

# Harvest Moon: Another Wonderful Life

## Harvest Moon: Another Wonderful Life FAQ

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Harvest Moon: Another Wonderful Life

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(1) Introduction

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Harvest Moon: Another Wonderful Life is a game based on the life of a city girl living in a farm. You have to raise animals, grow crops, and get married. This game is a simulation where you get to experience the farm and family life to its fullest.

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(2) Differences

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There are some major differences in this game. You can teach your dog tricks for one. That is a fun difference and helps increase your relationship with your dog. Another difference is that the chapters are only a year long each. Less game time, but you are able to finish the game easily. You are a girl (which is the main difference). This is great for all of us girl players. A painful difference is that you have to fertilize your field to grow fodder. There are some simple differences like you can sell your goat, look in a mirror, read your diary to check relationships, and change outfits. There are eight outfits. The most expensive one is 3500g.

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(3) Animals

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There are various animals in the game including: dogs, a cat, cows, a horse, chickens, ducks, a goat, and sheep. Each animal requires different things, and gives you different things in return. Animals are my favorite part of the game.

Dogs:

There are two dogs you can get in the game. The first one you get is in the first cut-scene. You have a choice between two dogs. The only difference is there looks. You can train this dog. To train, go up to your dog and press Y. Y, X, A, and the joy stick will now become tricks. The first trick is dancing. Your dog will dance as you spin your joystick. The more your dog is trained, the more spins he does while dancing. The next trick is shake. As you hold the A button, your dog will move his paw towards yours and slowly pull it back. The more he is trained, the more times he does it. The next trick is jump. As you hold the button your dog will jump into the air. The higher he jumps, the better he is trained. The last trick is stand. Your dog will stand up and sway. The better he is trained, the longer he will stand up. You can also pick up and feed your dog

once a day to get your hearts up.

Cat:

You get the cat in the second chapter from Romana. You can pick up your cat and feed it to gain its love. You can take your cat inside your house too.

Horse:

The horse is given to you in your first summer. Everyday, you need to brush, nuzzle, talk, feed, and ride your horse. This will keep your horse happy and loving you as long as you don't bug him while he is sleeping. The horse is very helpful if you want to get around town fast and you can call him by pressing R twice.

Sheep:

Sheep cost 1500g and can be bought anytime. They can be sheared about once a season after buying wool shears for 400g or clippers for 1300g. The quality of your wool along with how your haggling skills are with Van will affect the prices of the wool. Make sure you brush, nuzzle, and talk to them everyday.

Goat:

You can buy a goat in chapter two. They will produce milk for a year and then will be useless. You can always keep increasing your relationship by nuzzling, talking, and brushing now, or you can just sell it, since they are now worthless.

Cows:

There are four types of cows you can get: Normal, Brown, Marble, and Star. There are different but random combinations of babies you can get by combining them. You start out with a normal female cow that had recently given birth. This cow will give you plenty of milk. Eventually, she will stop sometime around fall or winter. This is a time when most people panic. If you want her to give milk again, then you have to get her pregnant. You can both buy a male cow, and wait 30 days for it to grow, or buy a miracle potion with another cow for 2500g. Then you have to wait 20 days for your cow to give birth. After 10 days, you will put up a fence around your cow to protect her. Then your cow will have a baby that will go in the calf hutch. You have to feed it with its mom's milk until it is out of the hutch and will eat fodder. That process takes around ten days. Then the baby will have to grow up (taking 30 days) before it can take part of the pregnancy process.

Prices~

Normal Male-3000g

Normal Female-4000g

Brown Male-4000g

Brown Female-5000g

Marble Male-5000g

Marble Female-6000g

Star Male-6000g

Star Female-7000g

Ducks:

You get the ducks on a couple of conditions in your second summer. You must have a pond and space in your chicken coop to get them. The female ducks don't lay eggs, but sometimes they will hatch from ones laid by chickens. Make sure you pick them up and nuzzle them everyday.

Chickens:

You have to buy your first rooster and hen for 900g a piece if you plan on getting more. The female will lay unfertilized eggs without the male, but to get fertilized egg, a male is required. Then you can put the fertilized egg in the incubator and a chick will hatch in 5 days with a random gender. In 5 more days it will grow up. You only need one male chicken and the rest you want to be hens and the two ducks. Always have space in your barn for more chickens. You can sell them for 150-450 depending on age which is a reasonable profit. Make sure you pick them up and nuzzle them everyday.

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(4) Farming

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COMING SOON

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(5) Marriage

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You are able to choose between 3 men to marry. These guys are Rock, Marlin, and Gustafa. They need to have 4 hearts and a rival cut-scene and a personal cut-scene before proposing. They all have different likes and dislikes.

Rock:

Rock wakes up around noon and is a partier. He calls you babe and refuses to work on the farm if you choose to marry him. He likes Human Statues, some flowers (Mist Moons I think), old coins, cheese and milk. He is fairly easy to get if you can get presents to give him. He is a little wild and you will be living with a partier. Rock hangs around the spring and the inn. His diary is in his room in the inn.

Gustafa:

Gustafa is a hippy who plays the guitar. He will sing love songs to you. Gustafa's diary is located in his hut. He likes statues, flowers, and ores. He wakes up after noon and is found around his hut. He can also be found just wondering around town.

Marlin:

Marlin likes curie, soup, and stamina potion. He seems like a mean guy, but the closer you get to him the more easily you will see his soft heart. He likes agriculture and is very shy. His diary is found in the farther flower basket in Vesta's house.

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(6) Kids

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You will start out in chapter two having a son. He will be in the toddler stage. You will be able to watch him grow through the boyhood, teenager, and adult stages and watch him choose a career. There are three sons, all with different fathers and personalities. Rock and Gustafa's sons are the two extremes, and Marlin's is a balance. Here is an example:

Rock-Naughty

Gustafa-Shy

Marlin-Balance

Kid Careers:

There are six careers your child can get (seven if you split the two types of farmers).

Depending on who you befriend, the items you show him, and the toys you get his career will change.

Architect~

Toys-Blocks

Items-Anything from dig site

Befriend-Carter and Flora

Farmer (plants) ~

Toys-None

Items-Hoe, Watering Can, Plants, and Seeds

Befriend-Vesta, Celia, and Marlin (Or Marry Him)

Rancher (animals) ~

Toys-None

Items-Sickle, and Fodder

Befriend-None

\*While your son is a toddler, keep him in the barn and show him all of the animals.

Athlete~

Toys-Ball

Items-None

Befriend-Wally and Hugh

\*Don't ride your horse. Running instead will help your son choose this career.

Scientist~

Toys-Toy Car

Items-None

Befriend-Kassey, Patrick, and Daryl

Artist~

Toys-Scratchpad

Items-None

Befriend-None

Musician~

Toys-None

Items-Music Sheet (Get from Lumina)

Befriend-Griffin, Lumina, and Gustafa (Or marry him)

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(7)Buildings

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Your House:

Your house will grow with you in this game. You will start out with a few items. If you click on the table next to your bed you have a few options:

Save: Save your game.

Sleep: Sleep in the game.

Mirror: See how you are feeling. If you are feeling fine you will usually say something random.

Assets: You can check your relationship with your animals, your stats, how much money you are making, your family relationship, what items you have gotten, and your mini-game stats.

Next to that is a TV with a few channels:

Horoscope: Check your horoscope for the day.

Weather: Check the forecast for your area.

Farming: Get farm tips.

Random: Usually a fake shopping channel or soap opera.

Then there is your kitchen. You will eventually get a real kitchen, but until then, this is all you have. Use it to cook, and eventually you will have more options than soups and salads. On the left side of the room there is a record player to change the music on your farm. In the bottom right corner there is a book shelf. This is used to get information and help on the game and to change configuration. Going up on this wall, you can check the calendar for the date and to see if any events are going on. The last object in this room is the dresser where you can change your outfits. Eventually you are able to get a kitchen, your son's room, and a master bedroom.

Barn, Pasture, and Everything in It:

Your barn can hold up to eight animals and 999 pieces of fodder. It is the big red building connected to the Tool Shed. The only types of animals it can hold are sheep, cows, a horse, and a goat. All of the animals will have one fodder bucket besides cows. They have two. You should keep the fodder baskets full so your animals stay well fed. The button on the inside brings animals into the barn and the button on the outside brings them into the pasture. If you pay 2500g then there will be a pond in your pasture. The only thing different about the pasture in this game is that you have to fertilize the pasture. It costs 40g for a bag of Fertilizer, and it only lasts for one square of the pasture. After you purchase the milking room it will be in the pasture. When you push a cow in there that is ready to be milked, the machine will milk it for you.

Food Storage Building and Food Processing Room:

The food storage building can be used for four things.

1. The big doors in the back can store items like food.
2. The right most chest can be used to sell plants.
3. The middle chest can sell eggs and milk.
4. You can buy items from the right chest.

Items you can buy~

Cows-See Cow Section for Pricing

Chickens-900g

Sheep-1500g

Hoe-800g

Light Hoe-1000g

Sickle-600g

Light Sickle-750g

Watering Can-600g

Large Watering Can-750g

Wool Shears-400g

Clippers-1300g

Animal Medicine-200g

Good Fodder-200g

Chicken Feed-150g

Food Processing Room-30000g  
Milking Room-60000g  
Seed Maker-6000g

This building will connect to the Food Processing Room once built. The Food Processing Room will have two machines. One will turn milk into butter and the one that looks like cheese will turn milk into cheese.

Tool Shed and Chicken Coop:

There are two main parts of the tool shed. The first part is on the left. It holds every tool you will ever get during the game. Two of the tools, the fishing pole and brush, must be bought from Van. There are some strange tools that you can get by befriending people, and the rest you can buy in the Food Storage room. The second part is on the right. It will be where you pick up your medicine, chicken feed, blue feather, records, ect. and where you can store various items. If you buy the Seed Maker, then it will appear in the bottom right. If you put a harvested crop into it, you will get two seeds. Then plant the seeds and repeat. The chicken coop is fairly simple. It can hold up to eight chickens and ducks. In the middle is where you put chicken feed and to the top left is where you put fertilized eggs.

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(8)Town People

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There are quite a few towns' people in this game. All of them have their own personalities. Almost all of them like at least one type of flower or milk of some sort. If you have trouble befriending someone, see if they will accept these items. If not, then try eggs and different things from the dig site. Even fishing will do for most of the guys (except Gustafa). Below are all of the people and their ages in chapter 1.

Takakura-This is the first person you meet in the game who shows you around your farm. He will go to town for you to buy and sell your items. His age is unknown, and he lives and works on your farm.

Hugh-Hugh is an eager boy who wants to grow up to be a better athlete than his father. He lives in the two-story house across from the Blue Bar and is only eight years old. He is one of the people closest to your son's age and can impact your son to be an athlete.

Lumina-She is an eighteen year old pianist who lives in the mansion on the hill. She is a rival for Rock's love and affection, but isn't really a lot to worry about. Lumina lives a life of wealth and beauty with high expectations.

Rock-Rock is a potential husband. He is 22 and lives in the inn unless you marry him. He likes to have a good time, so he is poor because he refuses to work.

Celia-She is absolutely obsessed with plants. Celia will talk about them constantly. To most people, this is an odd interest for a 26 year old. She will have Rival Cut-scenes with Marlin, but never marry him.

Gustafa-Potential husband, hippy, and 28 years old, Gustafa is always laid back. He loves to play his guitar and sing to you.

Muffy-Muffy lives at the Blue Bar and just came from the city life. She may seem easy to some people, but she really is just looking for love. She is only 30 years old.

Marlin-Marlin is 32 and up for grabs! He works on his sister, Vesta's, farm and is fairly shy unless you are talking about agriculture. He can seem mean and grumpy at first, but that is just how he covers up his shyness.

Chris-Chris is a 33 year old mom who is married to the athlete, Wally. She is an ex-news

castor and loves her family very much along with flowers.

Flora-Flora works and lives at the dig site. At the age of 34, her main interest is digging. She is very dedicated to her research.

Wally-Wally is the loving husband, father, and athlete living in Forget-Me-Not valley. He is only 34 and is always seen running with his son, Hugh.

Daryl-Daryl is always seen as the crazy scientist who wants to capture your kid and cows. He is 35 and can be considered a creative genius. Befriend him for the Seed Maker.

Cody-36, quiet, and alone Cody is always seeking inspiration for his art. He lives at his studio which is the most odd shaped building.

Vesta-Vesta is helpful, 39, and very successful. She will sell you seeds and give you tips when needed.

Carter-Carter is the 41 year old owner of the dig site. He is always happy to have help and will give you something to do on rainy days.

Griffin-He is 46, plays the guitar, owns the local town bar, and looks after Muffy. He is a great man and will sell you a drink if needed.

Ruby-Ruby is a 47 year old who works at the Inner Inn. She is a brilliant chef with great recipes. You can find some of them in her kitchen.

Tim-Tim is 48 and married to Ruby. He likes to run the Inner Inn and tastes his wife's great cooking. You can find him in the Inner Inn's lobby during most of the day.

Van-This is the 50 year old guy who sells you stuff. He visits on the third and eighth of each season and can be found at his shop or talking about some wild diet at the inn.

Kassey-Kassey is a 51 year old pyrotechnician. He thinks he is the best there is...except for that time he blew him and his brother to Forget-Me-Not Valley. He lives in the house shaped like a firework.

Patrick- Patrick is a 51 year old pyrotechnician. He thinks he is the second best there is. He lives in the house shaped like a firework. He has a patch on the back of his pants unlike his brother.

Dr. Hardy-Compassionate, and 52, the local physician takes good care of his main patient, Romana. He is highly respected and could seem cold at first.

Romana-62 and still going, she can be found taking long walks or at her mansion on the hill. There, she lives with her butler, and granddaughter, Lumina, who she expects great things from. She will give you a cat in chapter two.

Sebastian-He is the 63 year old butler that comes from generations of working for Romana's family. Even though he is the butler, he is treated by Romana and Lumina like he is in the family.

Nina-She is 67 and sweetest and nicest one in town. She loves her husband, Galen, and eating vegetables. Nina recently relocated to Forget-Me-Not Valley to live out her years with her husband.

Galen-Galen is the oldest one in town, at 68. He finds the country life boring, but can usually be found behind his wife Nina when they are taking a walk.

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(9)Contact and Copyright

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If you need to contact me, my screen name is BrattyandProud on Neoseeker.com. Contact me if there are any errors in my guide or if you have any questions. I will try to update frequently. I wrote this guide with no help and I would appreciate if no one stole anything from this guide without my permission.

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