

Harvest Moon: Another Wonderful Life FAQ/Walkthrough

by XxstutterflyxX

Updated to v4.0 on Mar 20, 2008

abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNopQRSTUVWXYZaBcDeFgHiJkLmNoPqRsTuVwXyZab

^

| That is for me. Just to see how many characters I can use :)

```
aaaaa nn      n oooooo tttttttt h  h eeeeee  rrrrr
a  a n n      n o  o  t  h  h e      r  r
a  a n n      n o  o  t  h  h e      rrrrr
aaaaa n  n n o  o  t  hhhh eeeee  rr
a  a n      n n o  o  t  h  h e      r r
a  a n      n oooooo  t  h  h eeeeeee r  r
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w      w oooooo nn      n ddddddd eeeeeee rrrrr fffffff u      u l
w      w o      o n n      n d      d e      r  r f      u      u l
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w w w o      o n      n n d      d eeeee  rr      fffff  u      u l
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l      iiiiiiiii fffffff eeeeeee | |
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lllllll iiiiiiiii f      eeeeeee . .
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Coming soon: More Daryl Events, Nami Events, Celia Events, Child Cutscenes, More Seed Prices, Gustafa's Toddler, All Kid, All Teenager, All Adult, Food, Fan Art, Wild Life.

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o-----o
| Faq made by XxstutterflyxX |
| email:soccer92chick@aol.com |
x-----x
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I'm using the "Ctrl+f" thing to make things easier...

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--Introduction-- [Intro.1]
Hi! This is my first gamefaq (could you tell?)... Well I'm here to
make your life (in ANWL) a little easier... XP

--Version History-- [VerHis1]

Made: August 13th, 2005
Last updated: March 13th, 2008

~August 13th, 2005~
Version 1
The making of this Faq

~August 14th, 2005~

Version 2

Added:

Van

Goat information

How much animals cost (if you wanna sell them)

Tools

Cutsences

Fruit Price

Some Seed Prices

Things from the ledger

~August 27th, 2005

Version 3

Added:

Child cutsences

Townfolk cutsences

Son section

~November 5th, 2005

Version 4

Added:

Email info

Fan art

other scenes

~December 27th, 2005

Version 5

Added:

Farm section

Buying things from Van

Cheats

~January 11th, 2006

Version 6

Added:

Cheats

Dig items

Jobs

Rock cutscene

Herbs/Wild Plants

Van cutscene

Likes

~March 28th, 2006

Cutscenes

Prices

Vocabulary list

~July 1st, 2006

FAQ

Marlin likes

Gustafa's child

Wild animals

Heaven

Marlin's child

~March 16th, 2007

Likes

Recipies

Dig Site items and prices
Van items
Wild Flowers and herbs and locations
Cutscenes

~March 13th, 2008

Likes

Van prices

Email information.

~~~Email Information~~~ [Email.1]

You can contact me at soccer92chick@aol.com or seattle\_in\_grace@yahoo.com and I'll email you back and put your question/comment (tips, corrections, information) on here and of course give you credit!!! Or you can check out my profile on myspace... [www.myspace.com/punkmistress](http://www.myspace.com/punkmistress) or PM me on Gaiaonline. My username is [-One-X-]. Make sure you tell me what you want to be named on here or I'll just put the e-mail address I got the e-mail from.

I am trying my hardest to update this as much as I can. School has been a very important part of my life right now because I am taking very hard courses. Please give me time to update this. I will try to update around March 20th-March 31st, since that will be my Spring break :)  
I will also play AWL (since I don't actually have ANWL) and update with that :)

-----  
~~~Tips you can give~~~ [Tips.01]

Anything I don't have in this faq....

~~~'Bout the game~~~ [Game.01]

Another Wonderful Life is just like A Wonderful Life but with a couple of COMPLETELY different things! The first one and most noticeable is that your character is a GIRL! You get to train your dog (more on that a little later) and find out if your animals (cows, horse, sheep, goat, chickens) are sick and how much they love you. You can also find out how much your husband loves you, and what your child is instresed in (chapter 2)...

-----  
~~~Game Basics~~~ [Basic.1]

~Controls~ [Basic.2]

Control Stick= Moves charater around
Control pad= Moves charater (not forward or backward), moves in the menu screen
C Stick= Moves camera (outside ONLY)
Y Button= Trains dog, allows you to eat, puts down toddler
X Button= Stroll though your backpack (C Stick to change from "All" to "Crops" etc.)
A Button= Opens door, milks, picks up (toddler, chickens, food [crops/any food lying on the ground], flowers)
B Button= Cancel what your doing
L Button= Center Camera And Change Pages In The Status Screen
R Button= Whistle And Change Pages In The Status Screen
Z Button= First Person View
Start Button= Pauses game, menu stats

~Time~ [Basic.3]

1 game minute= 1 real second

1 game hour= 1 real minute

1 game day= 24 real minutes

In the game you HAVE to sleep (just like you do in real life). You sleep for 6+ hours but it seems like 5 seconds to you...

(When you get your Alarm Clock [Chapter 2] you can set the time and you can sleep WHENEVER you want and wake up at the time you set [Sets at 1 o'clock, sleeps at 4 P.M. wakes up at 1 A.M.] The game takes longer because you talk to the townsfolk, train your dog (time STOPS when you train your dog... But it DOESN'T stop when you play with your child o_0)

~ST, SP, AP~ [Basic.4]

ST= Strength (Eat/sleep to make it better, eat an Bodigizer or a Bodyhyper [not sure which one >_<])

SP= Sprit (Sleep to make it bigger)

AP= Appetite (Eat to make it bigger [to tell when your hungry, your charater will stop ANYTHING she is doing {unless your 'BOUT to catch a fish, when you hit "A" because you felt the rumble [I HIGHLY suggest that you ALWAYS have the rumble on], or on your horse} and it'll say "GRRR~")

~Selling~ [Basic.5]

There are three ways of selling things

1. Van- comes every 3rd and 8th day of the seasons, buys EVERYTHING (expect your blue feather).
 2. Takakura- Stays at your farm if you like it or not and takes your dariy products (milks, eggs, butter, cheese) and crops (seeds, crops) to Town.
 3. Your own shop- Whenever you see people around (where Van always is, right next to the blue bar.) You can start your own shop... When Van didn't set up his shop or any other day [not 3rd or 8th unless it's after 11 A.M.-6 P.M. because of Van]
-

~Buddies~ [Basic.6]

You can make friends with everyone in the game!! Just give them discounts (unless you really need the money) just keep in mind that some people (Nami, Rock, Hugh, Kate) won't buy things that are NOT discounts! Hugh and Kate won't buy anything until you're in your second to last year... The discounts make them like you only a little bit... Giving them things (for free) makes them like you alot...

~~-Animals~~ [Animal1]

~Cows~ [Animal2]

There are a different number of cows... here are there names and how much they cost

Normal Bull -3000 G

Normal Cow -4000 G

400 Brown Bull -4000 G

Brown Cow -5000 G

Marble Bull -4000 G

Marble Cow -5000 G

Star Bull -6000 G

Star Cow -7000 G

Selling Cost-

Normal Bull=

Normal Cow= 2500
Brown Bull=
Brown Cow=
Marble Bull=
Marble Cow=
Star Bull=
Star Cow=

Selling Cost (when they're still calfs)-

Normal Bull=
Normal Cow= 1500
Brown Bull=
Brown Cow=
Marble Bull=
Marble Cow=
Star Bull=
Star Cow=

Bulls (Males) are only good for impregenating the cows (females)...
So only keep one (or if you wanna pay [differs bewteen cows] to
impregenat your cow)

Normal Milk

B= 75 G
A= 115 G
S= 150 G

Brown Milk

B= 115 G
A= 175 G
S= 225 G

Marble Milk

B= 115 G
A= 175 G
S= 225 G

Star Milk

B - 270 G
A - 405 G
S - 540 G

Regular Butter= 225 G

Good Butter= 300 G

Regular Cheese= 225 G

Good Cheese= 300 G

(If you have a star cow, DON'T MAKE IT'S MILK INTO CHEESE/BUTTER!
It'll turn into Good Cheese/Butter and they're only worth 300 G)

~Horse~ [Animal3]

Your horse invincible and immortal!!! (isn't that a treat?) Well
that doesn't mean you can just ride it and NEVER feed it!!! If you
wanna be a good farmer then make sure ALL your animals LOVE you!!!!
The way you know how much they love you is: go inside your house,
right where you sleep (your diary) click on it and go to the last one
(assests) and check on your charater, your animals, husband, and son.

~Goat~ [Animal4]

You can only get it from Van and can ONLY be milked for a whole year
(it DOESN'T give brith!) You also get a Goat Milker (with purchase of

the Goat from Van)... In this game you can sell it! (gasp!)

| | |
|------------------|---|
| Buy Cost= | 4000 G |
| Selling Cost= | 1000 G |
| Where to Sell- | The ledger |
| When to get it: | Spring-middle of Summer Chap. 2 |
| When to sell it: | I'd advise, whenever it stops giving milk |

~Sheep~ [Animal5]

You can only get male sheep so you won't have any lamb (grr!) You can get as much as 720 G for their wool.

| | |
|---------------|---------|
| Cost= | 1,500 G |
| Selling Cost= | 750 G |

| | |
|---------------|------------------------|
| Normal Wool = | 75 G |
| White Wool = | 115 G |
| Golden Wool = | 600 G haggle for 720 G |

~Chickens~ [Animal6]

Both male and female cost the same

| | |
|---------------|----------------|
| Cost= | 900 G |
| Selling Cost= | 450 G |
| Selling Cost= | 150 G (chicks) |

The female lays eggs (duh!)

The eggs cost:

| | |
|-----------------|--|
| Egg= | 40 G |
| Fertilized Egg= | 50 G |
| Gold Egg= | 300 G (give to Van and haggle for 320 G) |

~Ducks~ [Animal7]

You need to buy the Pond (2,500 G) and in the Summer of your second year wake up after your husband and he'll tell you there ducks in the pond... he'll ask if we can keep them... If you say no THAT'LL BE YOUR ONLY CHANCE AT GETTING THEM! If you say yes, you'll have to name them...

Also, the female ducks to lay eggs, but you find them under the chickens... So don't think that your ducks are good for nothing And there is NO way of telling which is a chicken egg and which is duck egg.

| | |
|-----------------|-------------------|
| Cost= | free |
| Selling Cost= | 500 G |
| Selling Cost= | 300 G (ducklings) |
| Egg= | 40 G |
| Fertilized Egg= | 50 G |
| Gold Egg= | 300 G |

~Dog~ [Animal8]

You can train him everyday or as much as you want (as long as he doesn't have an empty stomache because he'd get annoyed) You feed him what you eat, in his bowl right next to his dog house... When you train him, his feelings for you gets bigger... his training gets bigger everytime you train him (it doesn't look like it at first but it does =D)

~Cat~ [Animal9]

You get the cat in Chap. 2... When you wake up, there will be a

cutsence, Romana will be at your door and she'll tell you that this cat (it's a black cat...) show'd up at her door and she didn't have the heart to throw him out so she wants you to keep it

1. Keep
2. Don't Keep

Pick #1 and she'll give him to you and you'll have to give him a name
Pick #2 and she'll keep coming back until you say yes

~~Tools~~ [Tools.0]

~Sickles~ [Tools.1]- Cutting dead crops, trees, and grass
Heavy Sickle- Get when in beginning

Light Sickle- 750 G

Sickle- 600 G

Strange Sickle- Befriend Gustafa (If married to Gustafa, befriend Cody)

Weird Sickle- Befriend Dr. Hardy

~Hoes~ [Tools.2]- Trilling the field to plant
Heavy Hoe- Get when in beginning

Light Hoe- 1,000 G

Hoe- 800 G

Strange Hoe- Befriend Tim

Weird Hoe- Befriend Vesta

~Watering Cans~ [Tools.3]- To water crops and trees

Watering Can S- Get in the beginning

Watering Can L- 750 G

Watering Can M- 600 G

Watering Can W- Befriend Romana

~Milkers~ [Tools.4]- To milk cows, and goat
Cow Milker- Get in beginning

Goat Milker- Free after buying goat...

~Fishing Rods~ [Tools.5]- To fish
Fishing Rod- Buy from Van for 500 G

Fishing Rod G- Get from Galen (Chap. 2)

~Shears~ [Tools.6]- To cut wool

Wool Shears- 400 G

Clippers- 1300 G

Wool Clippers- Befriend Wally

~Brush~ [Tools.7]- To brush animals (not chickens, dog or cat)

Buy from Van- 500 G

~Bird Feed [Tools.8]- Feed to the animals in the Chicken Coop

Bird Feed- 150 G each

~Fodder~ [Tools.9]- To feed the animals in the Barn

Good Fodder- 200 G each, makes milk better (B-A, A-S)
(don't give this to the rest of the animals! JUST the Cow!
Make sure that you don't give the cows 2! Give them ONE
because after they eat it, they'll still be hungry)

Fodder- Food for all the animals

~~Things you buy from the ledger~~ [Things1]

~Items~ [Things2]

Animal Medicine- 200 G EACH
Good Fodder- 200 G EACH

~Animals~ [Things3]

Cows- 3,000-7,000 G
Sheep- 1,500 G
Chicken- 900 G

~Tools~ [Things4]

Light Sickle- 750 G
Sickle- 600 G
Light Hoe- 1,000 G
Hoe- 800 G
Watering Can L- 750 G
Watering Can M- 600 G
Wool Shears- 400 G
Clippers- 1300 G

~Buildings~ [Things5]

Food Processing Room- 30,000 (makes Butter and Cheese with any type
of milk)

Milking Room- 60,000 G (gives you milk without milking your cow,
Also if you forgot to milk her, she'll do it herself with the
milking room... NOTE TO SELF: In AWL it was dangerous to do that
because your cow can get stuck and then you'd have to sell the cow
or restart your game (just press the restart button) (and if you
already saved your game before your cow got stuck, you'll have to
sell her OR START YOUR GAME ALL OVER)

Pond- 2,500 (gets ducks in chap. 2)

Seed Maker- 6,000 (you can also get this from Daryl)

Chicken Yard- 10,000 (a place to put your chickens without worrying
you'd lose them)

Great Field- 20,000 (it's the tree covered pice of land)

~~~The Farm~~~ [Farm.01]  
-----

~Buildings~ [Farm.02]

Milking room- 60,000. Milks your Cows if you forgot to  
(Your cow you go into the room by itself. It's magic!)

Barn- Animals. Sheep, Cow, Horse, Goat will stay here.

Chicken Coop- Chickens and Ducks will stay here. This is  
where you should put them when the weather is bad (raining or  
snowing)

Chicken Yard- 10,000. Where you can put your chickens so you  
don't have to look for them when it's time to put them inside  
the Chicken Coop.

Pond- 2,500. Gets ducks in chap. 2. Cows drink from it.

Fields- To plant crops and trees

Tool Shed- Where your tools are kept. Seed Maker is also kept  
there. The calf hutch and the cage thing for isolating your cow is  
also there. When you first start the game, You can go there  
to pick up 2 tomato seeds to get started (go to the shelf).

Your house- Where you and your husband live. You get to fix it up  
in Chapter 2 (because you get married.) You also fix it up  
over a couple of chapters. When your son gets older, you make a  
room for him.

Tak's house- Where you meet and greet Tartan and you also get  
2 maybe 3 cooking instructions.

Food Processing Room- 30,000. Makes cheese and butter used for food  
and selling

Storage Room- Where your ledger is. Also used for storing and  
selling.

-----  
~Livestock~ [Farm.03]  
-----

Sheep

Lives: Barn

What it's useful for: Wool you can sell

Eats: Fodder

Cow

Lives: Barn

What it's useful for: Milk

Eats: Fodder and Good Fodder

Goat

Lives: Barn

What it's useful for: Milk

Eats: Fodder

Horse

Lives: Barn

What it's useful for: Riding  
Eats: Fodder

Chicken  
Lives: Chicken Coop  
What it's useful for: Eggs  
Eats: Bird Feed

Ducks  
Lives: Chicken Coop  
What it's useful for: Eggs  
Eats: Bird Feed

~Fields~ [Farm.04]  
This is about the fields.

---

Un-Fertile Land:

```
*Near Your house* |-----|
                   |x x x x x x x|
                   | x x x x x x |
                   |x x x x x x x|
                   | x x x x x x |
                   |x x x x x x x|
                   |-----|
```

The x's is where Vesta puts her crops. It's not as exact as I wanted it to be, but it's really close. Thats how I make my crops. It's probably the easiest way to water your crops. This is where you should put your trees. If this is where you're going to put your trees, then it should look like this:

```
|-----|
|x      x      x|
|          |
|x      x      x|
|          |
|x      x      x|
|-----|
```

YOUR CROPS SHOULD BE NO WHERE NEAR THE TREES! The trees will kill your crops.

---

Fertile Land:

```
*Near the Chicken Coop* |-----|
                       |x x x x x x x|
                       | x x x x x x |
                       |x x x x x x x|
                       | x x x x x x |
                       |x x x x x x x|
                       | x x x x x x |
                       |x x x x x x x|
                       |-----|
```

This is where you should put your crops. It is not exactly correct, but it's the best I could do. This this where you should plant your crops. If you have 2nd generation trees, that you could not fit in the Un-fertile land, you should put them here. MAKE SURE YOU DO NOT PLANT CROPS NEAR TREES! EVER! The crops will die and the trees will survive.

---

Very Fertile Land

```
*Near the Chicken Yard* |-----|
                       |x x x x x x x x x x x x x x|
```

```
| x x x x x x x x x x x x x x x |
|x x x x x x x x x x x x x x x |
| x x x x x x x x x x x x x x x |
|x x x x x x x x x x x x x x x |
|-----|
```

You have to buy this in the game. It's for 20,000. This is where you should plant your 2nd and 3rd generation plants. 3rd generation plants need very fertile soil. Some 2nd generation crops need very fertile.

-----  
--~The Guys--~ [Guys.01]  
-----

~Gustafa~ [Guys.02]

Lives- In his yurt next to the beach, usually wakes up around 7-8 A.M. on some days or 10-11 A.M. some days...

What he does- Walk around town looking for ideas for songs... or sits next to his house playing his guitar

Rival- Nami

After your marriage- wakes up at 6 A.M. goes to bed around 10 P.M.

Likes- Flowers, Normal milk, things from the ruins

Dislikes- Mugwort, Tomatoes

Diary- Located on the couch in the back of his yurt

Heart cutsences- [Heart.1]

/~\1 RED Heart/~\ - Peaceful Days

How to trigger: Spring sunny day, come out of your farm, and you'll see Gustafa play his guitar... He'll ask if you have time to talk...

1. Sure
2. No

Pick 1 and he'll tell you what a beautiful day it is

1. No it isn't
2. Yeah it is

Pick 2 and he'll be happy and give you a song

1. Listen
2. Don't Listen

Pick 1 and he'll play part 1 of his song (his songs are FUNNY)

/~\2 RED hearts/~\ - A Conversation

How to trigger: Summer. Walk into his yurt. He'll be walking around asking himself what is he going to do today... He'll notice you and he asks if you came on your free time

1. Yes
2. No

Pick 1 and he'll become happy welcoming you inside... He tells you that all he does is go outside, play his guitar, and singing songs... he'll ask if you have time to talk

1. Yes
2. No

Pick 1 and he'll tell you how much instruments put him at ease...  
He'll ask if you like this place.

1. No, I don't like it
2. Yes!

Pick 2 and he'll be happy to hear you like it too... He'll give you  
part 2 of his song...

/~\3 RED hearts/~\ - The Walk

How to trigger: Fall, come out of your house. He'll go to your farm  
and asks you if it was ok for him to walk on your  
property... You automatically nodd your head yes, and he'll get  
happy... After that, He'll ask you to go on a walk,

1. Sure
2. Sorry don't have time

Pick one and he'll tell you that you're going to the waterfall (a  
place that relaxes hime)... He'll ask you if you find it relaxing also

1. Yes I do
2. No I don't

Pick 1 and he'll ask if it's ok to play part 3 of his song

1. Yes
2. No

After the song, he'll give you a mist moon (flower)

/~\4 RED hearts/~\ - Stargazers

How to trigger: Fall or Winter, come out of the Inn. You see Gustafa  
going to the bar, so you follow him. Muffy asks Griffen  
what he wants to do after work... Griffen says he doesn't know...  
Gustafa gets an idea and asks you to go stargazing with him

1. Sure
2. No

Pick #1 and Gustafa will be standing next to the Inn, looking at the  
night sky... Gustafa asks you if you think it's nice, you  
nod your head yes... Then he'll tell you that he can tell anyone  
anything right now...

1. I have no interest
2. Think of something

Pick #2 and Gustafa plays the last part of his song for you...

-----  
~Marlin~ [Guys.03]

Lives- At Vesta's farm with Celia and Vesta... Wakes up at 6 A.M.  
everyday  
What he does- Works on Vesta's farm

Rival:Celia

After your marriage- wakes up at 6 A.M. goes to bed around 10 P.M.

Likes- Curry, Bodigizer, Bodyhyper, Grade A+ Milk, Turbojolt

Dislikes- Everything that isn't named above (you can try giving anything to him and if it works, tell me and I'll put it up and thank you for it =D)

Diary- next to his and Vesta's beds... Where the plants are...

A VERY IMPORANT NOTE: Marlin won't accept gifts if he's standing still with his hands in his pockets.

Heart cutsences- [Heart.2]

/~\1 RED heart/~\ - Shy Farm Boy

How to trigger: Late Spring, in Vesta's house... He'll be facing his diary... He'll notice that your not used to your farm yet... You nod yes and he doesn't know else to say... He'll ask if need something

1. What are your hobbies?
2. I'm busy, I'm going home.

Pick 1 and he'll say he doesn't have hobbies unless you count drinking (o\_0)... Then he'll ask if you like to eat vegetables...

1. Sure
2. No

Pick #1 and he'll say good because many people don't eat vegetables is increasing... He'll tell you, if you have any questions, you could ask him

1. That's kind of you
2. No thanks

pick #1 and he'll be embarrassed, turn his back on you and say that he doesn't know how to reply to praise... (your charater looks sad now) and he'll assure you that he isn'y mad and you get happy agian!

/~\2 RED hearts/~\ - Marlin's Nightmare

How to trigger:Summer (depends on if you have him at 2 hearts)...

Walk out of Vesta's house on a sunny day around 6 or 7 A.M.

He'll be next to the scarecrow... The first time you tell him that you wanna hear it, he'll refuse...

1. I wanna hear it
2. Then I'm going home

Pick #1 and he refuses again

1. No I won't
2. Geez, just spit it out, buddy

Pick #1 and he'll tell you the nightmare (it's a flashback) and you'll see Celia call for Marlin and then he calls for her



and then she runs toward him and turns into Vesta when she reached him... Then he asks you if it was a stupid dream to get him

1. Not really
2. HAHAHA

Pick #1 and he'll feel better and give you veggie juice =D

/~\3 RED hearts/~\ - Talk By The River

How to trigger: Fall, cross bridge to see a sence when Marlin is with Celia and she spots you and tells you to come over and then she yawns, Marlin freaks and asks if shes ok, she says yeah shes just a little sleepy so she leaves you two together and then he says would you like to chat?

1. Sure
2. No

Pick #1 and you guys begin chatting... he tell you that he's anit-social and it's really hard for him to talk to people, then he'll ask if your farm is doing well

1. Sure
2. Not really

pick #1 and you'll give Marlin the expression that you're doing good for yourself... then you'll see the rest of the sence without saying anything else

/~\4 RED hearts/~\ - The Diagnosis

How to trigger: late Fall or Winter... come to Vesta's farm and you'll find Marlin outside near the windmills thinking about the past...

1. What's wrong?
2. OK. I'm leaving

Pick #1 and he'll tell you what the doctors had said 5 years ago about his health... then he says, I'm still sick... I think I'll stay this way forever...

1. That's not true
2. Maybe so

Pick #1 and he'll get mad and say, how would you know? You're not one of the doctors...

1. (shakes head)
2. I see. Bye

Pick #1 and he'll calm down he'll go back into the house, buy before he does, he thanks you

-----  
~Rock~ [Guys.04]

Lives- In the Inn on the second floor across from Nami, wakes up at 12P.M. and leaves the house around 1P.M.

What he does- nothing... Walks around town, goes to the bar

Rival- Lumina

After your marriage- wakes up at 6 A.M. goes to bed around 10 P.M.  
Likes- Mist Moon Flowers, Toy Flowers, Fodder, Coins, Statues, Light Pickles,  
Tomamelo Salad  
Dislikes- Goat Milk, Failed Recipe Dishes.  
Diary- Located in his room at the Inn.

Heart cutscenes- [Heart.3]

/~\1 RED heart- An Outing

How to trigger:Spring, walk in front of the Inn... He'll be flirting with Lumina (asking her to go with him to a really cool place), she leaves him alone and spots you so he starts talking to you and asks you to go to the swamp with him because he doesn't have any money

1. Go home
2. Are you hitting on me?

Pick #1 and he'll say, do I seem that type of guy?

1. Yes! Good Bye
2. What do you want?

He'll say that there isn't anything interesting to do so he asks you if you wanna go to the swamp... he takes you to the swamp, and the turtle looks dead so Rock says that it's Hugh's fault it dead and after a little while, the turtle moves to the beach, you run after it, then Rock runs after you

/~\2 RED hearts/~\ - "Super Rock Vs. Crusher the ordinary average dog"

How to trigger:Summer, walk out of your house late afternoon your dog will be barking at rock because he's sleeping next to your not fertile soil... you come out, Rock notices you and asks you what your doing here...

1. What are YOU doing here?
2. Get outta here

Pick #1 and Rock will tell you a story

1. Tell me!
2. No thanks

Pick #1 and he'll tell you the whole story...

1. Listen
2. Don't Listen

(it's a long story)

/~\3 RED hearts/~\ - To Work, Or Not To Work

How to trigger:Fall, leave your farm late morning... you'll see Rock asleep near the river (where the benches are) then he'll ask you if you like afternoon naps

1. Not really
2. Heavens no!

Pick #1 and he'll look a bit sad... He gets up and starts wondering about the good parts about working.... He says, you get money from it... then he asks if taking mid-day naps is fulfilling to you

1. Sure
2. You're a real piece of work

Pick #1 and he'll be happy that you feel the same way... and he wishes that you'd forget everything and live a life of relaxation...

1. Yep
2. Moron

Pick #1 and he'll be happy and glad that you heard him out....

/~\4 RED hearts/~\~ Thinking of Marriage

How to trigger: Fall or Winter around 7P.M.... you see Ruby and Tim talking... they notice you and Ruby asks you a question, can I talk to you?

1. Sure
2. I'm a little busy right now

Pick #1 and she'll continue with her story... Rock enters and says that he's going out

1. Follow
2. Don't follow

Pick #1 and Rock tells you he heard what his mother said...

1. It sure would
2. Not so fast Mr. Ego

Picking #1 will make Rock happy

-----  
~~~The Kids~~~ [Kids.01]

The two "*" (*Scholar*) means that's the thing they have a skill/like... (before you teach him [beginning of Chap.2])

~Gustafa's kid~ [Kids.02]

~Toddler~ [Todd.01]

IF YOU HAVE ANY INFORMATION AT ALL

~Kid~ [Kid.101]

IF YOU HAVE ANY INFORMATION AT ALL

~Teenager~ [Teen.01]

IF YOU HAVE ANY INFORMATION AT ALL

~Adult~ [Adult.2]

IF YOU HAVE ANY INFORMATION AT ALL

~Marlin's kid~ [Kids.03]

~Toddler~ [Todd.02] *Copied from a email*

Marlin's child has a natural interest in Ranching and farming. He has Marlin's eye and Hair color, but some on the townies will remark that

it's good that he looks more like your character! XD

His intrests: *Rancher* Musician
 Farmer Artist
 Athlete Scholar

~Kid~ [Kid.102]

IF YOU HAVE ANY INFORMATION AT ALL

~Teenager~ [Teen.02]

IF YOU HAVE ANY INFORMATION AT ALL

~Adult~ [Adult.2]

IF YOU HAVE ANY INFORMATION AT ALL

~Rock's kid~ [Kids.04]

~Toddler~ [Todd.03]

Energetic, looks alot like Rock (people say he looks like you too)
Chris' Fortune- Excellent athetic abilites. This child will be
active and healthy. But maybe a little wild.

His intrests: Rancher Musician
 Farmer Artist
 Athlete Scholar

~Kid~ [Kid.103]

Energetic, looks like Rock (doen't look like you at all!! He might
have your eyes)

His intrests: *Rancher* *Musician*
 Farmer *Artist*
 Athlete *Scholar*

(it his skills change every year, but his likes don't change unless
you give him stuff in that category [Moon Ores- Scholar, Seeds- Farmer,
Milk- Rancher etc...])

~Teenager~ [Teen.03]

He's a jerk! He thinks he knows the animals BETTER than you. And he
tells you to get out of his face.

His intrests: ***Rancher*** *Musician*
 Farmer ****Artist****
 Athlete *Scholar*

~Adult~ [Adult.3]

He has periods of moodiness, you can't talk to him if his arms are
crossed. He's really into art and I had a cutscene with him after
I walked through his room into mine about Kate (I think he has a
crush on her - he asked if I thought she and Hugh were together
and if he had a chance with her - sorry, can't remember what
time of night it was but Rock was still up so before 10:30,
probably about 10:15pm).

You should try reading your kid's diary, it's located on the
shelves in their room closest to your bedroom door

[Copied from an email]

~~~Fishing~~~ [Fish.01]

One of the most important parts of the game (that's what I think). I  
have tried this myself, if you don't get a bite for more  
than 1 minute DON'T REEL IT IN!!!! Wait until you have a bite... why?  
because if you wait, a REALLY good fish will come!! This is NOT a

joke or a lie... I tried it myself and I find that it works... TRUST ME! Try it... It's usually a fish with a REALLY good price!!! I get Big Yamame all the time!!

How to fish: Hit "A" and wait for nibbles... When you feel nibbles (rumble) or see the screen go up and down, DON'T REEL IT IT! Wait for a big splash...

-----  
~Fish names~ [Fish.02]

Tiny Arna  
Tiny Colombo  
Tiny Huchep  
Tiny Nayame  
Tiny Rainbob  
Tiny Sharshark  
Tiny Snelt  
Tiny Yamame  
Arna  
Colombo  
Huchep  
Nayame  
Rainbob  
Sharshark  
Snelt  
Yamame  
Big Arna  
Big Colombo  
Big Huchep  
Big Nayame  
Big Rainbob  
Big Sharshark  
Big Snelt  
Big Yamame  
Huge Arna  
Huge Colombo  
Huge Huchep  
Huge Nayame  
Huge Rainbob  
Huge Sharshark  
Huge Snelt  
Huge Yamame

-----  
~Fish prices~ [Fish.03]

| Name           | Price | Haggled Price |
|----------------|-------|---------------|
| Tiny Arna      | 300 G | ???           |
| Tiny Colombo   | 10 G  | N/A           |
| Tiny Huchep    | 60 G  | N/A           |
| Tiny Nayame    | 50 G  | N/A           |
| Tiny Rainbob   | 70 G  | N/A           |
| Tiny Sharshark | 500 G | 620 G         |
| Tiny Snelt     | ???   | ???           |
| Tiny Yamame    | 300 G | 360 G         |
| Arna           | 400 G | 480 G         |
| Colombo        | 20 G  | N/A           |
| Huchep         | 90 G  | N/A           |
| Nayame         | 60 G  | N/A           |
| Rainbob        | 80 G  | N/A           |
| Sharshark      | 600 G | 720 G         |
| Snelt          | 30 G  | N/A           |

|                |        |        |  |
|----------------|--------|--------|--|
| Yamame         | 500 G  | 600 G  |  |
| Big Arna       | 400 G  | ???    |  |
| Big Colombo    | 40 G   | N/A    |  |
| Big Huchep     | 170 G  | 204 G  |  |
| Big Nayame     | 130 G  | 156 G  |  |
| Big Rainbob    | 150 G  | N/A    |  |
| Big Sharshark  | 1200 G | 2000 G |  |
| Big Snelt      | 60 G   | N/A    |  |
| Big Yamame     | 1000 G | 1200 G |  |
| Huge Arna      | 1500 G | ???    |  |
| Huge Colombo   | 100 G  | N/A    |  |
| Huge Huchep    | 250 G  | 300 G  |  |
| Huge Nayame    | 200 G  | 240 G  |  |
| Huge Rainbob   | 500 G  | 600 G  |  |
| Huge Sharshark | 2500 G | 3000 G |  |
| Huge Snelt     | 100 G  | N/A    |  |
| Huge Yamame    | 2000 G | 2400 G |  |

-----  
~Fish places~ [Fish.04]

Here are the fish there locations...

-----  
~The Turtle Swamp~ (Near the ocean) [Fish.05]

Tiny Colombo  
Tiny Yamame  
Arna  
Colombo  
Yamame  
Big Colombo  
Big Yamame  
Huge Colombo  
Huge Yamame

-----  
~Upstream~ (Nearest ro the Dig Site) [Fish.06]

Tiny Yamame  
Yamame  
Big Yamame  
Huge Yamame

-----  
~Middlestream~ (After the Bridge and Before the Dig Site) [Fish.07]

Sharshark  
Rainbob  
Big Yamame  
Big Huchep  
Huge Nyamame  
Huge Huchep  
Huge Sharshark

-----  
~Downstream~ (Nearest to bridge) [Fish.08]

Tiny Colombo  
Tiny Sharshark  
Snelt  
Colombo  
Rainbob  
Sharshark  
Big Colombo  
Big Snelt

Huge Snelt

-----  
~Spring~ (In the forest) [Fish.09]

Arna  
Snelt  
Rainbob  
Big Snelt  
Huge Snelt

-----  
~~~Cooking~~~ [Cook.01]

Another important part... but not as important as fishing

~Recipes [Cook.02]

Here the recipes:

If you have any other information you think I should know about this section, just email/ gaimail/ myspace message me and I'll read it and thank you and email/ gaimail/ myspace message you back XD

~Salads [Cook.03]

| Name | Ingredient 1 | Ingredient 2 | Ingredient 3 |
|-----------------|------------------|------------------|---------------|
| Egg Salad | Egg | A Veggie | A Veggie |
| Fruit Salad | A Fruit | A Fruit | |
| Light Pickles | Turnip | | |
| Melon Salad | Melon | A Fruit | A Fruit |
| Pickles | Cady/Raury/Trady | Cady/Raury/Trady | |
| Tomacarro Salad | Tomato | Carrot | |
| Tomamelo Salad | Tomato | Melon | |
| Marinade | Fish | Mugwart | Tomato/Turnip |

~Hors d'eourves [Cook.04]

| Name | Ingredient 1 | Ingredient 2 | Ingredient 3 |
|----------------|--------------|--------------------|--------------------|
| Grape Pie | Grape | Butter | Egg |
| Malon Pie | Melon | Butter | Egg |
| Sashimi | Any Fish | | |
| Smooth Veggies | Potato | Cady/Carrot/Turnip | Cady/Carrot/Turnip |

~Main Dishes [Cook.05]

coming soon

~Soups [Cook.06]

| Name | Ingredient 1 | Ingredient 2 | Ingredient 3 |
|-------------|--------------|--------------|--------------|
| Yam Soup | Yam | | |
| Tomato Soup | Tomato | Carrot | |
| Earth Soup | Potato | Carrot | |

~Desserts [Cook.07]

| Name | Ingredient 1 | Ingredient 2 | Ingredient 3 |
|-----------|--------------|--------------|--------------|
| Baked Yam | Yam | | |
| | Fruit | Fruit | Milk |
| | Orange | | |

~~~Crops/Trees~~~ [Crops.1]

-----  
~Names [Crops.2]  
-----

Apple

Banana

Carrot

Grape

Melon

Orange

Peach

Potato

Strawberry

Tomato

Turnip

Watermelon

Yam

-----

~2nd generation crops [Crops.3]

2nd generation crops might be the same as "A Wonderful Life"... I have NOT tried it yet but I will soon.

NOTE: The same trick with getting "S" rank fruit seeds works in this one as well. You give Tartan a fruit in the first slot and a "S" rank crop seed in the second slot and you get back a "S" rank fruit seed.

NOTE 2: Tartan does NOT LIKE carrots at all, and that will mess up some of the hybridizations, and will freak out if you give them to him to examine.

NOTE 3: If you give Tartan carrot seeds you will have better luck.

\* Glitch, 2 different Tradys, should be Tomaca, but now 2 Tradys

| Crop 1 | Crop 2     | Name      | Seasons       |
|--------|------------|-----------|---------------|
|        | Strawberry | Berrytoma | Spring-Fall   |
|        | Watermelon | Gretoma   | Spring-Fall   |
|        | Melon      | Melotoma  | Spring-Fall   |
| Tomato | Potato     | Tobatama  | Spring-Fall   |
|        | Turnip     | Trady (1) | Spring-Fall   |
|        | Carrot     | Trady (2) | Spring-Fall   |
|        | Yam        | Yamato    | Spring-Fall   |
|        | Potato     | Bashber   | Spring-Summer |
|        | Strawberry | Berryber  | Spring-Summer |



|            |        |         |               |
|------------|--------|---------|---------------|
| Watermelon | Carrot | Cabber  | Spring-Summer |
|            | Yam    | Kashry  | Spring-Summer |
|            | Melon  | Melober | Spring-Summer |
|            | Turnip | Raury   | Spring-Summer |

|            |        |          |             |
|------------|--------|----------|-------------|
|            | Yam    | Berrican | Fall-Spring |
|            | Carrot | Caberry  | Fall-Spring |
| Strawberry | Turnip | Dhibe    | Fall-Spring |
|            | Potato | Paberyta | Fall-Spring |
|            | Melon  | Berrylon | Fall-Spring |

|        |        |         |               |
|--------|--------|---------|---------------|
| Potato | Yam    | Bashota | Winter-Summer |
|        | Carrot | Tataro  | Winter-Summer |

|       |        |          |             |
|-------|--------|----------|-------------|
|       | Carrot | Camelo   | Summer-Fall |
| Melon | Turnip | Dhilon   | Summer-Fall |
|       | Potato | Potamelo | Summer-Fall |
|       | Yam    | Sholo    | Summer-Fall |

|        |        |        |               |
|--------|--------|--------|---------------|
|        | Carrot | Cady   | Winter-Summer |
| Turnip | Yam    | Kandy  | Winter-Summer |
|        | Potato | Radita | Winter-Summer |

|        |     |       |             |
|--------|-----|-------|-------------|
| Carrot | Yam | Kanro | Summer-Fall |
|--------|-----|-------|-------------|

-----

-Tree List

| Crop 1 | Crop 2 | Hybrid  | Season |
|--------|--------|---------|--------|
| Apple  | Orange | Oraphu  | Spring |
| Apple  | Peach  | Phurum  | Fall   |
| Banana | Apple  | Appage  | Fall   |
| Banana | Grape  | Gehju   | Fall   |
| Banana | Peach  | Magerum | Winter |
| Grape  | Peach  | Jurum   | Fall   |
| Orange | Banana | Magenge | Winter |
| Orange | Grape  | Orahge  | Summer |
| Peach  | Orange | Lanmuge | Fall   |

-----

~Prices [Crops.4]

| Name   | Price |
|--------|-------|
| Apple  | 25 G  |
| Banana | 35 G  |
| Carrot | 45 G  |
| Grape  | 35 G  |
| Melon  | 50 G  |
| Orange | 30 G  |
| Peach  | 40 G  |
| Potato | 55 G  |

|            |      |
|------------|------|
| Strawberry | 35 G |
| Tomato     | 35 G |
| Turnip     | 25 G |
| Watermelon | 65 G |
| Yam        | 70 G |

-----  
~Seed Prices [Crops.5]

\*COMING SOON: More Seed Prices\*

Watermelon Seed- 27 G

Strawberry Seed- 13 G

Carrot Seed- 13 G

-----  
--~Van~- [Van.101]

Comes every 3rd and 8th of each season around 11 A.M. (unless you opened your shop the same day he does...)

-----  
~What you can and can't sell [Van.102]

You can sell everything expect your blue feather

-----  
CROPS-

Tomato- 35 G

Watermelon- 65 G

Strawberry- 35 G

Melon- 70 G

Turnip- 25 G

Potato- 55 G

Carrot- 45 G

Yam- 70 G

Peach- 40 G

Orange- 30

Grape- 35 G

Banana- 35 G

Apple- 25 G

-----  
SEEDS-

Tomato Seed-

Watermelon Seed- 27 G

Strawberry Seed- 13 G

Melon Seed-

Turnip Seed-

Potato Seed-

Carrot Seed- 13 G

Yam Seed-

Peach Seed-

Orange Seed-

Grape Seed-

Banana Seed-

Apple Seed-

-----  
DAIRY-

Normal Milk B- 75 G

Normal Milk A- 115 G

Normal Milk S- 150 G  
Goat Milk- 115 G  
Egg- 40 G  
Golden Egg-300 G  
Fertilized Egg- 50 G

---

DIG SITE-

Coin- 10 G  
Silver Coin- 40 G  
Skull Fossil- 50 G  
Fossil- 40 G  
Human Statue- 40 G  
Horse Statue- 70 G  
Moon Ore- 40 G  
Sugar Ore- 50 G  
Gold Coin - 50G  
Strange Item - 300 G (can be haggled to 360 G)  
Temple Ore - 500 G (can be haggled to 600 G)  
Jade Ball - 150 G  
Hop Ore - 80 G  
Strange Fossil - 100 G  
Hip Fossil - 60 G

---

~What you can buy and how much they cost [Van.103]

CHAPTER 1:

Bursh- 500 G  
Fishing Rod- 500 G  
Turbojolt- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodigizer- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodyhyper- 1000 G (He'll ALWAYS have this even IF you bought it)  
I Love Bears- 500 G  
Moomoo Summer- 1000 G  
Oranger Z- 1500 G  
Check Girl- 2000 G  
Five Oh Four- 2500G

---

CHAPTER 2:

Car-  
Blocks-  
Ball-  
Bursh- 500 G (If you didn't buy this)  
Fishing Rod- 500 G (If you didn't buy this)  
Turbojolt- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodigizer- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodyhyper- 1000 G (He'll ALWAYS have this even IF you bought it)  
Interior- 5000 G  
Goat- 4000 G (Can haggle until around 2000 G)

---

CHAPTER 3:

Bursh- 500 G (If you didn't buy this)  
Fishing Rod- 500 G (If you didn't buy this)  
Turbojolt- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodigizer- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodyhyper- 1000 G (He'll ALWAYS have this even IF you bought it)

---

CHAPTER 4:

Bursh- 500 G (If you didn't buy this)  
Fishing Rod- 500 G (If you didn't buy this)  
Turbojolt- 750 G (He'll ALWAYS have this even IF you bought it)  
Bodigizer- 750 G (He'll ALWAYS have this even IF you bought it)

Bodyhyper- 1000 G (He'll ALWAYS have this even IF you bought it)  
Vase- 3000 G (Haggle until 2400 G)

---

~Things for you and your house [Van.104]

---

Clothes- Keep looking in your mirror or befriend Van

|                |        |
|----------------|--------|
| Original-      | Free   |
| I Love Bears-  | 500 G  |
| Moomoo Summer- | 1000 G |
| Oranger Z-     | 1500 G |
| Check Girl-    | 2000 G |
| Five Oh Four-  | 2500 G |
| Milky Charm-   | 3000 G |
| Cat Classic-   | 3500 G |

(I heard there are more clothes but I lost the email that gave it to me, [I'm such a idiot!] so if you can email me again I'll be sure to save it this time ^.-)

Interiors- Chap. 2

Interior 1- Free  
Interior 2- 5000 G

Chap. 4

Vase- 3000 G (Haggle until 2400 G)  
Interior 3-  
Interior 4-

[I can't remember the prices for the interiors -.-']

---

--Townspeople-- [Town.01]

This whole section is for the towns people...

---

~Takakura [Town.02]

Lives: On your farm  
Works: He brings things you need for your farm by ordering it by the ledger  
Wakes up: 5 A.M.  
Sleeps: around 10 P.M.  
Likes: Milk

---

~Celia [Town.03]

Lives: On Vesta's Farm  
Works: On Vesta's Farm  
Wakes Up: At 6 A.M.  
Sleeps: Around 10 P.M.  
Likes: Flowers

---

~Marlin [Town.04]

Lives: On Vesta's Farm  
Works: On Vesta's Farm  
Wakes Up: At 6 A.M.  
Sleeps: Around 10 P.M.  
Likes: See [Guys.03]

---

~Vesta [Town.05]

Lives: On Vesta's Farm

Works: On Vesta's Farm  
Wakes Up: At 6 A.M.  
Sleeps: Around 10 P.M.  
Likes- Flowers, S produce

---

~Galen [Town.06]

Lives: Across the Blue Bar (until chap. 2. Then he'll live alone  
across from Vesta's farm)

Works: Doesn't

Wakes Up: Around 8 A.M.

Sleeps: Around 8 P.M.

Likes- Fish, S produce, Any food (has to be cooked). Says he misses  
Nina's cooking.

---

~Nina [Town.07]

Lives: Across the Blue Bar (Chap. 1)

Works: Doesn't

Wakes Up: Around 8 A.M.

Sleeps: Around 8 P.M.

Likes- Anything you give her XD

---

~Dr. Hardy [Town.08]

Lives: Single-Level Townhouse across from the Blue Bar

Works: As a "Doctor" XD

Wakes Up: Around 7 A.M.

Sleeps: Around 11 P.M.

Likes: Skull/Hip/regular fossils, Snelts

---

~Chirs [Town.09]

Lives: Far Left Two-Level Townhouse across from the Blue Bar

Works: In the City

Wakes Up: Around 7 A.M.

Sleeps: Around 11 P.M.

Likes: Anything from your farm

---

~Wally [Town.10]

Lives: Far Left Two-Level Townhouse across from the Blue Bar

Works: Doesn't, Used to be a marathon runner

Wakes Up: Around 6 A.M.

Sleeps: Around 11 P.M.

Likes: Fresh Fruit & Veggies

---

~Hugh [Town.11]

Lives: Far Left Two-Level Townhouse across from the Blue Bar

Works: Doesn't

Wakes Up: Around 6 A.M.

Sleeps: Around 10 P.M.

Likes: Coins from the Dig Site

---

~Romana [Town.12]

Lives: At the Villa

Works: Doesn't

Wakes Up: Around 8 A.M.

Sleeps: Around 10 P.M.

Likes: Fresh Veggies, Ores from the Dig Site, Flowers

---

~Sebastion [Town.13]

Lives: At the Villa

Works: Butler

Wakes Up: Around 6 A.M.

Sleeps: Around 10 P.M.  
Likes: Strange fossils and statues

---

~Lumina [Town.14]  
Lives: At the Villa  
Works: Doesn't  
Wakes Up: Around 8 A.M.  
Sleeps: Around 10 P.M.  
Likes: Flowers

---

~Patrick [Town.15]  
Lives: With his brother next to Cody's trailer  
Works: Firework creators  
Wakes Up: Around 9 A.M.  
Sleeps: Around 12 A.M.  
Likes: Flowers

---

~Kassey [Town.16]  
Lives: With his brother next to Cody's trailer  
Works: Firework creators  
Wakes Up: Around 9 A.M.  
Sleeps: Around 12 A.M.  
Likes: Flowers

---

~Cody [Town.17]  
Lives: The trailer  
Works: Artist  
Wakes Up: Around 9 A.M.  
Sleeps: Around 10 P.M.  
Likes: Human/Horse Statues (He'll say it looks great and won't take it but if you try again a couple of days later, he'll take it and say "Arigato"), Flowers

---

~Gustafa [Town.18]  
Lives: In his yurt  
Works: Guitarist  
Wakes Up: around 7 A.M. Some days at 10 A.M.  
Sleeps: Around 1 A.M.  
Likes: Flowers, Crops

---

~Tim [Town.19]  
Lives: At the Inn  
Works: At the Inn, he's the manager  
Wakes Up: 8 A.M.  
Sleeps: 10 P.M.  
Likes: Food

---

~Ruby [Town.20]  
Lives: At the Inn  
Works: At the Inn, she's the cook  
Wakes Up: 8 A.M.  
Sleeps: 10 P.M.  
Likes: Flowers, Crops

---

~Rock [Town.21]  
Lives: With his parents in the Inn  
Works: Doesn't  
Wakes Up: 12 P.M.  
Sleeps: Around 2 A.M.

---

~Griffin [Town.22]

Lives: At the Blue Bar

Works: At the Blue Bar

Wakes Up: 11 A.M.

Sleeps: Around 1 A.M

---

~Muffy [Town.23]

Lives: At the Blue Bar

Works: At the Blue Bar

Wakes Up: 11 A.M.

Sleeps: Around 1 A.M.

Likes: Flowers

---

~Grant [Town.24]

Lives: Middle Two-Level Townhouse across from the Blue Bar

Works: In the City

Wakes Up: Around 5 A.M.

Sleeps: Around 10 P.M.

---

~Samantha [Town.25]

Lives: Middle Two-Level Townhouse across from the Blue Bar

Works: Doesn't

Wakes Up: Around 5 A.M.

Sleeps: Around 10 P.M.

Likes- Flowers, Fruits, Vegetables, Fish

Dislikes-

---

~Kate [Town.26]

Lives: Middle Two-Level Townhouse across from the Blue Bar

Works: Doesn't

Wakes Up: Around 7 A.M.

Sleeps: Around 9 P.M.

Likes- Fish, Things you find at the dig site

Dislikes- Flowers, Fruits, Vegetables

---

~Daryl [Town.27]

Lives: In his house behind the Blue Bar

Works: Scientist

Wakes Up: Around 12 P.M.

Sleeps: Around 2-3 A.M.

Likes: Fish

---

--Cutsences-- [Scene.1]

---

~Chirs & Samantha's Discussion[Scene.2]- they talk about their kids.

Go to Dr. Hardy's house and come out in the Spring of Chap 2+, they

also have another discussion in chap. 3.... it's the same way to

unlock it

---

~Daryl Events [Scene.3]- Tries to catch Mukumuku 1-4...

Gives you seed maker.Enter his house after you became friends with him.

Looks inside your window and looks at your child, 1-5 scenes

When it's raining, go inside his house

---

~Dr. Hardy Events [Scene.4]- You collaspe in his house (any day

chap. 2) and he helps you out...

Also gives you the weird sickle (becomes very good friends with him) enter

his house and he'll give you the sickle. Go to the forest around 11 P.M.

and you'll see him talking to Mukumuku and tell's him how he got his eye.

---

~Flora Events [Scene.5]- talks to a racoon and tells him that it's a beautiful day. (Go to the big site around 11 A.M. When the Professor isn't there)

---

~Grant Events [Scene.6]- Late at night (around 6), come out of your house, he'll say he got his promotion and he's gonna drink all night.. Also gives you the alarm clock... enter his house around 5 A.M. and he'll give it to you.

---

~Nina Events [Scene.7]- races a turtle (Chap. 1) (Enter Gustafa's house [in the morning] and get out, and you'll see her race a turtle) Races Huge (Chap. 1) (Enter the Bar [around 10 A.M.], and get out, and you'll see her race Huge)

---

~Galen Events [Scene.8]- Gives you Fishing Rod G (Chap. 2)

---

~Murrey Events [Scene.9]- Enter your Food Storage room (at night) and you'll see him steal the food you stored

1. Er... Give it back
2. You can keep it

Pick #1- he'll give it back to you and he'll come out of the room with a "Grr~"

Pick #2- he'll come back for more...

---

~Romana Events [Scenel0]- Become good friends with her to get the cat and the watering can M.

---

~Ruby Events [Scenel1]- Gives you Ruby's spice.

---

~Sebastion Events [Scenel2]- Come into his bed room and you see a picture and he asks you if you know who that is... there are 4 choices (I think)

Pick #1- Romana at Lumina's age

Pick #2- Lumina

Pick #3- A younger Lumina

Pick #4- I don't know

(I'm not exactly sure if that's what the choices are...)

pick #1 and he tells you that he always liked Romana and told you keep it a "secert" XD... You say yes (even if you don't want to :-/)

---

~Takakura Events [Scenel3]- Tartan (chap.2+) go to his house around 5 P.M.- 10 P.M. (If you buy/sell something [using the Food Storage room] then he'll stay on the farm, follow him until he goes into his house. It's alot easier than waiting all day...)

---

~Van Events [Scenel4]- Mankins Diet 1-5

Pick #1 to make him sad (and harder to haggle with)

Pick #2 to make him happy...

---

~Nami Events [Scenel5]- \*coming soon\*

---

~Celia Events [Scenel6]- \*coming soon\*

---

~Lumina Events [Scenel7]- Gives you a music sheet, talks to Rock about her parents (chap.1), goes with Rock to the beach (chap. 1), Leaves Rock and goes home (see Rock cutsences), go to her house while she's playing the piano, around 10 A.M (I'm not sure what happens here because



I either forgot or never got it.)

-----  
~Gustafa Events (If you don't marry him) [Scenel8]- Gives you strange sickle (becomes very good friends with him)... Also gets the drums \*If you marry Gustafa, you get your sickle from Cody\*.  
-----

~Muffy Events [Scenel9]- She got dumped by a guy that cheated on her, she got dumped by a married man, she got dumped by a guy younger than her, she got dumped by a that had a girlfriend and wanted to be friends, after she tells you that, Griffin comes up and asks if shes ok and she says yes and leaves with him (love connention?). Notice a patteren? XD  
-----

---Other Scenes--- [Other.1]  
-----

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jmen71 writes-

Unfortunately I waited late in the game to write stuff down, but here's what I got. As far as my game, I managed to marry Marlin and my son is NOT depressed. He is one happy little creep. :P

I also included a funny scene with the professor and Flora. Enjoy! :)

Spring, beginning of year 3

Enter your house around 9pm to find Marlin arguing with your son.  
-----

Spring, year 3, day 8

at 8am go to Cody's place to see an interaction between Cody and Nami. Nami is telling Cody she wants to see his artwork, but he thinks too much.  
-----

Spring, year 3, day 10

Enter the bar at 11pm and Griffin plays the guitar for you.  
-----

Spring, year 4, day 4

Prof: Come to me my love. I know how you feel. Sorry I made you wait so long.

Flora: Is it ok?

Professor: Yes, come my love.

Flora runs to the professor and he falls in the waterfall.

Flora: Professor...

Flora gives you the necklace if you befriend her on this year.

\*END\*

There's a scene when you put too much fertilizer on ONE crop. Something (I think it's a groundhog) comes up to tell you that this ONE crop doesn't need anymore fertilizer. \*Thanks Satinfairy!\*

---Child Cutscenes--- [Scenes1]  
-----

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donnastarfox writes-

Go into your kitchen at around 6-7pm while your child is inside. If you hit it just right, the cutscene will be triggered and he will come up to you and ask if he can take a bath. I'm not sure if it has to do with affection or not, but the text "A Few Days Later" will appear on screen and he will get a frustrated squiggle over his head.

I'm not really sure if he gets mad every time, but he has with me about three times. This does not seem to affect his affection rating much, and if you snuggle him a little he'll act like it never happened.

\*END\*

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kittybookp writes-

If as a toddler you take Rock's child out past 9, Rock will go looking for him. If this is the first time, (I don't know if it happens other times after that) The Toddler will not listen to Rock's lecture. Then he will put the toddler to bed and get mad at you.

-----  
--Wildlife-- [Life.01]

-----  
This is dedicated to all the wild life in HM:AWL... I don't have the game anymore so I'll write the ones that I remember down ^ ^... Hopefully I'll get the game soon so I can figure out the other animals ^^...

-----  
~Animals [Life.02]

-----  
Racoon- Near Vesta's farm

-----  
Lizard- Next to the waterfall... Usually around Muku Muku...

-----  
Muku Muku- Can we really say he's an animal? He likes fish and you can talk to him... I don't really consider that to be an animal...

-----  
Owl- Near your farm

-----  
If you see an animal that I DON'T have on here, email me and I'll put it up as soon as I can....

-----  
~Flowers and herbs [Life.03]

Upseed (Winter) (this is one of Tartan's special plants): there's one near Cody's trailer behind the sign and one next to the river just past Vesta's Farm across from the rock wall on the way to the dig site, they look kinda like daisies with alternating red and yellow petals & they grow every two days - 25G

-----  
Amorous (Winter): there are about ten of them near Cody's trailer behind the sign and another dozen or so around the turtle swamp, they have two yellow bulbs & they grow every two days - 10G

-----  
Trick Blue (Fall): there about a two dozen growing around the turtle swamp, they have a red daisy-like flower and a blue daisy-like flower & they grow every two/three days - 10G

-----  
Gemsoil (Fall) (this is one of Tartan's special plants): there are ten of them that grow close to/along the edge of the river at the dig site, they are kinda sickly yellow/green in colour and have a crooked stem & they grow every three/four days (you can give these to Dr. Hardy - he likes them) - 20G

---

Wild Plants: Locations & Prices

---

Bracken (Fall): there is one near the road to Mineral Town by Vesta's Farm, one on your farm between the chicken yard and the great field, one to the left of the Harvest Sprites' tree near the spring, one to the right of Romana's villa past the fountain beneath the tree and one behind the fireworks test area at the Brothers'; they are brown and curled at the top & grow every three/four days - 15G

---

Hackberry (Fall): there is one in the enclosure to the left of Romana's Villa, two behind the sign next to Cody's trailer, three on your farm (one between the chicken coop and the semi-fertile field, one to the right of the great field & one in the upper right corner of your farm) and one to the right of the Harvest Sprites' tree near the spring; they are white on the bottom and green on the top and kinda look like a cauliflower & grow everyday - 20G

---

Sorrel (Winter): there are two on your farm (one between the semi-fertile field and the chicken yard & one to the right of the great field), one on the road to the dig site just past Vesta's Farm on the right next to the rock wall, one behind the sign next to Cody's trailer, one behind the fireworks test area at the Brothers' and one to the right of Romana's Villa before the fountain near the lamp post; they are green cabbage-like things with pointy outer leaves & grow every three/four days - 20G

---

Matsutake1 (Fall): there are only two of them and they are both against the rock wall behind Vesta's Farm ~ one is at the left corner of her farm and the other is at the right corner of her farm; they have light brown stalks with dark brown tops and look like straw mushrooms (tall and thin) & grow every three/four days - 100G

---

Matsutake2 (Fall): there are only three of them ~ one is to the left of the Harvest Sprites' tree near the spring and two are behind the fireworks test area at the Brothers'; they have white stalks with orange tops (short and round) & grow every three/four days - 25G

---

--Credit-- [Credit1]

---

~Lucavi Itzarufor most of the information above. ;D  
~Hemiko for most of the information above. ;)  
~bunnyfishmelmel for the Dary cutscenes, An outfit, and Marlin's toddler. :)  
~audreyhanson for saying this was a good faq. XD  
~jbeth for the food. =D  
~jmen71 for the townfolk cutscenes and Marlin and his child cutscene.:D  
~donnastarfox for child cutscene. ^\_^  
~Aqlex239 for the wanting the Wildlife section, correcting spelling and for fan art. ^ ^  
~satinfairly for cutscene around the farm  
~kittybookp for Cody's, and The Twin's jobs and Rock cutscene.  
~LoLo for Dig site items and prices, Wild flowers Location and prices, Van cutscene, Ruby and Tim cutscene, you and Rock cutscene  
Rock's adult son, Ruby's likes, Chris' Likes, Sebastian's Likes  
Cody's Likes, Hugh's Likes, Wally's Likes, Galen's Likes, Dr. Hardy's Likes, Romana's Likes, Tim's Likes, Darryl's Likes, Recipies, and Van's store items. 0.0  
~leanne\_lerma for heaven  
~home\_fires for item prices  
~hp\_geek\_ for things that Marlin likes

~nymadgirl for Gustafa's child  
~Emmycat94 for the outfits and interiors  
~Karinxstar for cheats  
~Everyone who has written me an e-mail telling me about the owl ^^  
~Arimaxwell for the outfits

-----  
--FAQ-- [Learn.1]  
-----

Q: Can you duplicate Ruby's Spice?

A: No you can't. It looks like you duplicated when you cook, but if you look at it, it won't say "x2"... If it says that, that means it's duplicated

Q: How do you get Tartan?

A: Go to Tak's house after 5 P.M. (make sure Tak's there, it'll only work if he's there), there will be a cutscene about it... Make sure your in chapter 2 or it WON'T work!

Q: Do I need Tartan to get the Great Fetile field?

A: No, I talked to Tak (in his house) before I got Tartan, and he told me that he was thinking of cutting down the trees to make a large fertile feild.... He'll say "If you want it, just pay for it and I'll get the supplies and do it." That's NOT word for word but he does say something close to that There ISN'T a cutscene for this! You HAVE to TALK to him so he can tell you.

Q: Can you make your son take a bath?

A: I tried it and I couldn't get him to go into the doors inside the kitchen....

Q: How do you get Good Goat Milk?

A: You get it when your Goat has all of her hearts (9-10 hearts) filled, there ISN'T any other way...

Q: How do you get the horse?

A: Tak buys it for you if you don't use your ledger (in the storage room, across your barn) at all.... I'm not sure for how long... I think for a day or 2

Q: How do you get the very fertile land?

A: I've gotten this question a lot... Talk to Tak... Talk to him after you have gotten Tartan...

Q: I can't cut the grass... How am I supposed to feed my animals?

A: Take them outside. But fertilizer from Vesta and put it on the grass... It'll grow in a few days and you can cut it... You don't have to put fertilizer on that piece again...

Q: How do you use the milking room?

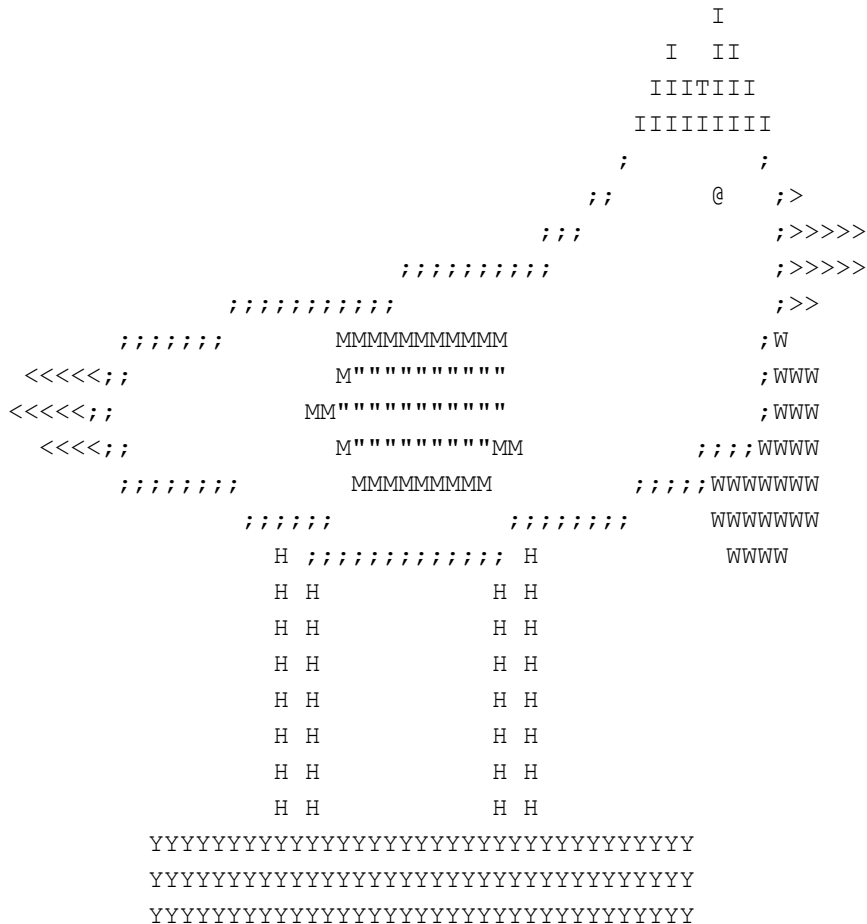
A: If you for get to milk your cow, she'll go in there (only if she went in there before)... To make your cow go into the room for the first time, push her in it. If she doesn't want to go in, make sure she needs to be milked,

or take her outside and push her into the door that is outside.

-----  
~~~Fan Art~~~ [FanArt1]

Well... I justed wanted to put this here because I would have felt bad because this person worked very hard to make this chicken... Well... Here it is... :)

1. Chicken Art:



~~~Websites that have this faq~~~ [Faq.101]

-----  
These are the websites that have my faq  
Gamefaqs.com  
SuperCheats.com  
You can take my faq, as long as you give me credit for it. I've worked very hard on it. Or you can email me asking for it.

-----  
~~~Other~~~ [Other.2]

I made this section because I didn't feel I should put whatevers here in a different section because it wouldn't make sence.

~Vocabulary~ [Vocab.1]

I got this idea when I was in class and I thought it would be a great idea ^^.

-
- Hoe- Used to trill the land so you can plant
 - Sickle- Used to cut down dead plants or grass to be made into fodder.
 - Cow- Animal that lives in the barn and gives off milk.
 - Sheep- Animal that lives in the barn and gives off wool.
 - Horse- Animal that lives in the barn and lets you ride it.
 - Duck- Animal you get when you get the pond.

Chicken- Animal that lives in the Chicken Coop and gives off eggs.

Watering Can- Tool that is used to water crops and trees

Milking items- Used to milk a cow and/or goat

~~~Cheats~~~ [Cheater]

---

I've gotten complaints about NOT having this section before. I didn't have it because I felt like it sucked the fun out of the game. Well anyways, here are the cheats.

---

Money: Put the controller in the 3rd controller socket and press "START". (If you want 30,000 G with out working, put the controller in the 3rd socket and press "START" THREE TIMES! How many times you press "START", you'll get that much money but in the thousands)

EX: press "start" 10 times (while doing what I've writien above), you'll get 100,000

---

Stop the rain- I use this all the time because I need my animals to stay outside. This works during any rain or snow. You go to Carter's Dig site and you work (1 mintue or more).

---

~~~Heaven~~~ [Heaven1]

Since heaven is at the end of the game, it'll be at the end of my faq. I don't really know much about heaven... I know that you get to play all over again... Your hair goes back to being brown and your husband and child stay the same (child is an adult and husband and gray hair)
