	75G	85G

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4.Fishing  
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Fish are good to make some big bucks early in the game. Though some of the fish are very cheap, they can be more valuable due to the skill of cooking. Not only can you sell them, but you could cook them and give them away. I take it that you know how to fish, if not, use the handy Fishing FAQ. If you ever do catch cheap fish like Snelts or Colombos, give them away at first. But once you cook about 20 dishes, you will get more choices of different recipes. You will get the Hors de voure option will which allow you to cook Sashimi, and the ingredient is ONE fish. No more, no less. That sells for about 150G, so imagine a 120G profit from a regular Colombo! The good fish to catch are the Sharshark which appear around the mouth of the river, so I suggest you fish there, but colombos and snelts are very common in that area. Fishing takes patience though, sometimes you only catch 1 fish others you catch 5 or more. Don't just waste all your time fishing, there are better things in life (of Harvest Moon) to do!

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Fish selling prices  
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Arna	400G	Caught in pond or the spring
Big Arna	800G	Caught in pond or the spring
Colombo	20G	Caught in pond, spring, lower river, swamp or middle river. "Pond or Downstream fish. Easy to catch!"
Big Colombo	40G	Caught in pond, spring, lower river, swamp or middle river."Pond or downstream fish. Doesn't taste good."
Huchep	90G	Caught in waterfall."Upper river fish. Good for meuniere set."
Big Huchep	170G	Caught in waterfall."Upper river fish. Plain flavor."
Nyamame	60G	Caught in waterfall."Upper river fish. Plain flavor."
Big Nyamame	130G	Caught in waterfall."Upper river fish.

Good for meuniere set."

Rainbob	80G	Caught in swamp or lower river."Downstream or spring fish."
Big Rainbob	150G	Caught in swamp or lower river."Downstream or spring fish."
Sharshark	600G	Caught in lower or middle river."Downstream fish. Very rare!"
Big Sharshark	1200G	Caught in lower or middle river."Downstream fish. Rare with a unique flavor."
Snelt	30G	Caught in pond, spring, lower or middle river, or the swamp."Downstream or spring. The smallest fish."
Big Snelt	160G	Caught in pond, spring, lower or middle river, or the swamp. Downstream or spring fish."
Yamame	500G	Caught in waterfall."Upper river or pond fish. Pretty rare!"
Big Yamame	1000G	Caught in waterfall.

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5.Digging  
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Digging in the archeology place isn't very profitable in the beginning, but in later chapters, that dig site will grow, and you will get more chances to dig (although you could also dig as much as you want in the first chapter, since you could keep digging even if you didn't get the item in the first try). The different items you get also differs according to what chapter you're in, for example, you could get a skull fossil in the first chapter, and in the second chapter you could get a whole different fossil. This also goes with ores and every other item. The best time to dig though is early in the morning (around 9:45 AM when Carter goes in sometimes) or when it's raining and you don't feel like fishing. The items you find can also be given away, in fact, some really like those items.

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Item Prices  
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Back Fossil-	300G
Fossil-	40G
Hip Fossil-	60G
Skull Fossil-	50G
Strange Fossil-	80G
Gold Coin-	30G
Old Coin-	10G
Silver Coin-	40G
Human Statue-	40G
Horse Statue-	70G
Hop Ore-	80G
Moon Ore-	40G
Prosper Ore-	300G
Sugar Ore-	50G
Temple Ore-	150G
Jade Ball-	150G
Stone Disk-	500G
Strange Item-	300G

(Items Below not for sale)  
Tablet C  
Tablet D  
Tablet E

Tablet F  
Tablet G  
Mysterious Tablet

(Thanks to Sophy D for giving me the complete list of the items!)

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6. Foraging  
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Ever see those flowers and mushroom looking things around town, well grab them, especially flowers. They can give some money and can be used to woo your girlfriend. The flowers/herbs that grow around town depend on the season you are in. You could also sell them to Van if you don't want them, but if you want to keep them, it's always fine. Although you cannot make a huge profit, you could use one flower called the Upseed and mix it with a crop or seed bag (not sure) and you will get it S Class. So that will speed things up for you if you want quick S crops.

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Item Prices  
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Key (F)=Flower (H)=Herb

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Spring  
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(F) Goddess Drop- 15G  
(H) Mugwort- 15G  
(F) Toy Flower- 10G

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Summer  
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(F) Happy Lamp- 15G  
(F) Mist Moon- 10G  
(H) Royal Fern- 15G

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Fall  
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(H) Bracken- 15G  
(F) Gemsoil- 20G  
(H) Hackberry- 20G  
(H) Matsutake- 100G  
(F) Trick Blue- 10G

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Winter  
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(F) Amorous- 10G  
(H) Sorrel- 20G  
(F) Upseed(!)- 25G

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Item Locations  
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Thanks to Morgan Cole for this info!

Goddess Drop- Waterfall, Vesta's Farm  
Mugwort- Around your farm, Around town  
Toy Flower- Sprites' spring, Nina's grave  
Happy Lamp- Gustafa's yurt  
Mist Moon- Sprites' spring, Nina's grave



Royal Fern- Your farm, Around town  
Hackberry - Around your farm, Around town  
Matsutake - Around Vesta's farm  
Trumpet - Sprites' spring  
Gemsoil- Around the excavation site  
Trick Blue- Around turtle swamp  
Sorrel- Around town  
Amorous- Around turtle swamp  
Upseed- Near the river, By Cody's house.

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7.Friendship  
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You might be wondering, how could friendship give you money? Well, sometimes when you are good friends with somebody, they will give you some items. Pointless ones by the way. But the main item to get is the Seed maker. I will list here just the people that give you something like a tool that you can sell if you don't want.

Item: Seed Maker

Character: Daryl (Crazy scientist)

What he likes: Fish, some items found in dig site.

Event: If you give him these items starting from the beginning of the game you will get the seed maker around Summer maybe. You have all the time in the world to get this thing so don't worry, if you don't get it first chapter, get it in the next. To activate this event, visit his house anytime he is in there and there is a chance you will get this event. He will start talking about his inventions and decides to give you his seed maker. You then end up in the tool shed and he talks some more. Enjoy your new seedmaker!

Item: Ruby's Spice

Character: Ruby (Tim's wife)

What she likes: Flowers, and some dishes (Hates pickled turnips)

Event: This is pretty easy to get, just give her those items everyday, you will sometimes see her walking around to that mountain path or inside the inn. Anyways, to activate this event, just see her when she is in the kitchen of the inn. She will ask you if you cook or not, just say yes and the Spice will be yours.

(Ruby Spice Secret) Thanks to: Maidencanada and blade202

First befriend ruby and get her spice then cook with it by going into the category of salad or whatever but only put it down once then click start keep doing this as much as you want and sell it for quick cash, but make sure you always keep one so you don't lose it forever!

(Ruby's Quick Recipes) Thanks to: megabattler13

"For getting new recipes, just go to the Inner Inn when Ruby is inside her room or when in the kitchen. Keep talking to her until she says something like come to me if you want to learn new recipes. Once you do that, go to your house and a new recipe will be available. That's how I got dessert, appetizer, and entree. Its much faster and cheaper than cooking lots of things."

(Not sure if this is all true, but if this happened to you please tell me.)

Item: Weird Hoe

Character: Tim (Ruby's husband)

What he likes: Fish, some dishes like Pickled Turnips  
Event: Give him gifts, be nice, etc. Then one day, when he is in his room, you might get a cutscene about him and you will end up getting the Weird Hoe, weird huh? Something I found about this is that I used this tool all night long one day and never got tired, so I'm thinking that weird tools never get you tired, but I have still to 100% confirm this.

Item: Strange Hoe

Character: Vesta (The 'easy to spot' farmer)

What she likes: Flowers, milk, and crops

Event: I suggest you save everything else and just give her some flowers everyday. You will get in when you walk into her house and she will say that she doesn't know how to use it so she just gives it to you. You might find getting these items a lot easier than you think!

Item: Weird Sickle

Character: Hardy (Doctor with the hairy legs O\_o)

What he likes: Fish

Event: Once you are friends with him, by giving him stuff, he will give you the Weird Sickle when you walk into his house, but he will only say to be careful with it. How could you be careful with it though, you could only 'Show' it to people and 'Use' on grass! I found something 'weird' about this sickle, I used it all night long and never got tired, so I think this sickle never gets you tired, but I may be wrong on that.

Item: Strange Sickle

Character: Gustafa (Hippie guy)

What he likes: Flowers, especially colorful ones.

Event: Give him cheap flowers everyday, he will always be around his house either chilling or playing his guitar. You get this item by going in his house (hippie hut) one day and you will get yet another cutscene. He will say he just found it on the beach and will give it to you.

Item: Cody's Art

Character: Cody (tough looking guy)

What he likes: Flowers, though I find it unusual.

Event: Befriend him (like every other event...) and enter his house one day and he will give you a piece of his art. You will get this late in the game though.

Item: Shears

Character: Wally (Guy who runs)

What he likes: Eggs, Old coins

Event: I suggest you give him old coins (he says they are yummy...) and he will like you more. Enter his house when he is there, and he will give them to you, he probably shaved his legs with them ^\_^

Item: Strange Watering Can

Character: Romana (old lady, sometimes in wheel chair)

What she likes: Flowers

Event: Give her the flowers when she is not sitting on the wheel-chair because she will just say not now. When you do befriend her, she will one day give it to you when you enter her house. This watering can is pointless because it only holds one space for water. So that's where I think where the name comes from 'Strange'. Not only will you get this

watering can, but later you will get a cat!

This watering can is meant for trees since it can only hold up to one space of land - Thanks to ChIpMuNk828, and Jon Clark

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-----V.FAQ-----  
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These are the 'Frequently Asked Questions' I made most of them myself, and put the ones that I see appear frequently in the message boards. If you have any questions, just write 'Money FAQ' as the title and ask me your question. Although I cannot answer all of them, I will try to answer most. So keep those questions going!

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Trees  
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-Where should I plant the trees?-

You should plant them where plan never to grow crops in. AKA the unfertilized field. Or you could put them anywhere else you want, just maker sure you put them in this kind of pattern.

000        0= Space (There must never be anything here!)  
0T0        T= Where to plant Tree  
000

-Should I do that million dollar trick?-

I suggest you don't, but if you want to go ahead. I say no because you will get a lot of money real fast and you will be able to buy all the expensive stuff really early. You will then get bored and stop playing. But do whatever the hell you want.

-Which tree should I buy?-

All depends on you, I am not your ruler, choose whatever you want, or just count 2 seasons after you will plant them to see when they harvest, but do whatever you want.

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Animals  
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-How many times can I milk a cow per day?-

Twice if you milk them once in the morning and once in the afternoon/night.

-Why did my cow stop giving milk?-

Because the 40 day limit ended, get you cow pregnant again and wait till it has another baby!

-Why didn't I get the ducks?-

You have to have the pond and wait till summer of second chapter. If you didn't get them just wait till next year. Note you also have to have enough room in your chicken coop.

-I ran out of food, how do I get more?-

If you ran out of fodder for the barn animals, cut some more, if you ran out of chicken feed, you much go buy some more in the ledger!

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Crops  
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-I harvested my crop, but it wouldn't grow another one!-

That's how it is in this game, you could only harvest the crop once, and that's it. It's not like in the other games where they keep growing until the season ends.

-Only one seed came out of the bag!-

In this game too, there is no longer the 3X3 combination, only 1 seed comes out of the bag. Better get used to this new style to pal!

-What, only 5G profit for one crop!-

Well, that is because you only had a B crop, you need S and A to get a bigger profit. To increase value use the fertilizer, but it will be extremely pointless in the beginning, so wait till you get the seed maker, then use fertilizer and get S bags.

-----  
Fishing

-Grrr, I keep getting stupid Snelts/Colombos-

Well, those are the most common fish so don't worry about it. If you don't want to sell them, just cook them into Sashimi if you can, or just give them away.

-Why can't I get the Horse de your option?-

You haven't cooked enough foods yet, I suggest you grow a bunch of turnips and cook them all into Pickled Turnips. You will get those options in no time.

-Why can't I even catch a fish?-

Don't press A when your control rumbles, press A a while after the whole bobber drops down. Patience is the key!

-----  
Digging

-Why can't I find anything?-

That could possibly be because you have bad. But if you actually want to find something, you could still keep on digging even if you dug in that square before. Dig as much as you want.

-What is this tablet I found?-

Don't even bother with it. Carter will take it from you once you leave. Once you do find a whole bunch of those though, Carter could even give you his trusty chihuahua.

-When is the best time to dig?-

When it's raining, or when you have nothing else to do, but really there is no 'Best' time, just dig whenever you want to!

-----  
Foraging

-I can't find that flower, where is it?-

I don't have a list of where to find those items yet, so look around at all places and wait till I post something on it or when someone will gladly give me the information.

-Should I eat or sell the herbs/mushroom?-

I suggest you eat them because if you sell them you will not gain much profit, but do whatever you want.

-Should I sell or give the flowers?-

I suggest you just give them away, most people like flowers and if you sell them you will get VERY little.

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Friendship  
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-Why didn't I get the item yet? I give him/her stuff everyday!-  
Good job, continue giving the person gifts until you actually get the cutscene. All this takes patience, so just be calm and hope when you enter their house that you get the scene!

-What do those weird/strange tools do? -  
I have no idea yet, either they reduce fatigue, or it could be possible that they each do their different effects. For example, the strange sickle could let the grass grow faster, or the weird hoe will let the newly dug ground last longer, but I'm not at all sure.

-Could I be a good friend and steal all your info? -  
NO! Now read down!

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-----VI. Legal Rights-----  
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-----VII. Credits-----  
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This is who I'd like to thank for helping me, even in some small things.

-God (For everything.....duh!)  
-Natsume (For making the best game of all time!!!!!!)  
-CJayC (For posting this FAQ up, yay it's my third!)  
-Me (For writing this)  
-These are the people who took the time and wrote to me about my errors.  
Fullgore EXE, marsiman, Sohphy D., Maidencanada, blade202, ChIpMuNk828,  
Jon Clark, Morgan Cole, Derby Jones, and megabattler13.

Now I end this classical (again) by saying..... ~fin