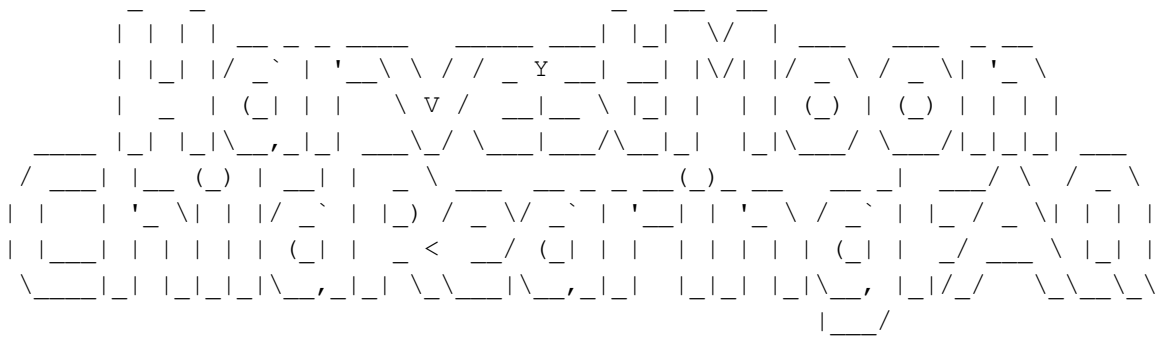


v;;...oM@W0EE00E0WWzi:xtXXYYXIbZIUion1111no22I6988Un1CtSntic\$\$Q0E0EE0W#QY.:X8B
1Cv,.i7SIQ@#\$\$BWW@Q:.iYXX7X771UA6bbbE00EEEbEbb9AAIotlnnnlti;b@#\$\$#@0t:.vzci;tA
Yivz6zi v26Q\$@Qt;CCXccC77cYtttnno22oS2o1ooStCC1zS1t1ztcicSbZn;i. .CAoc;
,tbo7 .71tzUIISCYcCXXtSoSS1C1noonS1tXXt1oAAAAA2i .
.ittcYt1zI2onttX7YtnSooSozz1tXY7tnI2zIU2o1tZ9.
X99Ci:iiicoAIttoStCCXX7CXIXCCC1SnII22tYvvvYZ0:
zZAtcviiii7IU1tttCtttX7XY77ttCtttSI2tYv;vYtb0c.
cZ2YY7cc7to662Int7t11nSSnnt1CYt1U299zottnn1IES;
:8Xv;;;YCIA22tt1ttoUA6AUzCt1ttz299ot7Y77CIEAc
iBz7;vv;cXI9UzCtttCCSUUUU17XSttzz96S77YYYtIbW7
;M8nCttCn2AZ6zStttttC1nnn1tttt1zI692ntXttCS9@z
.09AUIII2696o2tC1tYCobZ17t1tttzI9ZUzozzSo29ME
M#0EbZ999Azzzt7tC7AC7Yi7XttttzzAZ888b89A9#\$,
i iU2AUUAUUInn1t21 tAttt1n2U696AIzAQQi
.Q\$61t11SSzoozA@v #AS7tz2o1nIoz9B1
;MM@0o0v ,8b0: .M@2U0: i266Bv .
.MMW7i.:XY, ,8I96. .MAnU6; .;1c::XU\$M9
.0MMn..ioWQ@MM@Z7i:ic0M @zc;iv7t8@MMM#E\$9ci;EM7
:MMt.i;bMM@bQ@MM0ciiiiX0 MS::;vcXEMM@Q8#MMQcvY#M
@Uvv7CS8WMMM\$WEXvcccczU @S;i;vcv79WW@MMBbznC7A0
tWC7SStY70MMMw7v7tttt1Az MUYycYYcv;Y8MMMw1XoIU9U
WMB8686o1SoE#Qo1noIIII6EE M0zzSzoSttt18BWZIUZEQ#0
7MM\$QQ0b89AII2I698b0QQW#\$.M\$QQ0EEb99Uz2U6b00QB\$#Q
ZM@BBBwQEbEE0WQQBB\$#\$@\$.M@\$\$\$WBW000bbeQQWWWQW#\$
.#M@\$WQ000000QQQ88W@MM YMM@#0EWQQ0000QWQQW@MM
cMMM#@@#@#WQ@MMMMM ZMMM@\$#@MMMMMMMMMM@
C9E\$BWB\$#B\$E9S. 7AUWBQzo22z22Un.



~~~~~  
~ Copyright and Legal Information ~  
~~~~~

This guide and all contents and layout Copyright © 2007 by Stardustandsunshine
ASCII art created from original screenshot of Harvest Moon: Another Wonderful
Life, property of Marvelous Interactive. "Harvest Moon Child Rearing FAQ"
header created using FIGwin.

The ONLY sites that have permission to host this FAQ as of May 5, 2008
are:

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>
- <http://www.supercheats.com>
- <http://www.gamesradar.com>
- <http://www.cheatplanet.com>

As for you, the reader, you may NOT copy any or all of this FAQ and post it
anywhere or use it in any way other than for your own personal use, whether
you give me credit for it or not, without expressed written permission. You

may absolutely not claim it or any part of it as your own or use it for any sort of personal gain (including financial).

However, you CAN save it to your hard drive or print it or write it out by hand--as long as you don't use it for anything other than your own personal use.

Okay, now that we've got that cleared up, read on, and enjoy!

~~~~~  
~ Table of Contents ~  
~~~~~

Use Ctrl + F to skip to the section you need.

~ Version History.....	[HIST1]
~ Introduction.....	[INTR1]
~ General Tips.....	[TIPS1]
~ Like Father, Like Son.....	[DADS1]
~ Rock.....	[DADS2]
~ Gustafa.....	[DADS3]
~ Marlin.....	[DADS4]
~ Train Up a Child in the Way He Should Go.....	[JOBS1]
~ Raising a rancher.....	[JOBS2]
~ Cultivating a farmer.....	[JOBS3]
~ Baby Einstein.....	[JOBS4]
~ Musical prodigy.....	[JOBS5]
~ Start with art.....	[JOBS6]
~ Good athletes are born, not made.....	[JOBS7]
~ Credits.....	[CRED1]
~ Contact Info.....	[MAIL1]

~~~~~  
~ Version History [HIST1] ~  
~~~~~

September 2, 2007

 ~Version 1.0 uploaded: First full version of this guide

February 27, 2008

 ~Version 1.1 uploaded: Added general information in several sections and made some minor corrections/clarifications

~~~~~  
~ Introduction [INTR1] ~  
~~~~~

In the past week I've gotten at least three or four questions about raising a child in this game. There's not a lot of info out there so I thought I'd write a FAQ about it. There's a lot of information on the male version of this game (Harvest Moon: A Wonderful Life) and you can definitely check the FAQs for that game for help. But people learned a lot of what they know by experimentation and sharing information on the message boards so it can be hard to track down what you want to know. Hence the need for this guide. I've tried to collect as much information as possible into one spot and put it into a format that's easy to read and understand.

There are six possible careers for your son to choose: rancher, farmer, scholar, musician, artist, or athlete. If he chooses to be a rancher or farmer he will inherit the farm when he grows up. If he chooses one of the other careers he will leave the farm to make a name for himself out in the world. The

career he chooses doesn't directly affect game play, since you don't get the cutscene showing what he decides to do until the end of the game after you die.

This game is divided into six chapters. In the first, you begin your farming career. You're playing as a young bachelorette whose father has just died and left you his small farm. You have one year to make the farm successful and find a husband. At the end of the first year, if you haven't chosen a husband from among the local bachelors, the one who likes you the most will come to your house to propose. You can either accept, or get a sad scene and end the game.

Chapter 2 starts about three years later. You've now got a toddler son (and no, you cannot have a daughter in this game, unless you have the Special Edition for the PS2) and your husband has moved into your house. Starting now, it's your job to influence your son toward a particular career. For this year only, you can pick your child up and carry him to the places you want him to visit. He won't take things you offer him, but showing them to him will encourage the career they represent. He'll start talking, and this is another opportunity to encourage/discourage certain areas. He has a toy box and the toys you put into it will affect his interests. (Buy the toys from Van. They cost 500G.) You can also cuddle and play with him. You should do this every day, but too much will spoil him and he'll be harder to get along with and influence later in life. A good rule of thumb is to use each icon once (the icons will show up on the screen when you pick him up), and pick him up once or twice a day. This is the most important chapter because where you choose to take him and who you show him, along with what you do with your own time, will have the most profound effect on him.

In the third chapter your son is about 8 or 10 years old. He's begun to develop a personality and interests. He'll start indicating which career he's leaning toward and also have a diary you can read to get an idea of his interests. You can no longer pick him up and take him places, but you can still influence him by visiting places and talking to people who reinforce your chosen career. He can now accept gifts and you should start giving him things that are related to the career you want him to have. Expect a lot of inconsistency from him at the beginning of this chapter. He comes pre-packaged with dozens of scripted comments just like he has black hair or green eyes. These will fade by the end of the chapter as he settles into his chosen set of interests.

In this chapter you can get special gifts from your friends to encourage certain careers. He also gets his own room in this chapter. Peek inside to get an idea of where he's headed career-wise; the items he chooses to keep in his room indicate his interests. At the beginning of the chapter, he enjoys name-dropping, so don't worry too much if he likes to talk about people who represent the "wrong" career paths. By the end of the chapter he will have lost interest in most of the townspeople other than the ones you've been encouraging him to pursue. He can accept up to two gifts a day but will not accept one for something he's not interested in, and giving gifts has not been shown to spoil him so give generously. After the two-gift maximum you can continue to show him things that will influence him (so keep that in mind if you have something you want to keep, like a rare, expensive ore or an S-ranked rare crop) and he will comment either positively or negatively, indicating how interested he is in that item and the related career path.

Your son is a teenager as Chapter 4 opens. He's moody and hard to get along with, but you shouldn't give up on him. This is pretty much your last chance to influence him one way or the other. The gifts he accepts or rejects don't necessarily indicate his career preferences so much as his negative attitude toward you and his father. (He's not very consistent, either. He may accept the exact same gift for two or three days in a row and then the next day refuse to take it.) He can still be influenced by the things you offer him, though, so

keep on showing him things that are related to his career, and ignore any rudeness or complaints. (In the boy version of this game, during chapter 4 your son would only accept certain gifts based on who his mother was, not on what he was interested in. Not enough testing has been done to know whether that is true for this game, too.)

In Chapter 5 your son is a young adult. He's pretty much set in his ways now. You can still give him gifts and influence him with your actions, but by this point you should have pointed him in the right direction. Your work is mostly done. He's still a little hard to get along with but nothing like the terrible teens were.

Chapter 6 is all about tying up loose ends. You can't influence your son any longer. His career is chosen and he'll give hints throughout the year about what he plans to do with his life. At the end of the chapter you'll get a cutscene showing what he decides to do. There's not much difference between this chapter and the last one.

Chapter 7 isn't really a chapter. It's called "Heaven," and in this game, Heaven looks a lot like earth. You continue on where you left off in chapter 6 (before your death, your son's career choice, etc.) with everyone still where they were before. You're still married, your son still lives at home, all the people who lived in the valley are still there, you still have all your animals, etc. This chapter lasts as long as you want. You can play for a thousand years if you want to. You've spent the whole game raising your son to be the kind of person you want him to become. Now he's an adult and it's all about you. Do all the things you avoided doing so you wouldn't influence him the wrong way. Make friends with the people you stayed away from and avoid the ones you don't like. Get all the cutscenes you missed during your life, plant the crops, cook the dishes, buy the animals, catch the fish, mine the minerals, whatever you want to do.

At the end of each chapter you'll have a cutscene. The first one, obviously, is your wedding. After your son is born in chapter 2, the scenes will indicate the career he's considering and give you an additional opportunity to encourage or discourage whatever he's pursuing. (The answer(s) that you give during these scenes will have a much greater influence than your everyday conversations.) Don't panic if you don't always get the one you want, though. Most people see scenes for at least two different careers no matter how careful they are. But no one so far has reported either with this game or the boy version that their son went into a career that they didn't see at least one scene for, so if you get the wrong one, firmly discourage him and make an extra effort in the next chapter to discourage that career.

~~~~~  
~ General Tips [TIPS1] ~  
~~~~~

I've got specifics for each career and information about each of the three sons below, but here's some general information that applies to all of them.

- 1) Pick one career and stick with it. Don't change your mind in the middle. It will just confuse him, and you'll be working against yourself. If you sometimes encourage one thing, and other times work on something else, they'll cancel each other out. If you must choose an activity that influences a career you don't want for him, try to pick one that he has a low interest in.

Note Testing him by offering him things just to see what he says is a pretty bad idea. But if you're curious, unsure you're headed in the right

direction, or wonder which career a particular item influences, the best way to find out is to simply ask him. Just save your game before you show him something from a different career and then reset after you're done experimenting on him.

- 2) Be patient, especially if you're working on a career that your son doesn't have a natural interest or ability in. He's going to appear to be more into his default career until his interest in the one you're encouraging is higher than the one he started out with. If you show something to him and get a strongly negative reaction (he's scared by it) or confusion (he says "???") especially during chapter 2, don't show it to him again for awhile. There are other things you can do instead. For example, Gustafa's son is terrified of animals and confused by tools. He hardly sets foot outside the house. But if you want him to be a rancher, he likes milk and eggs. Be creative and consider the stage of life your child is at when picking things to show or do.
- 3) In the diary beside your bed, under Assets/Family and Pets/[your son's face] you'll have two pages of pictures and bars. The first page is your son's interests. The second is his abilities. His interests will rise much faster in careers he has a natural ability for. As his ability goes up, so will his interest. Rather than compare the career you've chosen to the career he's most interested in, watch to see which ones change. If the one that you're pushing for is going up, and the other one isn't, you're doing all the right things, it just hasn't been long enough yet. His interests and abilities in all six careers will change over time. Don't get discouraged if he develops an interest in something you don't want him to. Watch for patterns. If he consistently gains in the chosen career, don't worry about occasional jumps or dips.
- 4) Plan ahead. If you don't want your son to grow up to be a rancher, don't buy the pond, keep your animals to a minimum and have as little variety as possible. (For example, if you have a cow, use a miracle potion rather than buying a bull. Have only one type of cow, don't get the ducks, don't buy a goat, that kind of thing.) If you're planning to raise a little scholar, buy the milking and food processing rooms as soon as possible. Also get the seed maker. Start befriending people who represent the chosen career path.
- 5) If you're not planning to raise a rancher or farmer, it will be a little harder to make money. Fishing may encourage athletics and mining will raise his interest in being a scholar, so choose your activities carefully. Also consider "hidden encouragements," things that are less obvious but still reinforce one career over another. For example, selling things to Van has no apparent effect on your child's career choice, but shipping crops, seeds, and animal products through the shipping box on your farm will encourage the farming and ranching careers, respectively. It's not confirmed whether the pyrotechnicians influence one career or another, but some people claim they influence art.
- 6) Some things you do on your farm will encourage a non-farming career, particularly the scholar. Anything mechanical will raise his interest in this area. That includes the milking room, the food processing room, the seed maker, the electric clippers. Generally, hands-on animal care will raise ranching interest, while using a tool or a machine will get him to take an interest in scholarship. Also, some of the rare crops can influence a different career. See the career sections below for specifics.
- 7) Listen to what he says. If he asks a question about a specific career, the correct answer will encourage that career, an incorrect one will discourage it. (For example, if he asks, "Mommy, are you square?" telling him "yes,"

you are square (as opposed to either round or triangle--remember, he's only two!) will encourage art. Saying "no" will discourage it.) Also correct his pronunciation if he says something wrong to encourage that career. Don't correct him to discourage it. (This comes in handy if your little artist is showing too much interest in farming and you don't want him to be a farmer. Show him your hoe, and when he says it wrong, don't correct him.) Don't be tempted by cutesy answers, either. If your toddler says, "Do you tink animals are cute?" and your response is, "You're cuter," you're still discouraging ranching. Generally if he asks a career-related question, "yes" encourages, "no" discourages and if there's another answer, it either discourages a little or has no effect. Nothing is set in stone, though. All children will occasionally exhibit interest in the wrong career. He's curious about the world around him. Plus, this gives you an opportunity to discourage the unwanted interest. If you continue to consistently encourage the chosen field, he'll come around. If you give him something and he takes it, but then makes an additional comment or asks a question, that indicates a very high interest.

- 8) Also listen to what his father says. Gustafa and Marlin (possibly also Rock) will ask occasional questions about your son, such as whether you want him to take over the farm. Your answer will influence your son's choices. For example, if you say you want him to take over the farm, that influences farming/ranching. If you say you would rather let him find his own path, that discourages farming/ranching and encourages the other four.
- 9) Beware if your husband says something off-the-wall like that your little rancher might grow up to be a scientist or that he wishes your scholarly-challenged little darling were smarter. Also if one (or more) of the villagers makes a prediction about the child's future. (Chris's fortunes don't count.) Experience has shown that these seemingly off-base comments have a habit of coming true. If anyone in the village makes a comment about your son potentially going into a career you don't want for him, this is a red flag that you need to do some discouraging in that area.
- 10) There are four special items in the game that you can obtain from chapter 3 onward that influence your child toward a particular career: Flora's necklace (scholar; some also claim it influences art), Gustafa's drums (music), Lumina's sheet music (music), Wally's medal (athletics). You should befriend the owner(s) of the item(s) you want (if for no other reason than because they influence a particular career), and you have a better chance of getting them if your son is interested in their career path. That's not to say you won't get the item otherwise. In the game where I married Rock and his son wanted to be an athlete, Flora gave me the necklace even though I had hardly spoken to her. In another game I married Marlin and his son was very interested in ranching, and I got all four items. Also, after the start of chapter 4, you can get a painting from Cody to hang in your house. It hasn't been confirmed that the painting influences art, but being friends with Cody does.
- 11) When visiting someone in chapter 2, carry your son there and then put him down and let him walk home. This will make him more likely to visit these places--and be influenced by them--in later chapters. Show him to the people who influence the career you've chosen, so that they form a relationship with him, but also talk to them yourself. After chapter 2, you can't pick him up and show him to anyone, but he'll continue to be influenced by who your friends are. He's more likely to visit people who are your friends and the villagers you showed him to as a baby.
- 12) Consider your friends carefully. Some of them can't be "de-friended" after you've befriended them for the gift(s) they offer. (Daryl is one of them.

I'm not sure who the others may be so if you have any information about this please e-mail me.)

13)Some things are universal. All kids are interested in Murrey; it doesn't mean they're going to grow up to be bums who name their pet flies. Other things may *seem* to be unconnected to a particular career. All kids are interested in MukuMuku, for example, but scholars seem to be more so than anyone else (possibly because Daryl is always stalking the poor guy). The turtle pond is a favorite haunt of athletes (Hugh spends a lot of time down there, especially when he's very young). If it doesn't seem to have even a very obscure connection to a particular career, it's probably not anything you need to worry about.

~~~~~  
~ Like Father, Like Son [DADS1] ~  
~~~~~

Your son will start out with certain interests depending on who his father is. Each of the bachelors has a distinct personality and appearance and his son is definitely a chip off the old block.

~~~~~  
~ Rock [DADS2] ~  
~~~~~

Rock's son is cute, friendly, independent and very mobile. It's easy to see his natural athletic ability. He won't be interested in anything but being an athlete at first, but he's the easiest to influence toward another career--as long as it's not farming or ranching, because he's too busy having a social life to stay home all day!

He doesn't like to cuddle much. Picking him up more than once or twice a day, or for more than a few game minutes at a time, annoys him. He likes being tossed in the air more than being hugged.

Of the three babies, he's the one who spends the most time away from the farm. If he leaves, you may have trouble finding him. He's a very cheerful baby and not at all fearful. Rock gets upset if you don't put him to bed by 9 pm.

~~~~~  
~ Gustafa [DADS3] ~  
~~~~~

Gustafa's child is the most reserved. He's well-behaved and rarely leaves the house. He's more pensive than moody, and very intelligent. He likes to be held and snuggled but not tossed in the air. He's probably the most fearful of the three. He likes to read and asks a lot of questions.

Little Gustafa is the most susceptible to being spoiled, and he's hard enough to get along with as it is. It's tempting to carry him around all day, but try to keep the cuddling to a few minutes two or three times a day.

As a teenager he'll be the most rebellious and angry. He loves art and music and has very little interest in farming, ranching, or athletics.

~~~~~  
~ Marlin [DADS4]~  
~~~~~

Predictably, Marlin's son is interested in ranching and farming. He's adorable

with big blue eyes. He's very smart, but quiet. He likes to be outside; if you can't find him, he's probably losing himself in the tall grass out in the pasture. He also likes the chicken coop whether or not there are any animals in there. When he gets older he can help you water your crops if you wake up at 7 a.m. with the alarm clock.

This child tolerates affection but he's not as thrilled with it as Gustafa's. A couple of times a day is plenty for him, and he doesn't seem to have any particular preference for, say, being snuggled any more or less than a hug or tossing him in the air.

He starts out sweet and obedient, and goes to bed on time with or without you. He doesn't like to be bothered much, so it's best to just talk to him about important things like what you want him to be when he grows up. As he gets older he starts to get more depressed. He's hardly rebellious at all as a teen but he spends a lot of time with his head down. The older he gets, the less time he spends away from the farm unless you're encouraging him to not be a farmer or rancher.

~~~~~  
~ Train Up a Child in the Way He Should Go [JOBS1] ~  
~~~~~

Regardless of who his father is, your son can grow up to choose any of the six possible careers. Some are easier to get, some are harder. If you want a real challenge, try to make Marlin's son become an athlete!

This section contains detailed information on how to guide him toward each of the possible career paths.

~~~~~  
~ Raising a rancher [JOBS2] ~  
~~~~~

This is one of the easiest to do. After all, you live on a farm! Probably a big chunk of your day is spent taking care of your animals. Marlin's son is the most interested in ranching.

Befriend:

- * Takakura
- * Show him to your cattle the way you would a human friend

Toys:

- * None

Items to show/give:

- * Milk
- * Eggs
- * Fodder/Good Fodder
- * Milker/goat milker (may influence scholar)
- * Brush
- * Clippers/shears (NOT electric clippers)

Places to visit:

- * None. You should spend as much time on your farm as possible. While he's a baby, when he leaves, pick him up and bring him back.

Things to do:

- * Avoid raising crops, especially if you're married to Marlin. You should be

able to make money from your cows, and go to the mine or fish if necessary. Don't show any of your rare crops to Takakura, if you do he'll put a basket in the shipping room so you can ship your crops and therefore influence the farming career.

- * Have your barn and chicken coop full. Have as wide a variety of animals as possible. Have a bull, goat, sheep, the ducks, rooster, chicken, and as many different types of cow as you can fit. Get the cat from Romana.
- * Show the smaller animals to him (Gustafa's son is afraid of the dog, so don't tease him with it, unless you *don't* want him to be a rancher), and show him to the cattle (again, with Gustafa's son, this will discourage ranching). The cows aren't terribly impressed, but Junior is. (It doesn't have any negative effect on the cow unless you do it repeatedly, in which case both the cow and the baby will get annoyed.)
- * Take care of your animals by hand. Don't use the milking room. Wash and brush them frequently. Talk to them. Feed them by hand even if they're outside. When you shear your sheep, don't use the electric clippers, this encourages scholar.
- * Keep your animals outside, except in winter when they're more likely to get sick.
- * Put your animal products in the shipping bin rather than selling them to Van. Don't turn them into butter or cheese, and don't cook them.
- * When you leave the farm, ride your horse rather than walk.
- * Keep your animals happy and healthy. Selling your animals decreases his interest in ranching. So does having an unhappy or sick animal. His interest will take a big hit if an animal dies. (In other words, don't kill off or sell the goat.) Having an animal born on your farm gives him a much bigger boost in interest than buying one.

~~~~~  
~ Cultivating a farmer [JOBS3] ~  
~~~~~

Another easy career choice, perhaps even easier than ranching, and definitely more lucrative. Marlin's son has a very high interest in farming.

Befriend:

- * Takakura
- * Possibly Tartan (the plant that lives in Tak's house after chapter 2)
- * Vesta
- * Celia
- * Marlin if you're not married to him

Toys:

- * None

Items to show/give:

- * Any seed or crop
- * Tree fruits
- * Possibly flowers and/or wild edible plants
- * Your tools, especially your hoe, and correct him when he mispronounces it

Places to visit:

- * Vesta's Farm

- * Your own farm; you should spend a lot of time there and keep him home unless he's heading toward Vesta's

Things to do:

- * Always have something growing. Plant a variety of crops and trees. Like with the rancher and his animals, the more you have planted, and the more variety you have, the better. Trees don't appear to have nearly as much influence as crops.
- * Using the Watering Can W or the eggplant (rare crop 4) won't decrease his interest, but the more time and effort you put into watering your crops, the faster it'll go up, so using shortcuts like these that water 4 squares at once may not be the best way to go in this case. Ditto for the strange and weird tools. Also, buy and use fertilizer rather than have Tartan raise the rank of your crops with an upseed flower.
- * As soon as you get Tartan, make at least one rare crop seed and plant it. If you show your rare crop (not seed) to Takakura, he'll put a new shipping bin in the shipping room. It will look like a basket and you use it to ship your crops and seeds. Doing this, rather than selling them to Van, will increase your son's interest in farming, just like shipping milk, etc. does for the rancher.
- * Since he lives on a farm, he may ask questions about the farm. Answer them correctly and correct him when he mispronounces something.
- * Using the seed maker encourages scholar, so keep that in mind when you need seeds. You can buy them from Vesta or give regular and second-generation crops to Tartan to hybridize into seeds.

~~~~~  
~ Baby Einstein [JOBS4] ~  
~~~~~

Raising a little scholar takes a little more effort, but there's a lot you can do around your farm that will encourage this career. None of the babies is a natural-born scholar but Gustafa's is probably the easiest to raise as your own little genius. He won't inherit the farm, but he could become a famous scientist, a Nobel prize winner, or reinvent the wheel.

Befriend:

- * Carter
- * Flora
- * Daryl

Toys:

- * Toy car (buy from Van)

Items to show/give:

- * Rare crops 19-22 (shaped like light bulbs)
- * Moon ore and sugar ore from dig site (may also influence art)
- * Anything from the dig site (chapter 3+), but they confuse him as a baby
- * Electric clippers, cow and goat milkers (may influence ranching)
- * Flora's necklace (obtain chapter 3+ after befriending Flora)

Places to visit:

- * Daryl's house
- * Carter's tent
- * The dig site

Things to do:

- * Don't spend too much time on the farm. Dig at the dig site and visit your brainiac friends.
- * Buy the seed maker or get it from Daryl, and have the food processing room and the milking room. Get the electric clippers from Wally.
- * If you do have to be on the farm, use machines or mechanical equipment whenever possible. Put your crops in the seed maker, turn your milk into butter and cheese, use the electric clippers on your sheep, put your cows in the milking room instead of milking them by hand.
- * If he has a high ability or interest in ranching, cook your crops/animal products before you ship them, or better yet, sell them to Van. Doing things on the farm, even scientific, can influence him a tiny bit on the ranching side, and this is a good way to counter that.

~~~~~  
~ Musical prodigy [JOBS5] ~  
~~~~~

This one and art are probably the two most challenging because there's so little you can do to influence them. Fortunately, there are a lot of music lovers and art appreciators in your little town. Gustafa's child has a very high capacity for musical genius.

Befriend:

- * Gustafa if you're not married to him
- * Romana
- * Lumina
- * Griffin (he plays guitar)

Toys:

- * None

Items to show/give:

- * Lumina's sheet music (obtain chapter 3+ after befriending Lumina)
- * Drums (obtain chapter 3+ after befriending Gustafa)
- * Rare crops 11-14 (shaped like musical instruments)

Places to visit:

- * Gustafa's yurt
- * Romana's villa
- * Blue Bar

Things to do:

- * There's very little you can do to influence the music career. Your best bet is to discourage other careers until music is the only one left. Get out in the town and away from the farm. Try to visit Romana when Lumina is playing the piano around 9 in the morning or so and the Blue Bar when Griffin is playing the guitar (which is often after your son's bedtime, but your being there still counts). Following Rock into the bar may increase your chances of getting the music scene.
- * The one thing you may want to do on your farm is raise rare crops 11-14 and show them to him. These are the ones shaped like musical instruments and having them encourages the music career. (See the hybrid crops FAQ on this site for more information.)

- * Showing him your tools and not correcting him when he says them wrong seems to increase art and music more than scholar or athlete.

~~~~~  
~ Start with art [JOBS6] ~  
~~~~~

Like music, art is difficult to influence. This one may be the harder of the two simply because there are so few people and places that relate to art in Forget-Me-Not Valley. Gustafa's son exhibits a strong early interest in art.

Befriend:

- * Cody
- * Nami (possibly)
- * Kasse and Patrick (possibly)
- * Sebastian (in a cutscene you find out that he likes to paint)

Toys:

- * Scratch pad

Items to show/give:

- * None, but in chapter 4 you can get a painting if you're good friends with Cody
- * Ores from the dig site may influence art but likely influence scholar so you may want to experiment if your son isn't interested in a scholar career

Places to visit:

- * Cody's trailer
- * Pyrotechnicians' house
- * Possibly Romana's mansion in the kitchen or Sebastian's room (I would not try this with Gustafa's kid or anyone who shows a high interest in music)
- * Possibly the Inner Inn (particularly Nami's room)

Things to do:

- * There's not much you really can do to influence the art career. Like with music, the best thing to do is discourage his other interests until art is what you're left with. Keep him away from the farm and don't show him anything related to other careers. When he's a baby take him to the homes of other artists around town and when he's older, visit and talk to them as often as possible.
- * Children interested in art tend to ask a lot of questions. Talk to him as often as he'll let you without getting frustrated, and be sure to answer his art-related questions correctly. (It can get annoying fast when he asks every single day, "Mommy, are you square?")
- * Showing him your tools (especially the hoe) and not correcting him when he mispronounces it seems to increase art the most.
- * Rare crop 2 is shaped like a bomb, which is pretty similar to what fireworks look like in this game. Since it's pretty certain that Kasse and Patrick, who make fireworks for a living, influence art, growing rare crop 2 and showing it to your son may increase his interest in art.

~~~~~  
~ Good athletes are born, not made [JOBS7] ~  
~~~~~

Walking is exercise, so it's not hard to influence your child to be a great athlete. If your son is interested in this career he may start running around

the house or doing jumping jacks in chapter 3. Rock's son has natural athletic talent. If you want a real challenge, the hardest one in the game and the one with the lowest success rate is turning Marlin's son into an athlete.

Befriend:

- * Wally
- * Hugh

Toys:

- * Ball

Items to show/give:

- * Wally's medal (obtain chapter 3+ after befriendng Wally)

Places to visit:

- * Wally and Chris's house
- * Possibly the turtle pond; Rock's son and boys interested in athletics seem to be especially fascinated with the turtle there
- * Just walk around town and spend a lot of time outside

Things to do:

- * Walk! Don't ride your horse anywhere. Spend a lot of time outside, walking around the village (like Wally does first thing in the morning). Don't spend too much time at home, inside buildings, or visiting people.
- * Fishing may encourage your son to be an athlete.
- * Rock's son has an unusually large amount of interest in the turtle by the pond, and Hugh spends a lot of time there, also. This may be a good place to spend some time. It hasn't been confirmed (and Nami spends some time there most days) but I have noticed that boys who are interested in the athlete career talk about the turtle and ones who aren't don't seem interested in him at all. When Rock's son started showing more interest in the farm he stopped going to the turtle pond so much.

~~~~~  
~ Credits

[CRED1] ~  
~~~~~

GameFAQs

For hosting this guide and having such a great website in the first place
Neoseeker and SuperCheats

For liking my guides enough to ask if they could post them on their site
Everyone at GameFAQs' HM:AnWL message board

For additional info, help, and encouragement :)
Everyone who wrote to me asking for help with raising their kids

Otherwise I'd never have gotten the idea to write this guide
You, the reader

For reading this guide; what would be the point of doing it if no one read
it?

Marvelous Interactive and Natsume

For making such a great (if occasionally aggravating) game and translating
it to English

~~~~~  
~ Contact Info

[MAIL1] ~  
~~~~~

Questions, comments, constructive criticism, suggestions, additions, etc? My e-mail address is:

star dust
 and
sun shine
 at
Yahoo
 dot
 com

Take out all of the extra spaces and put it all on one line, written like a normal e-mail address. (I write it out this way because I already had to close out one e-mail address because I posted it on one website and a bunch of web crawlers got hold of it and I ended up getting so much junk mail my computer couldn't handle it all and died trying. Hopefully this way even if a spammer *does* come across it, their computer won't be able to figure out what it's supposed to be. It's worked so far--knock on wood.)

This document is copyright Stardustandsunshine and hosted by VGM with permission.