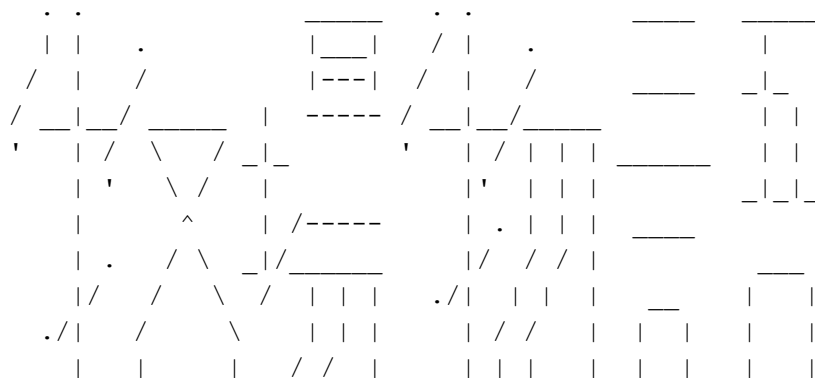


Harvest Moon: Hero of Leaf Valley FAQ/Walkthrough

by clara_lin

Updated to v1.0 on May 16, 2010



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Bokujou Monogatari ~ Sugar Miura Minna no Negai (JP)
Harvest Moon ~ Sugar Town (JP)
Harvest Moon ~ Hero of Leaf Valley (EN)

FAQ/Walkthrough
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NOTE: This guide does contain spoilers!

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 1. Introduction [Intro]

#####

Welcome to clara_lin Harvest Moon:Hero of Leaf Valley Walkthrough and FAQ.
 This is my very first FAQ, so bear with me, and excuse my mistakes.
 All this information I've got are mainly from self research from the japanese
 version (I still haven't got my English version yet) as I don't have
 money to buy the official guide. The additional information from another
 source used in this guide will be given credits to the respective founder.
 I'm going to make this guide as detailed as possible, so send in any
 information that is not in this guide.

In this guide there will be a mix between the English and Japanese literal
 translations. I'll also provide the name changes from English - Japanese ver.
 in some sections such as the Places Names.

*Note: In the guide I'll be using the word "BEACH" instead of Crystal Bay
 since its easier to remember and everyone is more aware of the word beach
 compared to Crystal Bay.

1.1. Game Info

[Game]

Harvest Moon: Hero of Leaf Valley or known as Bokujou Monogatari: Sugar Mura to Minna no Negai in Japanese version is a video game in the farm simulation series Harvest Moon for PlayStation Portable, developed by Marvelous Interactive Inc. and published in the U.S. by Natsume. It was released on March 19, 2009 in Japan with a English version released on April 27,2010.

The game is pretty much an enhance remake of Harvest Moon: Save the Homeland. The protagonist known as Jack by all the fans, reappear in the game and take a role as a farmer whose asked by his dad to come to Leaf Valley to help the valley from being turned into Funland.

The game has been released twice in Japan with two different names.

First Release:

Bokujo Monogatari: Sugar Miura Minna no Negai -- JP
(Farm Tale: Sugar Village and Everyone's Wishes)

Second Release:

Harvest Moon: Sugartown -- JP

Third Release:

Harvest Moon: Hero of Leaf Valley -- US

The noticeable differences between StH and HoLV:

- There are more crops in HoLV, and most of the seeds can be planted in more than 1 seasons.
- You can upgrade your tools in HoLV.
- There's mine in HoLV, and new area will be added after a season passed.
- You can marry in HoLV, but sadly you cant have kids.
- There are 8 marriageable candidates (Gwen/Sara, Katie, Lyla, Dia, Gina, Aurellia -new, Alice-new, Marina/Harvest Goddess)
- You can have sprinkler and greenhouse in HoLV at year 3.
- There's quest system in HoLV where the people actually requested you to get things for them and get payment.
- There are totals of 5 different part time jobs in HoLV.
- There are more endings in HoLV (more than 16).
- some ending in HoLV are the same with STH but they changed a bit of the story and the characters related to the endings.
- The map is bigger
- There's sort of museum-like-building in your house where you can collect rare items and display it in that room
- There's bug system in HoLV, where you can knock the tree and collect bugs from trees.
- There are some new characters (Alice and 2 of her lackies, Rudolph, Aurellia and the Priest)
- You can grow mushroom in your at the back of your Storehouse.

1.2. About Author

[Authors]

Hi, I'm known as clara_lin in GameFAQ board or Karaish in other accounts like my blog and deviantArt. This is the first time I'm writing a Guide/FAQ. I'm just a normal South Asian college student who loves playing games in my leisure time. For your information I'm not a native English speaker, so this guide may contain lots of mistakes in grammatical and spelling, so I would like to apologize beforehand and I asked you politely not to flame me. If you noticed any mistakes, and want to help me correct them you can contact me to tell me about them.

Feel free to contact me via emai: its_claraish@yahoo.com.

I started writing this guide for my own self-references, which has become my hobby since few years ago. And I noticed on many people have many questions about this game, so I thought maybe by writing a proper guide I could help those who in needs.

1.3. Version History [Version]

- Version 0.7 - First submission to GameFAQs.
- Version 0.75 - Finished Bug Catching section.
- Version 0.8 - Added the bachelorretes schedules, complete ending guides, Mecha Events, differences between StH & HoLV, Tips, and the bachelorretes schedule.
- Version 0.85 - Completed Mini games section.
- Version 0.9 - Completed Cooking section.
- Version 0.95 - Changing terms used in the guide to English proper names and Request List is added.
- Version 1.0 - Finished Fish-able list. 1st complete version of the guide.

2. Game Basics [Basics]
#####

This section will cover the basics of this game. Here I'll explain a bit about the game commands that might be unfamiliar for most players.

2.1. Basic Controls [Controls]

Harvest Moon: Hero of Leaf Valley (for short HoLV) has unique controls if you compared to the other Harvest Moon series for PSP. The game requires you to press a combination of several button to open something. I'll explain the details below.

Thumbstick/ Analog - Moving around

D-pad - Control camera

O - circle - Cancel Button/Place things into your bag

[] - square - Use tool

X - cross - Confirm action, equip tools or select items

^ - triangle - Centers the camera

L - Whistle. Must be used with combination.

L + D-pad Left - Dog whistle.Used to call for your dog

L + D-pad Right - Horse whistle. Used to call for your horse

R - Open item menu. Must be used with combination.

R + D-pad Left - Opens up items rucksack menu, press left or right to browse the items.

R + D-pad Right - Opens up toolsrucksack menu, press left or right to

browse the tools you have in your rucksack.

Select - Open up the map

Start - Open rucksack menu, money, events, and request jobs.

2.2. Basic Knowledge [Knowledge]

=====
2.2.1. Story [Story]
=====

The protagonist and our hero, Jack travels to Leaf Valley after he received a letter from his Dad. He learns that his grandfather has died and the Valley where his grandfather's farm is might be torn down and turned into an amusement park in two years.

Upon arriving at the farm, Jack will nominate to pick up his grandfather's belongings. Jack encounters three "Harvest sprites" and the Harvest Goddess, who ask him to stay on the farm and help them.

The protagonist must once again save the homeland by finding a way to save the village from being torn down to build into an amusement park called "Funland". By choosing different paths, you can find up to 16 ways to save the homeland.

=====
2.2.2. Goal [Goal]
=====

Just like what the title of the game says, you have to be a hero and save the Leaf Valley from being turned into amusement park.

There are 2 ways to save the Valley, which are:

1. Earn 50,000 G within two years time.

This option is given and is part of the main storyline.

2. Get the Valley famous for something so that they stopped the plan of turning it into amusement park.

There are 16 different ways to get the Valley famous, it is also known as the 16 endings which become main selling point of the game.

Detailed info about the endings will be discussed in [Endings] section.

=====
2.2.3. Starting Off [Starting]
=====

At the beginning after you have agreed to help to save the Valley, the Harvest Goddess will give you 3 questions for you to answer to determine whether you are suitable for this.

1. A puppy is abandoned in the rain. What do you do?

- Take it home
- Ignore it

2. There's trash on the ground. What do you do?

- Pick it up
- Leave it

3. There's money on the ground. What do you do?

- Take it to the police
- Keep it

The answer of the question will give a boost of +15 FP points to certain group of people, depending on your answers to her questions.

If you answers all the questions with a good attitude, meaning to be a goody-boy the FP boost will go to :

Dia, H.Goddess, Bob, Joe, Wallace, Chester and Nak.

If you answers all the question with a bad attitude, meaning to be super ignorant and dishonest, the FP boost will go to:

Katie, Gina, Kurt, Ronald, Charles, Renton, Rudolph and Nic.

If the answers to the questions are mixed of good and bad, the FP boost will go to:

Gwen, Lyla, Aurelia, Alice, Parsley, Tim, Woody, Martha and Flak.

So, nothing is wrong by answering the questions honestly.

I bet some of us will keep the money for ourselves if nobody's looking right?XP

2.3. Your Farm

[Farm]

Your farm consist of several different buildings, a pasture and a field.

1. Your House

The basic items in your house are bed, table, chest, TV, bookshelves, and drawer.

You can upgrade your house 3 times, which are to add Kitchen, Bathroom&Toilet, and extra bed. To see more details about upgrades see [Expansion] section.

2. The Farming field

A field that is used for farming. It is really small compared to any other titles it is arranged like that because the game doesnt focus on farming.

3. Chicken Coop

Place where your chicken lives.Of course,duh. You started with 2 pens, later you can upgrade it so that you can raise up to 5 chickens.

There's a small open area outside the Coop, you can put your chickens out on sunny days, and they'll find their own food.

4. The Storehouse

I called it so since it is used to display rares that you find in the game. Its located next to your house.

check [Storhouse] section for more information.

5. Dog House

You dont start with this. You need to ask the Carpenter to build it for you. It is required for you if you want to raise your dog's affection towards you.

6. The Barn

The barn is for your cows and horse.

7. The Pasture

The pasture is useful if you want to save your money on the feeds. Just let

your animals graze on the pasture on sunny day and make sure you have tall grass there for them to eat.

2.4. Heart Level [Hearts]

This game has the same heart level system, which is increased by Friendship Points. You can roughly know your friendship points by looking at the number of hearts below the character images in the character profile in your diary.

For the girls, you'll see a small heart after their names. There are several stages of hearts.

Love Point/	Heart Degree =	Heart Color
0 - 39	= Black	(0 Heart)
40 - 79	= Purple	(1 Heart)
80 - 129	= Blue	(2 Hearts)
130 - 179	= Green	(3 Hearts)
180 - 259	= Yellow	(4 Hearts)
260 - 349	= Orange	(5 Hearts)
350+	= Red	(6 Hearts)

- Rate of FP added, applied to both villagers and bachelorettes.
- + 5FP to random girls if you wish for relationship from Harvest Goddess.
 - + 3FP for favorite gifts.
 - + 2FP for liked gifts.
 - + 1FP for normal gifts.
 - + 1FP for talking.

2.5. Calendar [Calendar]

The Calendar in your house wall displayed the villager's birthdates and festival. Very convenient eh?
I'll list them again in here for you.

- Spring 1 - Renton's birthday
 - Spring 5 - Alice's birthday
 - Spring 11 - Ronald's birthday and Goddess Festival
- You'll get a gift from the girls that has reached a certain heart level.
- Spring 16 - Parsley's birthday
 - Spring 22 - Spring Horse Race
- Horse race festival, there will be short, long and obstacle race.
See [Games] section for more info about Horse Race.

- Summer 1 - Bob's birthday & Earth Day
- On this day you're not allowed to pick anything from the ground, harvesting or use sickle to clear your land.
Its like the day of nature appreciation.
- Summer 8 - Gwen's birthday
 - Summer 10 - Joe's birthday
 - Summer 14 - Rudolph's birthday
 - Summer 20 - Fireworks festival
- You can watch the firework festival from the pasture at 8 pm.

Summer 21 - Wallie's birthday
Summer 24 - Chester's birthday
Summer 27 - Summer Horse Race
Horse race festival, there will be short, long and obstacle race.
See [Games] section for more info about Horse Race.

Fall 2 - Louis's birthday
Fall 5 - Aurellia's birthday
Fall 12 - Tim's birthday
Fall 10 - Harvest Festival
You'll be invited by the girl with the highest FP. Go to the Plaza at 4 PM
Fall 20 - Gina's birthday
Autumn 25 - Fall Horse Race festival
Horse race festival, there will be short, long and obstacle race.
See [Games] section for more info about Horse Race.
Fall 29 - Katie's birthday

Winter 2 - Woodie's birthday
Winter 9 - Dia's birthday
Winter 10 - Kurt's birthday
Winter 22 - Liar's Day
Have a conversation with all the villagers except the H.G Goddess and Ponta.
Winter 23 - Charles's birthday
Winter 25 - Martha's birthday
Winter 30 - New Year's eve
Go to the beach at 5 PM and the girl with the highest FP will come and spend
the new year's eve with you

2.6. Weather [Weather]

It is important to know about the weather when farming, as these may affect
your activities of the day. You'll notice that on the calendar they've marked
the days of dry, rainy and mild.

eg. On rainy days which are the are usually the last week of the season,
the chance of the weather to be rainy is bigger.

You can see the weather forecast on TV daily.

2.7. Pets [Pets]

There are two animals that belongs to Pet groups, Dog and Horse.

=====

2.2.3. Dog [Dog]

=====

---Two Dogs---

Different from any other Harvest Moon series, in this title you don't get a
dog in your starter pack. However, you're lucky enought to found 2 stray dogs
that plays around the Valley, the blue scarfed pointy-eared and the classic
red scarfed flappy-eared dog.

---How to Get a Dog---

In order to get your own dog, you need to put food in the bowl in front of your
house. Basically you can put almost anything in there, from crops, fruits,
herbs, to failed dishes. Since in early game you dont have failed dishes,

so cross that out from the options. If you put good foods in the bowl such as milk and fish will raise the dog affections more quickly.

I would like to recommend you to use herbs as the dog food. Why? Its free, and you can always gather more of the herbs everyday.

When you get the option to pick the dog up, that means you're ready to get yourself a dog. This should be happened around 3rd week of Spring depending on how diligent you put food on the bowl.

NOTE: Once you've picked up the dog, you cannot change anymore. So make sure you only pick up the dog that you liked. If you dont liked it, then just wait until the one you like shows up.

---Dog Training---

You can train your dog to search for Power Berries by using Ocarina bought from Rune's Item Shop. To use ocarina equip it and press [] square button while pressing the d-pad to enter the command.

- Sit (31+ FP) = Up, Left, Up
- Stay (31+ FP) = Up, Down, Down
- Come (51+ FP) = Left, Right, Right
- Search (71+ FP) = Down, Left, Up
- Pursue (71+ FP) = Right, Left, Right
- Jump (96+ FP) = Left, Up, Right
- Beg (126+ FP) = Down, Up, Up

You can also train them by using your whistle.

---Dog Caring---

Taking care of a dog is simple, you only have to feed them and hug (pick them up) once a day.

---Dog Heart Meter---

No. of Hearts	0	1	2	3	4	5
Affection Point	0-29	30-79	80-129	130-179	180-219	220-255

2.2.3. Horse

[Horse]

---How to Get a Horse---

There's two way to get a horse in the game.

1. Buy it from Bob for 5000G.
2. Do part time job at Starling Ranch, and raise enough affection on Bob. If you do the part time job everyday, then Summer 2 Bob will come to your farm bringing a horse along with him to be gifted for you.

---Choosing Colors----

You can CHOOSE the color of the horse only if you're doing the 2nd option. When you're doing the part time job, always brush and talk to the horse you want FIRST. You can do the other horse later or totally ignore them. Do that everytime you do the job, and its guaranteed that Bob will bring that horse to you.

---Horse Heart Meter---

No. of Hearts	0	1	2	3	4	5
Affection Points	0-29	30-79	80-139	140-199	200-239	240-255

Actions	Affection Points increase
Talking	+1
Brush	+3
Whistle	+1
1 day grazing on sunny day	+7
Feed fodder in the feeding pen	+2
Feed alfalfa in the feeding pen	+6
Harvest Goddess wish	+5
Leaving the pen without food for a day	-10
Attack with any tool	-20

for information about Horse Race Festival see [Games] section.

2.7. Power Berries [Berries]

---What is Power Berries---

Power Berries are special berries that will increase your maximum stamina. You'll notice that your stamina bar will gets longer if you've eaten some.

---How to give command to the dog---

First you need to have a well-trained dog, If he has 3 hearts he should be able to find the power berries, though the higher the heart is better. First equip your ocarina then put down the command of searching (down, left, up) then let him use his instinct to find the power berries.

---Locations of Power Berries---

The Power Berries are located randomly in 4 areas below.

- * Flower shop/Tool Shop Area
To the left of the Flower bed by Lyla's store
- * Supermarket Area
The mound of earth in front of the store, between the two trees
- * Bar/Cafe Area
The tree near the northern part of the area
- * Goddess Spring Area
Near the two trees in the middle
- * Pike Mountain Area
In the very center of the area
- * Pike Mountain Area
The top of the stairs
- * Clove's Villa Area
The tree at the top right of the stairs
- * Carpenter's house Area
Near the stairs in the center of the map
- * Carpenter's house Area
Near the righthand set of stairs
- * Plaza
To the left of the Flower/tool shop sign

Note: You wont be always successful in your first try, so try again.

Occasionally you'll get truffles and pontata roots during the search.

#####

3. Earning Money [Earnings]

#####

3.1. Farming [Farming]

3.1.1. Basics [FarmingB]

=====

--Some facts about farming & crops---

- * One bag of seed is for one plot of tilled soil
- * There's a high chance for the seed to be washed out if you plant it on rainy days
- * It will withers if you dont water it for several days
- * Though it can be grown on several seasons, you need to replant the crops when the season has changed
- * Herbs are considered as Flower

=====

3.1.2. Crop Synthesis [Synthesis]

=====

To those who has played AWL series must be familiar with this system, remember our old friend two headed plant Tartan??
 Crop Synthesis lets you to combine 2 seeds to make a new variety of seed.

--- How to Obtain Crop Synthizer Machine ---

You need to win the local horse race festival, the obstacle race to be exact.
 If you win the first place, you'll get the machine as the price

--- Basics to Crop Synthesis ---

- + You can only put seeds into the machine, if you put anything else other than seeds, the result would definetly failed.
- + Put 2 seeds into the machine.
- + Mineral crops cannot be used on the machine
- + All new variety of seed produced are single-harvest only
- + The orders of the seed inputed on the machine doesnt affect the result

Important:

The seeds you've put into the machine wont be returned if you press cancel

Here are the list of new synthesized seeds (as far as I know)

*Note: The seeds name are literally translated from JP version.

Will update the list with english name after I refer to AWL synthesized crops.

Format:

Seed Name EN (Seed Name JP) - seed 1 + seed 2

- Musessou - 2 of anykind of the same seed.
- Pomato (Pomato) - Potato + Tomato
- Potanich (Jagarensou) - Potato + Spinach
- Potanium (Jamanegi) - Potato + Onion
- Pobread (Japan) - Potato + Breadfruit
- TaterTater(Jagajaga) - Potato + Golden Potato
- Oniato(Tamato) - Onion + Tomato
- Tomorn (Tomarokoshi) - Corn + Tomato
- StrawCorn (Sutorokon) - Corn + Strawberry
- Corrot (Corot) - Corn + Carrot
- Rice Corn - Corn + Rice
- Rice Carrot (Comet) - Carrot + Rice
- Cornich (Kokuou) - Breadfruit + Rice
- Spinkin (Hourencha) - Spinach + Pumpkin

Waterkin (Suikabocha) - Watermelon + Pumpkin
StrawterMellon (Ichika) - Watermelon + Strawberry
Waterniche (Suirensou) - Watermelon + Spinach
Water Rice (Waterice) - Watermelon + Rice

credit to LunarAngel for providing the English names.

=====
3.1.3. Crop List

[CropL]
=====

Here's the spreadsheet of the crop list:

<http://spreadsheets.google.com/ccc?key=0AnxjVJFiyRk2dHM0blVxb1A4aGpsTGNfcGh0UkRzMkE&hl=en>
(its too long so I cut it into half XP)
Spreadsheet made by FabledVII based on my guide.

Potato

Season:All seasons
Growth (reharvest): 4(no)
Seed Price:30G
Crop Price:60G
Highest Selling Price (Place/Season):70G(Villa/Winter)

Tomato

Season:All seasons
Growth (reharvest):6 (2)
Seed Price:30G
Crop Price:30G
Highest Selling Price (Place/Season):50G(Villa/Summer)

Corn

Season:All seasons
Growth (reharvest):10(3)
Seed Price:40G
Crop Price:40G
Highest Selling Price (Place/Season):60G(Village/Summer)

Breadfruit

Season:All seasons
Growth (reharvest):9(4)
Seed Price:50G
Crop Price:40G
Highest Selling Price (Place/Season): -

Rice

Season:Spring-Fall
Growth (reharvest):7(3)
Seed Price:60G
Crop Price:50G
Highest Selling Price (Place/Season): -

Carrot

Season:Spring
Growth (reharvest):5 (no)
Seed Price:30G
Crop Price:80G
Highest Selling Price (Place/Season):100G(Villa/Spring,Winter)

Strawberry

Season:Spring
Growth (reharvest):10(3)
Seed Price:40G
Crop Price:50G
Highest Selling Price (Place/Season):70G(Cafe/Spring), 80G(Cafe/Winter)

Watermelon
Season:Summer
Growth (reharvest):16(5)
Seed Price:50G
Crop Price:150G
Highest Selling Price (Place/Season):180G (Cafe/Winter)

Onion
Season:Fall
Growth (reharvest):6 (no)
Seed Price:30G
Crop Price:70G
Highest Selling Price (Place/Season):90G (Villa/Fall)

Pumpkin
Season:Fall
Growth (reharvest):9(3)
Seed Price:40G
Crop Price:40G
Highest Selling Price (Place/Season):70(Cafe/Fall)

Spinach
Season:Winter
Growth (reharvest):5 (0)
Seed Price:40G
Crop Price:60G
Highest Selling Price (Place/Season):-

Alfafa Sprouts
Season: All seasons
Growth (reharvest): 8 (0)
Seed Price:20G
Crop Price:40G
Highest Selling Price (Place/Season):50G(Starling Ranch/Spring)
60G(FlowerShop/Winter)

----Herbs section----

Fairy Dress
Season:Spring
Growth (reharvest):6(no)
Seed Price:10G
Crop Price:40G
Highest Selling Price (Place/Season):50G(FlowerShop/Spring,Summer)
60G(FlowerShop/Winter)

Silver Bell
Season:Spring
Growth (reharvest):6(no)
Seed Price:10G
Crop Price:40G
Highest Selling Price (Place/Season):50G(FlowerShop/Summer)

Wild Mint
Season:Summer

Growth (reharvest):5(no)
Seed Price:10G
Crop Price:40G
Highest Selling Price (Place/Season):50G(FlowerShop/Fall)

Frost Pansy
Season:Fall
Growth (reharvest):6(no)
Seed Price:10G
Crop Price:40G
Highest Selling Price (Place/Season):60G(FlowerShop/Summer)

Mistbloom
Season:Fall
Growth (reharvest):
Seed Price:10G
Crop Price:40G
Highest Selling Price (Place/Season):50G(FlowerShop/Winter)

Stardust
Season:
Growth (reharvest):
Seed Price:10G
Crop Price:50G
Highest Selling Price (Place/Season):60G(FlowerShop/Fall)

=====
3.1.5. Mushrooms

[Mushrooms]
=====

In order to grow mushroom you need to put a lumber at the at the back of your Storehouse, you can cultivate up to 4 mushrooms at a time. You have to water it, and it will be able for harvest the next day, its a single harvest plant.

There are 4 types of mushrooms that you can grow

English Name	<Japanese Name>
Mushroom	<Kinoko Mushroom >
Big Mushroom	<Mushroom>
Super Mushroom	<Fushigidake>
Gold Mushroom	<Gold Mushroom>

Tips: You can give the mushroom to the harvest sprites, and they'll make it into a special fish bait EXCEPT truffles.

3.2. Ranching

[Ranch]

There are two livestocks that you can raise in HM:HoLV, they are chicken and cow.

=====
3.2.1. Chicken

[Chicken]
=====

Buying Price : 500G
Food : Chicken Feed or Alfafa Sprouts
Maturity time: 3 days to hatch
7 days from chick to chicken
Tools : -
Products :
Name / Selling Price
Egg 50G
Golden Egg 150G

* Tricks to get cheap chicken.

Do a part time job at the supermarket, and you'll be given an egg. Put the egg into the incubator and wait for 3 days for it to hatch.

=====
3.2.1. Cows

[Cow]

=====
Buying Price: 2500 G
Food : Fodder or Alfafa Sprouts
Tools : Brush
Milker/ 500G (Rune's Item Shop)
Products :
Name / Selling Price / Highest Selling Price
Milk S 130G -
Milk M 200G 270G
Milk L 300G -
Milk G 400G -

The Barn will be the house for the cows, at first you can only raise up to 3 animals in the barn, then after you upgrade it you'll be able to keep 5.

It is possible for the cow to be pregnantrate, while it is pregnant, you can't milk the cow.

*In order to get your cow to produce Gold Milk, you need to feed them mineral alfafa

3.3. Mining

[Mine]

The mine is located on the area next to the Harvest Goddess Spring, right across Alice &co. office.

First you'll need to work part time job in the mine for 5 times, by talking to Rudolph. After that,you'll be able to access the mine anytime you want.

Mining in this game is a different from other series. In this game its much more like a puzzle where you can arrange the crystals in a way that you can break all of them in one hit.

Here is the link to images about how to solve the puzzles:

<http://s862.photobucket.com/albums/ab181/karrarin/Harvest%20Moon/>

=====
3.3.1. Layers

[MineL]

A new area will be unlocked every first of the new season.

[1st layer of the Mine - Available from beginning]

[2nd layer of the Mine - Summer 1 Year 1]

[3rd layer of the Mine - Fall 1 Year 1]

[4th layer of the Mine - Winter 1 Year 1]

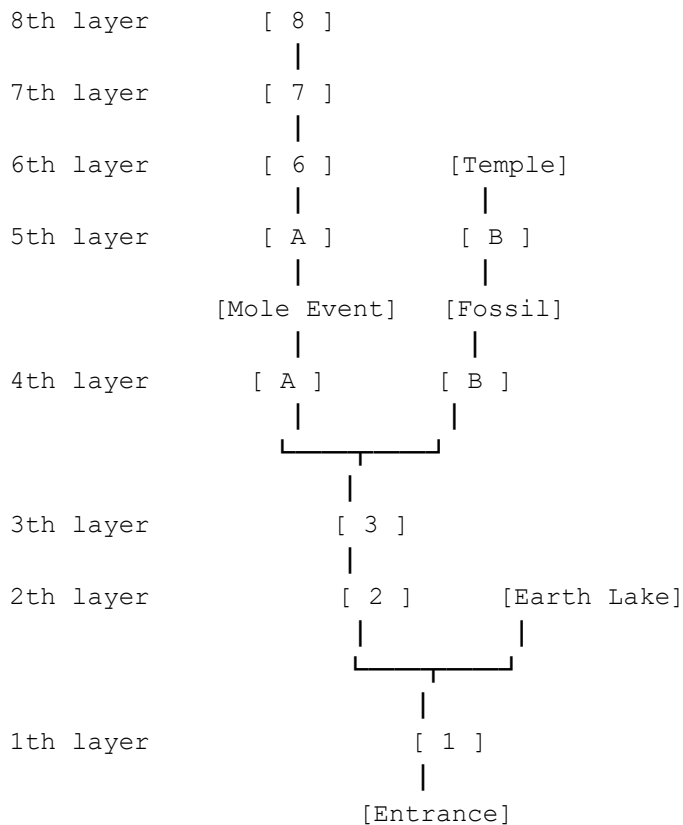
[5th layer of the Mine - Winter Year 1 (after the Mole event)]

[6th layer of the Mine - Summer 1 Year 2]

[7th layer of the Mine - Fall 1 Year 2]

[8th layer of the Mine - Winter 1 Year 2]

--- Mine Map Diagram ---



=====
3.3.2. Ores List

[OresL]

--- Ores ---

Scrap Iron

Selling Price: 10G

Available at: All layers

Coal <Limestone>

Selling Price:20G

Available at:All layers

Mineral Crystal

Selling Price:30G

Available at: All layers

Note: Use it on the crops to get mineral crops.

Using it on alfafa and feed it to animals will let you get gold products

Iron Ore

Selling Price:60G

Available at: All layers except 5B

Copper Ore

Selling Price:40G

Available at: All layers except 4B and 5B

Silver Ore

Selling Price:80G

Available at: All layers except 4B and 5B

Gold Ore

Selling Price:140G

Available at: All layers except 4B and 5B

Blue Rock

Selling Price:90G

Available at: All layers except 5B

Orichalcum

Selling Price:160G

Available at: All layers except 5B

Rare Metal

Selling Price:180G

Available at: All layers except 5B

Moonlight Stone

Selling Price:100G

Available at:All layers except 4B

-- Jewels --

Diamond

Selling Price:200G

Available at: Layer 8

Emerald

Selling Price:170G

Available at: Layer 7

Sapphire

Selling Price:180G

Available at: Layer 5A, 5B, 6

Aquamarine

Selling Price:160G

Available at: Layer 6

Ruby

Selling Price:180G

Available at: Layer 5A, 5B

Garnet

Selling Price:160G

Available at: ?

Amethyst

Selling Price:120G

Available at: Layer 5A,5B

Opal

Selling Price:140G

Available at: Layer 8

-- Misc --

Ammonite Fossil

Selling Price:500G

Available at: Layer 5A, 5B, 6, 7

Trilobite Fossil

Selling Price:500G

Available at: Layer 5A, 5B

Plant Fossil

Selling Price:500G

Available at: 5A,5B,6,7

Ancient Fish Fossil

Selling Price:500G

Available at: Layer 5A,5B,6

Pottery

Selling Price:750G

Available at: All layers except 4B and 8

Mysterious Object

Selling Price:10G

Available at: All layers except 4B and 7

Mysterious Clay Soldier

Selling Price:750G

Available at: All layers except 6 and 8

Unusual Pot

Selling Price:750

Available at: All layers except 3, 4B, 7, 8

3.4. Part time Job

[Jobs]

Part Time Job

One way to gain money in this game is by doing part time jobs.

There are several jobs that you can choose.

Taking care of animals

Location : Starling Ranch

Time : Everyday except Thursday or rainy day. 8:00AM - 5:00PM

Compensation : 100G + Milk (S)

Note: Even if they didnt said it on the poster, this job is paid 100G per hour.

So try to stay as long as possible and you can get more than 1000G a day.

Taking care of chickens

Location : Grocery Store
Time : Everyday except Sunday. 8:00AM - 3:00PM
Compensation : 180G ~ 230G + 1 Egg
Notes : Took 3 hours gameplay

Ore excavation
Location : Mine
Time: Monday - Friday. 9:00AM - 1:00 PM
Compensation: 250G++ mineral crystals found
Notes: Do this job 4 times to unlock the mine for your own free use.
Job finished 5 hours later.

Lumberjack
Location: Carpentry
Time: Everyday except Tuesdays and Thursdays, and rainy days.
9:00AM - 2:00 PM
Compensation: 200G + (30 x wood collected) + Mushroom found
Notes: Work at least 5 times to let you unlock the place for your own use.
To cut down the small trees requires 3 hit.

Clove Villa Chef
Location : Clove Villa
Time : Monday-Friday. 10: 00AM - 3:00 PM
Compensation : 50 G if the requested failed. 200G + extra ingredients
if successful.

3.5. Fishing [Fishing]

To get started, first you'll need to have your own fishing rod. You can buy fishing rod from Louis' Tool Shop for 600G. I suggest that you get the fishing rod early, because this is one of good money source.

There's one important character that you need to know, that person(animal) is PONTA. He's one of the character from River King who will help you around with the fishing prints and also gives you fish recipes to complete your recipe list.

He can be found on sunny/cloudy days on these areas:
Crystal Bay (Chiffon Coast) - 3PM- 7PM
Mallard Lake (Maple Lake) - 7PM- 11PM

(Dont ask me how does he teleported to the Mallard Lake within seconds from the beach, and where's his house because I dont know either)

There's an item called "SPECIAL FISHING BAIT", if you use this, you will not fish any trash anymore. The effect will last about half day if I'm not mistaken.

=====
3.5.1. Fishing Spots [Fish-Spot]
=====

There are a few fishing spots in the Leaf Valley, some of them are available from the start, where as the others must be unlocked through some way.

Crystal Bay (Chiffon Coast)
Basically this is the beach, located on far left of the map or you can access it by following the path from Clove Villa.

Mallard Lake (Maple Lake)

Mallard lake located on the map between the H.G Spring and the Bar/Cafe area. To get to the fishing spot, you need to walk down the stair case on the right of the Church.

Harvest Goddess Spring

You might notice that there's a big rock at the H.G Spring, actually beyond that rock, there's a great spot for fishing. In order to remove the rock, you need to get 10 fishing prints from Ponta and he'll tell you about this location and the rock will be removed.

Underground Lake

The underground lake is in the mine, choose the right path at the first intersection. Unlike at any other indoor or mine, at the underground lake, the time flows, so watch out for the time. To unlock this fishing spot, you need to get 20 fishing prints from Ponta.

=====
3.5.2. Fish Prints

[Fish-Prints]

=====
One of the collections that you might want to complete in the game.

To get fish prints of a fish species, you need to give the fish to Ponta, and ask him to make fish prints out of it.

Here's the list of the fish that can be made into fish prints, the place and season to fish it and the selling price.

*Note: This list is made by my fishing experience, might not 100% accurate.

1. Char (40G)

Fished at/season: H.G. Spring/Fall, Winter

2. White spot char (50G)

Fished at/season: Mallard Lake/Summer, H.G Spring/Spring, Summer

3. Masu Salmon (40G)

Fished at/season: H.G. Spring/Winter

4. Sakura Salmon (60G)

Fished at/season: Underground Lake/Fall, Winter

5. Pale Chub (40G)

Fished at/season: H.G. Spring/Spring

6. Dark Chub (40G)

Fished at/season: H.G. Spring/Spring

7. Smelt (20G)

Fished at/season: Mallard Lake/all seasons. H.G. Spring/all seasons.
(mostly found at Winter)

8. Surfsmelt (20G)

Fished at/season: Crystal Bay/Spring, Winter. Mallard Lake/Spring, Winter.
Underground Lake/Winter only.

9. Loach (30G)

Fished at/season: H.G. Spring/Spring, Summer

10. Rainbow Trout (40G)

Fished at/season: Mallard Lake/Spring, H.G. Spring/ Spring

11. C. Rainbow Trout (60G)

Fished at/season: Underground Lake/Spring.

12. Sardine - (40G)

Fished at/season: Crystal Bay/ all seasons.

13. Anchovy (30G)

Fished at/season: Crystal Bay/ Spring, Summer, Fall.

14. Horse Mackerel (40G)

Fished at/season: Crystal Bay/ Summer, Fall.

15. White Trevally (50G)

Fished at/season: Underground Lake/Summer

16. Mackerel (30G)

Fished at/season: Crystal Bay/ Summer, Fall.

17. Blue Mackerel (40G)

Fished at/season: Crystal Bay/Summer, Fall.

18. Black Rockfish (20G)

Fished at/season: Crystal Bay/Spring

19. Red Rockfish (40G)

Fished at/season: Underground Lake/Spring

20. Sweetfish (40G)

Fished at/season: H.G. Spring/ Spring, Summer.

21. Dace (50G)

Fished at/season: H.G. Spring/ Spring, Summer.

22. Eel (60G)

Fished at/season: Mallard Lake/Summer-Winter. H.G. Pond/Summer-Fall.
Underground Lake/Summer-Winter.

23. Garden Eel (80G)

Fished at/season: Crystal Bay/Spring, Summer. Mallard Lake/Summer.

24. Dark Sleeper (60G)

Fished at/season: Mallard Lake/Winter. H.G. Spring/Winter.

25. Catfish (60G)

Fished at/season: Mallard Lake/Spring, Summer. H.G. Pond/Spring, Summer.

26. Blackbass (70G)

Fished at/season: Underground Lake/All seasons.

27. Blotch Snakehead (90G)

Fished at/season: Underground Lake/All seasons.

28. Tiger Globefish (80G)

Fished at/season: Crystal Bay/ Fall, Winter. Underground Lake/Fall, Winter.

29. Raven Globefish (100G)

Fished at/season: Crystal Bay/ Fall, Winter. Underground Lake/Fall, Winter.

30. Porgy (80G)

Fished at/season: Crystal Bay/Spring, Summer.

31. Black Porgy (90G)
Fished at/season: Underground Lake/Spring,Fall,Winter.
32. Pike (60G)
Fished at/season: Crystal Bay/Fall.
33. Cod (80G)
Fished at/season: Crystal Bay/Winter. Underground Lake/Winter.
34. Alaska Pollock (70G)
Fished at/season: Crystal Bay/Fall,Winter. Underground Lake/Fall,Winter.
35. Greenling (60G)
Fished at/season: Mallard Lake/Fall,Winter. H.G.Spring/Fall,Winter.
36. Amberjack (80G)
Fished at/season: Crystal Bay/Winter. Underground Lake/Winter.
37. Young Amberjack (60G)
Fished at/season: Crystal Bay/Winter.
38. Chicken Grunt (70G)
Fished at/season: Mallard Lake/Fall,Winter. H.G.Spring/Fall,Winter.
39. Mountain Grunt (60G)
Fished at/season: Mallard Lake/Spring,Fall,Winter. H.G.Pond/Spring,Fall,Winter.
40. Leatherfish (60G)
Fished at/season: Crystal Bay/Fall.
41. Black Scaper Fish (80G)
Fished at/season: Crystal Bay/Fall,Winter.
42. Pacific Herring (70G)
Fished at/season: Crystal Bay/Winter.
43. Flounder (80G)
Fished at/season: Crystal Bay/Summer. Underground Lake/Summer.
44. Righteye Flounder (70G)
Fished at/season: Crystal Bay/Winter. Underground Lake/Winter.
45. Salmon (80G)
Fished at/season: Crystal Bay/Fall. H.G.Spring/Fall.
46. Huchen (110G)
Fished at/season: Underground Lake/Spring.
47. Dolphin Fish (140G)
Fished at/season: Underground Lake/Summer.
48. Monkfish (120G)
Fished at/season: Underground Lake/Spring,Winter.
49. Tuna Fall (160G)
Fished at/season: Crystal Bay/Fall. Underground Lake/Fall.
50. Albacore Fall (90G)
Fished at/season: Crystal Bay/Spring,Fall.

51. Longtooth Grouper (80G)
Fished at/season: Crystal Bay/Summer.

52. Spanish Mackerel (90G)
Fished at/season: Crystal Bay/Spring.

53. Nagi (90G)
Fished at/season: Crystal Bay/Spring.

54. Swordfish (150G)
Fished at/season: Crystal Bay/Spring, Summer. Underground Lake/Spring, Summer.

=====

3.5.3. Others [Fish-Others]

=====

These are the list of other items, that you can catch but cannot be made into fish prints.

*Note: This names are literally translated.

Squid (60G)
Fished at/season: Crystal Bay/Spring, Summer.

Pacific Flying Squid (40G)
Fished at/season: Crystal Bay/All seasons.

Octopus (40G)
Fished at/season: Crystal Bay/All seasons.

Ocellated Octopus (50G)
Fished at/season: Crystal Bay/Fall, Winter.

Shrimp (40G)
Fished at/season: Crystal Bay/Spring-Fall.

Sweet Shrimp (20G)
Fished at/season: Crystal Bay/Summer, Fall.

Lobster (70G)
Fished at/season: Crystal Bay/Summer, Fall.

Lake Homard (100G)
Fished at/season: Underground Lake/Summer, Fall.

Clam (30G)
Fished at/season: Lying around on the sand at the beach/Spring-Fall.

Empty Bottle/Empty Can/Boots/Fish Bone (0G)
Fished at/season: Every fishing spots/all seasons.

3.6. Foraging [Forage]

One of a good way to earn money is by selling thing that you can find daily or every 3 day grown on grounds. If you ever played HM, then you should be very familiar with these things and will always look for them in every possible area.

=====

=====

*NOTE: The names are translated from the JP version, I'll use the English name if I know, if not I'll just put down the literal translation to the item.

Grass

Season : All seasons
 Area : Plaza
 Selling Price : -
 Highest Selling Price : -
 Note : Dont pick it up, its useless and cant be used as dog food.

Green Herb <Herb>

Season : All seasons
 Area : Supermarket, Flower Shop, Pike Mountain, Bar/Cafe, Villa
 Selling Price : 10G
 Highest Selling Price : 20G (Bar/Spring), 30G (Flower Shop/Summer,Winter)
 Note : Its belong to "Flower" group if its gifted to people

Red herb <Pink Herb Grass>

Season : All seasons
 Area : Flower shop
 Selling Price : 20G
 Highest Selling Price : 40G (Tool Shop/Summer,Fall) (Flower Shop/winter)
 Note : Replenish you stamina and is a good gift for Lyla and Parsley in the game

Veryberry

Season : Spring, Summer
 Area : Plaza
 Selling Price : 20G
 Highest Selling Price : -
 Note : Regrown every 3 days

Blueberry

Season : Spring, Summer
 Area : Plaza , Supermarket
 Selling Price : 20G
 Highest Selling Price : -
 Note : Find it under the tree. A perfect gift for Dia

Cranberry

Season : Fall
 Area : Plaza, Supermarket
 Selling Price : 30G
 Highest Selling Price : 50G (Flower shop/Summer)
 Note : Find it under the tree.

Walnut

Season : Summer, Fall
 Area : Trees
 Selling Price : 20G
 Highest Selling Price : -
 Note : Use hammer to knock the tree.

Chesnut

Season : Summer-Winter

Area : Plaza, Carpenter's house
Selling Price : 20G
Highest Selling Price : 20G(Flower Shop/Summer) 30G(Flowershop/Fall)
Note : Use hammer to knock the tree.

Fullmoon Berry

Season : Summer, Fall
Area : Flower Shop, Carpenter's house, Cafe
Selling Price : 40G
Highest Selling Price : 80G (Tool shop/summer) (Flower Shop/Fall)
Note :

Baby Truffle

Season : Spring-Fall
Area : <see note below>
Selling Price : 40G
Highest Selling Price : -
Note : Can be find in timber area and using dog with search command

White Truffle

Season : All seasons
Area : <see note below>
Selling Price : 60G
Highest Selling Price :
Note : Can be find in timber area and using dog with search command

Black Truffle

Season : All seasons
Area : <see note below>
Selling Price : 60G
Highest Selling Price : 80G(Bar/Spring)
Note : Can be find in timber area and using dog with search command

Star Truffle

Season : All seasons
Area : <see note below>
Selling Price : 80G
Highest Selling Price : -
Note : Can be find in timber area and using dog with search command

Pontata Roots

Season : All seasons
Area :
Selling Price : 80G
Highest Selling Price : 100G
Note : Can be find in timber area and using dog with search command

Moondrop Herb <Moondrop Flowers>

Season : Spring-Summer
Area : Villa, Carpenter's House, Pike Mountain
Selling Price : 10G
Highest Selling Price : 20G(Flower Shop/Spring)
Note : It regrows every 3 days

Pinkcat Mint Grass

Season : Summer-Fall
Area : Pike Mountain
Selling Price : 20G
Highest Selling Price : 20G(Flower Shop/Spring)
Note : -

Blue Mist
Season : Summer
Area : H.Goddess Spring
Selling Price : -
Highest Selling Price : -
Note : -

=====
3.6.2. Fruits [Fruits]
=====

You might have noticed that the trees in the game are knock-able by hammer.
Randomly you'll be able to find fruits fall down instead of bugs.

There are 3 fruits in the game...

* Apple
Season: Spring & Fall
Area: Harvest Goddess Spring (the right tree)
Selling Price: 30G
Highest Selling Price: 50G (Clove Villa-Fall)

* Orange
Season: Spring
Area: Harvest Goddess Spring, Pike mountain (the one near to the center)
Selling Price: 30G
Highest Selling Price: 50G (Clove Villa-Fall)

* Grape
Season: Summer & Fall
Area: Harvest Goddess Spring (the right tree) ,
Carpenter's House(near the exit),
Supermarket
Selling Price: 40G
Highest Selling Price: 50G (Bar/Cafe- Summer)
60G (Bar/Cafe- Winter)

3.7. Requests [Request]

Sometimes the villagers will put a request list up at either Bar or Tool shop
for certain items within a specified time. You'll be given payment for every
request you've completed.
After you've deliver the requested items, you'll receive a thank you letter
from the requester in your inbox the next day. You'll get a few FP upon
completing the request.

There are some request that will only appear on the list after certain dates
of the season.

3.7.1. Moon Garden Pub

[ReqPub]

The Pub is open from 6PM - 0 AM and closed on Monday.

Here are the list of the Request List according to the season.

----- SPRING YEAR 1 -----			
Requested Items (no)	Payment	Due Spring	Requester
Red herb (15)	350G	30	Kurt
Green Herb (10)	120G	30	Parsley
Egg (5)	300G	30	Woodie
Potatoes (20)	1500G	30	Gwen
Tomato (15)	600G	25	Lyla
Corn (10)	500G	25	Wallace
Rockfish (5)	280G	30	Ronald
Pontata Root (2)	280G	30	Parsley
Breadfruit (10)	440G	30	Katie
Strawberries (10)	600G	30	Bob
Yogurt (2)	440G	30	Chester
Apple (5)	200G	30	Aurelia
Herb (5)	80G	30	Katie

----- SUMMER YEAR 1 -----			
Requested Items (no)	Payment	Due Summer	Requester
Herb (15)	300G	15	Katie
Chicken Grunt (3)	800G	21	Charles
Horse Mackerel (5)	500G	30	Woody
Porgy (1)	320G	21	Martha
Tomato (20)	700G	25	Aurelia
Spinach (10)	850G	10	Gina
Watermelon (8)	1500G	21	Renton
Mineral Potato (5)	620G	15	Louis
Cranberry (5)	350G	30	Gina
Wild Mint (20)	800G	21	Lyla

----- FALL YEAR 1 -----			
Requested Items (no)	Payment	Due Fall	Requester
Mineral Spinach (10)	1100G	11	Bob
Pumpkin (25)	1200G	15	Loius
Mineral Corn (10)	720G	26	Ronald
Dark Sleeper Fish (5)	400G	11	Woody
Walnut (10)	300G	11	Parsley
Onion (10)	850G	26	Kurt
Cod fish (4)	320G	26	Gina
Huchen (2)	480G	20	Wallace

----- WINTER YEAR 1 -----			
Requested Items (no)	Payment	Due Winter	Requester
Chestnut (20)	450G	25	Katie
Lobster (1)	120G	10	Woody
Green Herbs (10)	150G	10	Parsley
White Truffles (5)	360G	15	Wallace
Blackmouth gooesfish (1)	100G	25	Rudolph
Kelp Bass (3)	300G	29	Chester
Spanish Mackerel (1)	100G	25	Woody
Gold Breadfruit (15)	1000G	25	Ronald
Mineral Tomatoes (15)	800G	15	Lyla

Walnuts (20)	300G	25	Chester
Big Mushroom (2)	100G	25	Renton
Yellowtail (1)	150G	25	Ronald
Herring (2)	180G	20	Bob
Salmon (1)	150G	20	Martha
Mineral Spinach (10)	1100G	20	Gina
Mineral Corn (5)	500G	29	Bob
Clams (10)	360G	20	Parsley

Requested Items (no)	Payment	Due Spring	Requester
Carrot (30)	2150G	25	Bob
Corn (20)	900G	30	Wallace
Salmon (3)	150G	20	Renton
Trout (4)	200G	20	Charles
Cheese (2)	1200G	20	Kurt
Strawberry Jam (3)	500G	25	Bob
Sardines (15)	400G	30	
Watermelon (3)	600G	30	Martha
Tribolodon hakonensis (5)	300G	30	Gina

Requested Items (no)	Payment	Due Summer	Requester
Herb (10)	150G	30	Parsley
Char (4)	200G	25	
Potatoes (30)	2000G	15	
Corn (30)	1400G	25	
Breadfruit (20)	2500G	21	
Mineral Tomato (10)	1550G	25	
Loach (3)	320G	30	
Greenling Fish (4)	120G	30	
Mackerel (4)	180G	30	
Leatherfish (3)	240G	30	

Requested Items (no)	Payment	Due Fall	Requester
Gold Mushroom (5)	300G	15	
Greenling (3)	360G	20	
Fullmoon Grass (5)	360G	30	
Rice (5)	300G	15	
Pike (5)	420G	20	
Dolphin fish (2)	350G	5	
Flounder (2)	240G	26	
Chestnut (10)	400G	20	
Eel (2)	200G	26	
Mineral Potato (30)	3000G	11	
Mineral Onion (10)	1300G	15	
Apple (5)	200G	15	
Green Herbs (10)	150G	30	
Red Pumpkin (10)	720G	30	
Tuna (1)	360G	26	
Egg (10)	550G	20	
Grapes (5)	270G	26	

Requested Items (no)	Payment	Due Winter	Requester
Leatherfish (5)	500G	25	

----- SPRING YEAR 3 -----				
Requested Items (no)	Payment	Due Spring	Requester	
Cobalt Rainbow Trout(1)	100G	30	Louis	
Pacific Flying Squid(10)	660G	30	Rudolph	
Mineral Carrot	1300G	16	Martha	
Yogurt(3)	1200G	10	Katie	
Golden Strawberry(5)	400G	16		
Spinach(10)	720G	20	Ronald	
Egg(5)	300G	10	Aurelia	
Gold Potatoes(5)	960G	20		
Big Mushroom(5)	120G	25		
Golden Egg (3)	650G	30		

----- SUMMER YEAR 3 -----				
Requested Items (no)	Payment	Due Summer	Requester	
Breadfruit(5)	240G	10		
Mineral Onion(5)	660G	15		
White Trevally(4)	240G	25		
Watermelon (5)	900G	25		
Corn(20)	900G	20		
Fine Cheese(3)	1890G	30		

----- FALL YEAR 3 -----				
Requested Items (no)	Payment	Due Fall	Requester	
Swordfish(1)	480G	5		
Pike(1)	840G	30		
Pumpkin(10)	660G	15		

----- WINTER YEAR 3 -----				
Requested Items (no)	Payment	Due Winter	Requester	
Potato(10)	720G	15		
Monkfish(5)	630G	29		
Dark Sleeper(20)	1320G	29		
Black Truffle(5)	330G	25		
Chestnut(20)	480G	20		
Raven Globefish(2)	180G	25		
Lake Homard(1)	120G	25		
Spinach(20)	1320G	29		
Butter(2)	1000G	20		
Walnut(30)	780G	20		

3.7.2. Tool Shop [ReqTool

The Tool shop is open from 10AM- 5PM, closed on Wednesday and Thursday.

----- SPRING YEAR 1 -----				
Requested Items (no)	Payment	Due Spring	Requester	
Coal (20)	500G	25	Bob	
Fairy Dress Herbs(20)	900G	15	Lyla	
Moondrop Grass (10)	120G	15	Lyla	
Catterpillar (10)	120G	30	Tim	

----- SUMMER YEAR 1 -----				
Requested Items (no)	Payment	Due Summer	Requester	
Copper Ore (3)	360G	26	Louis	
Iron Ore (2)	480G	20	Woody	
Beetle (8)	200G	30	Louis	

Mineral Crystal (10)	440G	30	Ronald
Topaz(1)	180G	30	
Alfafa Sprouts (20)	840G	26	Bob
Pink Cat Mint (10)	400G	30	Lyla

Requested Items (no)	Payment	Due Fall	Requester
----- FALL YEAR 1 -----			
Frost Pansy (15)	750G	15	Lyla
Red Dragonfly (2)	50G	29	Louis
Garnet(1)	200G	29	Wallie
Amethyst (1)	180G	29	Martha
Mineral Crystal (10)	450G	29	Ronald
Mineral Alfafa (10)	800G	21	Gwen
Pink Cat Mint(5)	250G	26	Lyla
Silver Ore (2)	240G	26	Kurt
Mistbloom Grass (15)	750G	29	Lyla

Requested Items (no)	Payment	Due Winter	Requester
----- WINTER YEAR 1 -----			
Blue Rock (1)	200G	28	Parsley
Lumber (5)	300G	28	Chester
Orichalcum(3)	540G	28	Charles
Gold ore(5)	800G	25	Joe
Stardust (20)	900G	20	Lyla
Moondrop Grass (10)	150G	15	Gina
Opal (1)	180G	25	Bob
Mineral Alfafa (10)	800G	25	Bob
Amerhyst (2)	300G	28	Louis

Requested Items (no)	Payment	Due Spring	Requester
----- SPRING YEAR 2 -----			
Beetle (5)	100G	25	Louis
Mineral Crystal (20)	420G	15	Ronald
Special Fish Bait(3)	300G	15	Joe
Silverbell (20)	1100G	20	Lyla
Orichalcum(5)	960G	10	Woody
Mineral Alfafa(5)	330G	30	Bob
Green Herbs(10)	120G	25	Parsley
Fairy Dress Herbs(10)	600G	30	Aurelia

Requested Items (no)	Payment	Due Summer	Requester
----- SUMMER YEAR 2 -----			
Pottery (1)	120G	16	Dia
Trilobite Fossil(1)	300G	26	Rudolph
Mineral Crystal(15)	450G	30	?
Wild Mint (20)	880G	30	?
Red Herbs (20)	450G	30	?
Lumber (15)	820G	30	?
Caterpillar (50)	550G	30	?
Mistbloom Grass (10)	440G	30	?

Requested Items (no)	Payment	Due Fall	Requester
----- FALL YEAR 2 -----			
Lumber (10)	550G	15	?
Pink Cat Mint(10)	250G	15	?
Clay figure(1)	800G	29	Dia
Green Herbs (20)	240G	29	?
Mistbloom Grass (10)	430G	26	?

Requested Items (no)	WINTER	YEAR 2	Due Winter	Requester
Coal(30)	1320G		10	
Lumber(15)	840G		15	
Frost Pansy(15)	540G		15	
Red Herbs(10)	280G		20	Gina
Ruby(1)	240G		28	Louis
Mineral Crystal (5)	420G		20	Ronald
Stardust Grass (20)	880G		28	Lyla

Requested Items (no)	SPRING	YEAR 3	Due Spring	Requester
Wild Mint(20)	840G		15	Lyla
Green Herb (15)	180G		15	Parsley
Mistbloom Grass(10)	560G		11	Lyla
Rare Metal (5)	1100G		21	Louis
Mineral Alfafa(10)	840G		25	Bob
Opal(1)	160G		30	Louis
Unusual Jar(1)	800G		30	Dia
Lumber(20)	1100G		25	Ronald
Iron Ore(10)	700G		30	?

Requested Items (no)	SUMMER	YEAR 3	Due Summer	Requester
Wild Mint Grass(15)	700G		10	
Stardust Grass(5)	250G		16	
Mineral Crystal(10)	440G		26	
Amethyst(1)	140G		20	
Ancient Fish Fossil(1)	550G		16	
Red Herbs(15)	360G		30	
Mineral Alfafa(5)	440G		26	
Copper Ore(10)	410G		30	
Mysterious Object(1)	100G		30	

Requested Items (no)	FALL	YEAR 3	Due Fall	Requester
Moonlight Stone(3)	330G		29	
Garnet(1)	200G		29	
Fairy Dress Herb(20)	1050G		11	
Emerald Earrings(1)	1100G		15	
Special Fishing Bait(5)	450G		29	
Blue Rock(3)	300G		15	
Lumber(5)	280G		26	
Pink Cat Mint Flower(20)	460G		26	
Golden ringed dragonfly(1)	50G		21	

Requested Items (no)	WINTER	YEAR 3	Due Winter	Requester
Sapphire(1)	220G		28	
Stardust (15)	630G		28	
Lumber(25)	1350G		28	
Scrap Metal(50)	520G		28	
Green Herb(30)	360G		15	
Mineral Crystal (15)	550G		20	
Moondrop Grass (20)	520G		25	
Mysterious Object(1)	520G		28	

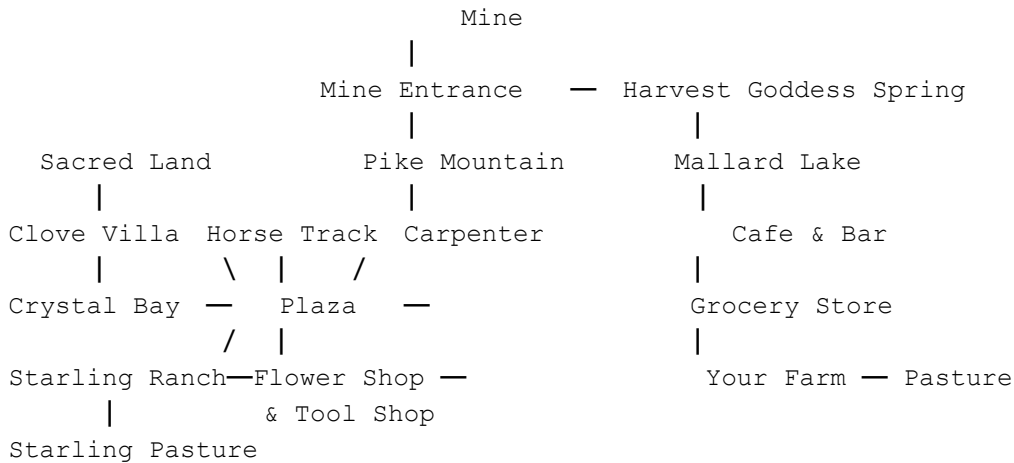
 4. Leaf Valley [Village]
 #####

 4.1. Village Map [Map]

Village Map, link:

http://i88.servimg.com/u/f88/12/18/62/93/map_co10.jpg

*note: names written there are literal translation from the japanese version.



There are some changes in names the English-Japanese version, here are the details.

ENGLISH	JAPANESE
Pike Mountain	Kokutou Mountain
Mallard Lake	Maple Lake
Crystal Bay	Chiffon Coast
Starlings Ranch	Brownie Ranch
Grocery Store	Food Store
Sacred Land	Holy Land
H.G Spring	H.G Pond
Plaza	Town Square
Sunny Garden Cafe	Sun Garden Cafe
Moon Garden Pub	Moon Garden Bar

*Note: In the guide I'll be using the word "BEACH", "BAR", and "CAFE" to indicate the places because its the gamers might more familiar with those words compared to the fullname of the places.

 5.1. Shops [Shops]

There are total of 7 shops in Leaf Valley, more information of the shop will be described below

=====
 5.1.1. "Moon Garden" Pub [Bar]
 =====

* Moon Garden Pub is called Moon Garden Bar in JP version.

Open: 6 PM - 0 AM

Closed: Monday

During the night after the Sunny Garden Cafe closes, the place will turn into a bar <pub>. Many people comes there to have a drink and chit chat there. The Bar sells a variety of cooked dishes that's good replenish your stamina.

Buy:

Water - 50G
 Milk - 150G
 Nut Wine - 200G
 Wheat Wine - 250G
 Herb Wine - 350G
 Sauteed mushroom - 400G
 Tomato Salad - 400G
 French Fries - 400G
 A. Cheese - 500G
 Fish Meal - 500G

Seasonal comodity price:

Spring		Summer		Fall		Winter	
Cheese	550G	Porgy	110G	B.Mushroom	40G	Porgy	110G
B.Truffle	80G	Snakehead	120G	Clam	60G	Cheese	550G
G.Herb	20G	Broiled Eel	150G	Pike	90G	MilkM	270G
		Gazpacho	220G				

*Note on English-Japanese name changes

ENGLISH	JAPANESE
Nut Wine	Fruit Wine
Wheat Wine	Barley Wine
Herb Wine	Herbal Tea
French Fries	Fries
A.Cheese	Moriawase Cheese
Fish Meal	Fish Dish
Porgy	Tai
Sankehead	Raigyo

=====

5.1.2. "Sunny Garden" Cafe

[Cafe]

=====

* Sunny Garden Cafe is called Sun Garden Cafe in JP version.

Open: 0 PM - 5 PM

Closed: Monday

At noon, the Bar is a Cafe, a popular hang out place for the villagers. You can find Katie working in the Cafe. The Cafe sell many types of light snacks.

Buy:

Tea - 150G
 Herb Tea - 200G
 Milk Tea - 200G
 Cookies - 250G
 Muffin - 250G
 Cakes - 300G
 Pancake - 300G
 Cheesecake - 350G

Seasonal comodity price:

Spring		Summer		Fall		Winter	
V.Berry	20G	G.Herb	30G	Pumpkin	70G	Strawberry	80G
Strawberry	70G	Grapes	50G	Chestnut	40G	Grape	60G

Yogurt 450G Chestnuts 30G Moondrop 80G Watermelon 180G
Cranberry 50G G.Herb 30G

*Note on English-Japanese name changes

ENGLISH JAPANESE
Tea Green Tea

=====

5.1.3. Starling Ranch: Farmer Shop [StarlingRanch]

=====

Open: 8 AM - 6 PM

Closed: Tuesday

Starling Ranch is the only shop where you can buy animals and their food.
The owner of the shop is Bob, when you befriended with him and has worked
part time job with him, he'll give you a horse.

Buy:

Chicken Feed - 10G
Fodder - 20G
Animal Medicine - 500G
Chicken - 500G
Cow - 2500G
Horse* - 5000G
Miracle Potion - 1500G

Seasonal commodity price:

	Spring	Summer	Fall	Winter
Alfafa	50G			
Mineral Crystal	40G			

* The horse you get from buying is only brown color. There's a trick how to
get free horse with the color you want. Check [Horse] section for more of
the info.

=====

5.1.4. Lyla's Flower Shop [FlowerShop]

=====

Open: 9 AM - 5 PM

Closed: Sunday

Though it says flower shop, other than flower shop it also sell many different
kind of vegetable seeds. All seed sold in the shop is only for 1 tilted soil

Buy:

Alfafa Seed - 20G
Potato Seed - 30G
Tomato Seed - 30G
Corn Seed - 40G
Breadfruit Seed - 50G
Silver Bell Seed - 10G
Carrot Seed - 30G
Strawberry Seed - 40G
Rice Seed - 60G
Wild Mint Seed - 10G
Watermelon Seed - 50G
Mistbloom Seed - 10G
Onion Seed - 30G
Pumpkin Seed - 40G

Stardust Seed - 60G
Spinach Seed - 30G

For more information about seeds and farming go to [Farming] section.

Seasonal commodity price:

Spring		Summer		Fall		Winter	
F.Dresss herb	50G	Frost Pansy	60G	Mineral Crystal	50G	Alfafa	60G
Pink Cat Mint	20G	Silverbell	50G	Wild Mint	50G	G.Herb	40G
Moondrop Herb	20G			Stardust	60G	F.Dress	60G
Coal	40G					Mistbloom	50G

*Note on English-Japanese name changes

ENGLISH	JAPANESE
Wild Mint Seed	Mint Seed
Fairy Dress Herb	Gairy Dress Grass
Moondrop Herb	Moondrop Flower

=====
5.1.5. Louis' Item Shop

[ItemShop]
=====

* Louis Item Shop is called Rune's Tool Shop in JP version.

Open: 10 AM - 6 PM

Closed: Wednesday and Saturday

Loius shop is a combination of tool shop and smithery. You can buy new tools and upgrade your existing tools from him.

Buy:

Bug Net - 200G
Brush - 300G
Bell - 300G
Ocarina - 450G
Milker - 500G
Fishing Rod - 600G
Energizer - 1000G
Oven - 1500G
Mixer - 2000G
Blue Feather - 2000G (available on year 3)

Upgrades:	cost	extra items required
Light Tools	1000G	1 blue rock
Super Rod	1800G	1 silver ore
Super Tools	2500G	1 orichalcum
Ultra Tools	4500G	1 rare metal
Hyper DX Fising Rod	5400G	
Rucksack (med)	1500G	
Ruchsack (large)	5000G	
Pot (med)	1500G	1 silver ore
Pot (large)	3000G	1 gold ore
Frying Pan (med)	1500G	1 silver ore
Frying Pan (large)	3000G	1 gold ore

Seasonal commodity price:

Spring		Summer		Fall		Winter	
Iron Ore	80G	R.Herb	40G	Moonlight Stone	120G	Pontata	100G
Copper Ore	60G	Pontata root	100G	Scrap iron	30G	M.Crystal	60G
Mineral Crystal	30G	C. Seashell	30G	R.Herb	40G	Coal	50G
				Super Mushroom	50G		

*Note on English-Japanese name changes

ENGLISH

JAPANESE

Coal

Limestone

5.1.6. Ronald's Grocery Store

[Grocery]

Open: 8 AM - 6 PM

Closed: Sunday

The Grocery Store is also called Food Shop in JP version.

The food shop sell several ingredients for cooking and some items that is quite good for stamina recovery early in the game.

Buy:

- Egg - 70G
- Rice Balls - 120G
- Fluffy Bread - 150G
- MilkS - 150G
- Honey - 200G
- Olive Oil - 200G
- Miso - 200G
- Sandwich - 400G
- Cheese - 500G
- Butter - 500G

Seasonal comodity price:

	Spring	Summer	Fall	Winter
Boiled Egg	100G	Black Watermelon 250G	Cranberry Jam 120G	Boiled Egg 100G
MilkM	270G	Strawberry Jam 180G	Stewed apple 80G	Onion Soup 120G
Fried Clams	50G	Grilled Loach 90G	Baked G.Potato 230G	Doria 440G
		Fried corn 100G		Clam Chowder 300G

*Note: Honey is the best stamina recovery item early in the game.

5.1.7. Carpenter

[Carpenter]

Open: 6AM - 5 PM

Closed: Tuesday , Thursday and Rainy days.

Carpenter is the place where you should go if you want to upgrade your house, barn or get some things to build up for you.

Buy/ Build	Cost	Requirements
Dog house	3000G	10 lumbers, available from beginning
Chicken Coop expansion	3000G	25 lumbers, available from beginning
Barn expansion	5000G	25 lumbers, available from beginning
Kitchen&Bathroom	10000G	50 lumbers and must have upgraded any one of the first 3 expansion first.
New TV	20000G	only available at year 3
Extra Bed	4000G	25 lumbers, available on year 3
Greenhouse	45000G	40 lumbers, available on year 3
Sprinkler	75000G	50 lumbers, available on year 3

Seasonal comodity price:

	Spring	Summer	Fall	Winter
Blue Rock	110G	Gold Ore 160G	Sapphire 200G	Scrap Metal 20G
Silver Ore	90G	Silver Ore 40G	Ruby 200G	Lumber 50G

#####

5. People [People]

#####

Basically most of the information is given in the character's diary in-game. I'll just list them up again in this guide (for those who doesn't understand Japanese and/or lazy to find them in the game) some add-on comments about the characters.

format:

EN Name <JP name>

Description of the character

Profile Info:

 Birthday: ???

 Height: 165 cm

 Weight: 58 kg

 Favorite: ???

 Likes: ???

 Dislikes: ???

 Gifts:

*note: Gifts in an additional info that I put. It is recommended item to give to the people early in the game because of the item availability and price.

#####

5.1. Hero [Hero]

#####

Jack <Hiro>

The hero of Sugar Village & Everyone's Wish(JP) / Hero of Leaf Valley (ENG).

As you may remember, he saved the homeland last time...

in this sequel to "Save the Homeland", he must save the land again!

Profile Info:

 Birthday: ???

 Height: 165 cm

 Weight: 58 kg

 Favorite: ???

 Likes: ???

 Dislikes: ???

*Note: There he is, the hero of Sugar Village, as you know he's the same person as the one from Save the Homeland. According to the previous game, many fans named him Hiro or Hero, but because of his looks and influence of the previous Harvest Moon protagonist, some of them named him Jack as well.

You might notice that his hair is short, but as the time flows, his hair will grow longer and eventually looks like the Hero from Save the Homeland

#####

5.2. Bachelorretes [Bachelorretes]

#####

Gwen <Sara>

A young woman with a big heart who loves the village very much.

She is very distant with outsiders and can even have a harsh tongue at times.

She loves animals, especially horses.

Birthday: Summer 8th

Height: 168 cm

Weight: 50 kg

Favorite: Wild mint flower, Milk G, Cranberry, Full moon berry

Likes: Lumber, vegetables, berries

Dislikes: Ores, bugs, grasses, pink cat flower, fodder

Gift: Milk, Vegetables, Very berry.

Schedule

She'll be inside the carpenter's house the whole time when the shop is open.

Tuesday (Sunny)

6:00AM - 7:00AM - Carpenter's house

8:40AM - 9:00AM - Starling Ranch Shop

9:00AM - 2:00PM - Starling Ranch Pasture

4:00PM - 5:00PM - Beach

7:10PM - 10:00PM - Carpenter's house

Tuesday (Raining)

6:00AM - 9:50AM - Carpenter's house

10:00AM - 3:50AM - Kurt & Joe's house

4:00PM - 9:00PM - Carpenter's house

Thursday

9:00AM - 1:50PM - Flower Shop

4:45PM - 5:00PM - In front of church

7:50PM - 10:00PM - Carpenter's house

Lyla <Lyla/Lyra>

Lyla is the owner of a flower shop, she's always happy and smiling.

She might be a bit older and more mature than she seems.

Lyla loves to dream her days away in her shop and is a very romantic young woman. She dreams of falling in love.

Birthday: Spring 27th

Height: 162 cm

Weight: 52 kg

Favorite: Pink cat flower, Full moon berry

Likes: Flowers, berries, nuts

Dislikes: Ores, bugs, grasses, failed dishes

Gift: Herbs(both green and red), Milk, Flower, Berries

Schedule

Monday-Saturday

6:00AM - 7:00AM - In front of Flower shop

9:00AM - 5:00PM - In flower shop

5:00PM - 9:00PM - Her house

Sunday

8:00AM - 10:00AM - In front of the Flower shop

0:05PM - 3:00PM - Sun Garden Cafe

3:40PM - 6:00PM - Maple lake

8:45PM - 9:00PM - Her house

Dia <Dia>

The spoiled girl that lives at the villa with Gina and Martha.

She was left in Martha's care when her parents divorced, and this seems to have left a bit of an emotional scar on her. It will take some patience getting her to open up and realize the mistakes she made, but it will definitely be worth it.

Birthday: Winter 9th

Height: 157 cm

Weight: 43 kg
Favorite: Blueberry, Full moon berry
Likes: Cooked dish, very berry
Dislikes: Ores, bugs, grasses, failed dish
Gift: All berries (Very berries, blue berry, etc), egg.

Schedule

She spends all her day inside the Villa.

Everyday(after the Treasure hunt event)

8:00AM - 11:00AM - In Clove Villa
0:00PM - 2:00PM - Carpenter's house
3:50PM - 4:50PM - Sun Garden Cafe
7:00PM - onwards - Clove Villa

Gina <Gina>

Gina works in the village alongside Martha. She is a sweet, subservient young woman who had grown up beside Dia as her chambermaid. She always has others on her mind and never seems to stop giving it her all. Gina harbors a secret passion and a wonderful skill for tailor work.

Birthday: Autumn 20th
Height: 158 cm
Weight: 45 kg
Favorite: Golden milk, golden egg, Stardust flower
Likes: Fish dish, eggs, milk
Dislikes: Ores, bugs, grasses
Gift: Egg, Milk, Egg, Seafood.

Schedule

She always around the Clove Villa.

Katie <Katie>

This young lady LOVES sweets. She is a precocious 16 year old who wants to grow up before her time. She works with her grandfather in his cafe in the daytime, but is forbidden from entering the building at night when it is transformed into a bar. Sometimes she may be a little too sensitive about her less than wonderful cooking.

Birthday: Autumn 29th
Height: 152 cm
Weight: 41 kg
Favorite: Blue Mist flower, Full moon berry
Likes: Eggs, milk, Milk G, Golden egg
Dislikes: Bugs, grasses
Gift: Cheese, Egg.

Monday

7:45AM - 9:00AM - Maple Lake
11:30PM - 1:00PM - Clove Villa
1:45PM - 3:00PM - Beach
6:00PM - 9:00PM - Cafe 2F/her room

Tuesday - Sunday

7:45AM - 9:00AM - Maple Lake
9:45AM - 10:45AM - Sun Garden Cafe
0:00PM - 5:00PM - Outside the cafe
5:15PM - 10:00PM - Cafe 2F/her room

Aurelia <Aurelia>

Aurelia is a Sister who came to Sugar Valley with Chester. She is always supporting him and follows him wherever he goes. She is a strong-willed young woman with a bit of a straightforward nature, but she displays grace when playing the Ocarina.

Birthday: Autumn 5th

Height: 158 cm

Weight: 45 kg

Favorite: Lumber

Likes: Very Berry, egg dishes, seashells

Dislikes: Junk ore, grass

Gift:Veryberry, Lumber, Eggs, Seafood, Shells.

Schedule

Monday and Wednesday

6:00 AM- 10:00 AM - Church 2F

10:00 AM- 10:50 AM - Church 1F

1:00 AM - 3.30 PM - Pike mountain

5:30 PM - 7:00 PM - Maple lake

Tuesday, Thursday, Friday

6:00 AM - 8:00 AM - Inside the church

8:00 AM - 1:00 PM - In front of the church

1:00 PM - 3.50 PM - Maple lake

5.30 PM - 6.00 PM - Ronal's supermarket

Saturday and Sunday

6:00 AM -10:00 AM - Church 2F

10:00 AM -11:30 AM - Church 1F

1:00 PM - 4:00 PM - Plaza

Alice <Alice>

Alice is the manager of the company that plans to convert Sugar Village into a "Leisure Land", she will occasionally visit the village to cause trouble and hamper progress.

Birthday: Spring 5th

Height: 165 cm

Weight: 48 kg

Favorite: Rare ore, jewelry, accessories

Likes: Ores

Dislikes: Failed dishes

Gift: Blue rock, moonlight stone, orihalcon (all the expensive ores)

Schedule

Monday - Friday

0:00PM - 2:00PM - In her office

10:00PM - 11:00PM - In front office

Saturday-Sunday

8:00AM - 10:00AM - In front office

10:00PM - 11:00PM - In front office

Harvest Goddess

The great protector of the land. She has magical powers and gives blessing to the land with nature and beauty.

Real Name: Marina
Birthday: ???
Height: 170 cm
Weight: ??? kg
Favorite: Farm Produce
Likes: Berries, Honey, Fruits
Dislikes: Ores, bugs, grasses
Gift: Vegetables, any of your farm products.

Schedule

She's inside the Spring everyday, every seconds of the game.

5.3. Villagers [Villagers]

Kurt <Hayato>

A stoic apprentice carpenter who is very focused on his work.
He is Joe's brother and is never one for small talk. Don't be fooled by his gruff nature though. Underneath it all he is a very sensitive young man.
Birthday: Winter 10th
Height: 178 cm
Weight: 63 kg
Favorite: Tomato, tomato risotto
Likes: Red herb, Lumber
Dislikes: Failed dishes, bugs
Gift: Tomatoes, Fish, Red Herb.

Joe <Shin>

Kurt's lively younger brother. Joe is a social guy who can sometimes speak bluntly. He enjoys drinking at the bar and fishing is his favorite pastime. He also serves an apprenticeship from Woody alongside his brother.
Birthday: Summer 10th
Height: 179 cm
Weight: 72 kg
Favorite: Fish Dishes
Likes: Vegetables, Lumber
Dislikes: Grass, bugs, Herbs.
Gift: Fish cuisine, Fish, Vegetable, Egg.

Woody <Woodie>

The old master carpenter who teaches Joe and Kurt the trade.
He is a spry old man who is as strong as he was in his youth. He has something of a pessimistic attitude, but cares deeply for his home and what will become of it.
Birthday: Winter 2nd
Height: 165 cm
Weight: 63 kg
Favorite: Golden Egg
Likes: Olive oil, Red herb
Dislikes: Grass, bugs
Gift: Eggs

Martha <Martha>

Gina's grandmother and Dia's caretaker. A warm, cheerful busybody who is like a mother figure to all she befriends. Gina's only family.
Birthday: Winter 25th
Height: 160 cm
Weight: 68 kg

Favorite: Jams, special cheese, special cheesecake

Likes: Eggs, milk, cooked dishes

Dislikes: Grass, bugs

Gift: Milk, Egg, Cheese, Fishes (only larger ones)

Ronald <Ronald>

Ronald owns the supermarket in town and is a cheerful Latin fellow with a loud voice. He loves to eat and be merry.

Birthday: Spring 11th

Height: 188 cm

Weight: 80 kg

Favorite: Pudding

Likes: Walnut, Chestnut, cake, Cooked dishes

Dislikes: Grass, bugs

Gift: Egg, Milk.

Louis <Rune>

An eccentric inventor with a shy demeanor who runs the tool shop in Sugar valley. He might seem clumsy or spaced out, but has a level of brilliance and dedication when it comes to all things scientific. He gets flustered around the ladies, especially Lyla. He is a very gentle soul.

Birthday: Autumn 2nd

Height: 174 cm

Weight: 54 kg

Favorite: Golden egg, egg dishes, rare metal

Likes: Eggs, ores

Dislikes: Failed dishes, junk ore

Gift: Egg.

Rudolph <Rudolph>

A gruff man working in the mines for Leisure Land's company.

He doesn't say much, but lets you reap the benefits of the mine after getting to know him some.

Birthday: Autumn 14th

Height: 178 cm

Weight: 68 kg

Favorite: Rare metal

Likes: Red herb, cooked dishes, Ores

Dislikes: Grass, bugs, junk ore

Gift: Food, Copper, herbs(any type).

Wallace <Wallie>

The old master of the cafe. Katie is his granddaughter and he looks after the cafe as best he can in his dotage. He possesses a great skill with baking that unfortunately wasn't passed down to his granddaughter. He is cheerful and accommodating, but absolutely forbids Katie from working in the bar, which the cafe becomes after the sun goes down

Birthday: Summmer 21st

Height: 162 cm

Weight: 53 kg

Favorite: Cooked dishes

Likes: Olive oil, Red Herb, Walnuts

Dislikes: Grass, bugs

Gift: Fish, Red Herb.

Parsley <Basil>

An energetic plant hunter who loves his work.

Birthday: Spring 16th

Height: 174 cm

Weight: 58 kg

Favorite: Vegetable dishes, Herbs
Likes: Red herb, Pontata root
Dislikes: Grass, bugs, failed cooking, ores
Gift: Vegetable, Food, Potato, Herbs(any type)

Chester <Chester>

A Priest who came to Sugar Valley with Aurelia. He has a strong belief in the Goddess and came to teach the valley's inhabitants of her wonders, but because of his strange manner and conduct, he is often left without companions.

Birthday: Winter 25th

Height: 172 cm

Weight: 68 kg

Favorite: Rare metal, Diamond earring

Likes: Honey, Ores and minerals

Dislikes: Grass, bugs, failed cooking, junk ore

Gift: Ores.

Bob <Kazan>

A surly guy who works at Starling Ranch. He loves animals, and though he may look grim or unfriendly, he's actually got quite a tender heart. He cares for animals as if they were his own children and is the sole caretaker of his little brother, Tim.

Birthday: Summer 1st

Height: 195 cm

Weight: 105 kg

Favorite: Honey, cake, milk G

Likes: Egg, milk

Dislikes: Grass, bugs, failed dishes

Gift: Milk, Egg.

Tim <Tim>

A mischievous little guy who's interested in adventures and treasure hunting. He's brave and very energetic. He loves his big brother.

Birthday: Autumn 12th

Height: 143 cm

Weight: 39 kg

Favorite: Bugs, eggs, golden eggs

Likes: cooked dishes

Dislikes: Grass

Gift: Egg, bugs

Ponta <Ponta>

A playful little Tanuki who loves to fish. Remember him from River king?

Birthday: ???

Height: ???

Weight: ???

Favorite: Fish dishes

Likes: Fish

Dislikes: Grass, junk ore

Gift: any Fish

Zann <Gol Dodo>

A trader from a faraway land that appears in the village one day.

Apparently he cannot return home until he finds something, but no one knows what he's looking for. Appears on late summer

Birthday: ???

Height: ???

Weight: ???

Favorite: (?)

Likes: Junk ore, grass

Dislikes: (?)

Gift:

Charles <Charles>

One of Alice's "goons" or bodyguards. He loves to tinker around with crazy machines.

Profile Info:

Birthday: Winter 23rd

Height: 180 cm

Weight: 65 kg

Favorite: Rare metal

Likes: Ores, honey

Dislikes: Grass, bugs, failed dish, junk ore

Gift: Ores, fluffy bread.

Renton <Dojison>

One of Alice's "goons" or bodyguards.(the fat one)

Profile Info:

Birthday: Spring 1st

Height: 160 cm

Weight: 75 kg

Favorite: Milk G, golden egg

Likes: Eggs, Red herb, milk

Dislikes: Grass, bugs, junk ore, failed dish

Gift: Egg.

Harvest Sprites (Nic, Nak ,and Flak)

A crazy little bunch of sprites; even with their clumsiness, they will still help you in this game.

Birthday: ???

Height: 32 cm (Nic) 29 cm (Nac) 30 cm (Flak)

Weight: 2 kg (Nic) 2 (Nac) 3 kg (Flak)

Favorite: Mushroom

Likes: Cooked dishes, eggs, milk

Dislikes: Truffles

Gift: Eggs, Milk

6. Marriage [Marriage]
#####

Another new feature that makes Hero of Leaf Valley is better than STH is because they let you to marry the girls.

There are total of 6 girls + 2 specials marriage candidates in the game, theya are:

Gwen, Lyla, Katie, Dia, Gina, Aurellia and 2 specials are Alice and H.Goddess

In order to marry a girl, you need to fulfill these requirements:

- You must have the girl you like to have red heart
- Have a full upgrades on your house (Kitchen, Bathrooms, Extra bed)
- You must be at year 3
- You must have blue feather and give it to the girls you like

*Note: To give the blue feather to Harvest Goddess, you need to throw an offering to her and then make a wish to her.

*Note2: To marry Alice, you need to complete the mecha event.
See [Events] section for more information.

*Note3: To see more information about the girls, see [Bachelorrete] section.

7. Events [Events]
#####

There are many fixed event that will takes place in the game which doesn't require any special conditions to trigger the event.

7.1. Fixed Events [E86]

Below are the list of the fixed events, take a note that the event can be delayed if that day is rainy.

YEAR 1

- Spring 2 - The harvest sprites come to your house
- Spring 3 - Alice and her company introduced themselves
- Spring 8 - Chester and Aulia introduced themselves
- Spring 23 - Alice's warning

Summer 8 - Notice from Bob about the billboard

Fall 28 - Katie's warning about the machines

- Winter 2 - Mecha event
- Winter 14 - Warning from Rudolf about the machines
- Winter 20 - Mecha event- Mechanical mole in the mine

YEAR 2

- Spring 2 - Another warning about the machines from Gwen
- Spring 5 - Warning from Woodie about the Mechanical Tree
- Spring 18 - Bob's reminder about the horse race

Summer 10 - Another warning about the machines

Summer 14 - Warning from Katie about the Mechanical Fish

YEAR 3

- Spring 1 - You've got letter from your father
- Spring 7 - Dol gogo appeared
- Spring 17 - Chester advice you to get married, the blue feather is available in Louis Item Shop.

--- From this moment there will no increase in friendship points with the girls ----

Fall 1 - Another letter from your father

7.2. Mecha Events [MechaEvents]

If you read the guide you might notice that Mecha Events are mentioned quite often. This is because its part of the main storyline that affects the game greatly and you really need to perfect these events in order to keep Alice in Leaf Valley after you've saved the Leaf Valley.

Mecha events are compilation of many small events with machines that made by Alice&co. that happens from time to time for 2 year.

1.Mechanical crow

Location: Front of flower shop.

Time: Winter 2, Year 1.

Note: Complete the event and you'll get +10FP with Alice

2.Mechanical Mole

Location: Mine

Time: Winter 20, Year 1.

Note: Complete the event and you'll get +10FP with Alice

3.Mechanical Tree

Location: Carpenter's house

Time: Spring 5th, Year 2.

Note: Complete the event and you'll get +10FP with Alice

4.Mechanical Horse

Location: In front of your house.

Time:Spring 22, Year 2.

Note :You must have a horse to compete with it.

Completing the event and you'll get +10FP with Alice

5.Mechanical fish

Location: Maple Lake.

Time: Summer 14, Year 2.

Note: Complete the event by catching 3 fishes within time limit.

Complete the event and you'll get +10FP with Alice

6.A visit

Location: Church

Time: Summer 16- Fall13, Year 2.

Note: No of previous Mecha Events that you have completed will affect the conversation dialogue.

7.Final decision

Location: In front of your house.

Time: Fall 5th, Year 2.

Requirements: Must complete the precvious events.

Choose "Protect the village" in order to let Alice stay +30FP.

#####

8. Endings [Endings]

#####

There are actually about 20 different endings you can get in HM:HoLV. 15 of them are alternative character endings, and there's a few sub endings and not forget to mention the basic bad and normal ending. To see what happend after the ending(Year 2) go to [AfterEnd] section.

Bad Ending

At the end of the story you are unable to pay 50,000G to Alice, then she'll start the Funland amusement park construction. The game ends and you need to start from beginning again.

How to get: You'll get this ending if you couldn't meet any requirements to save the Valley.

Normal Ending

You pay 50,000G to Alice and the construction is stopped.

How to get: Get 50,000G but did not finish the mecha events (didn't reach the 4th mecha event yet)

Here are the list of the other 16 possible endings. To go to the detailed info of the ending, just use CTRL+F to find it in the sub section.

NOTE:

1. If you dont want to pay 50000G to Alice by the end of year 2, you have to do at least 3 alternative endings of the same type to save the village.

Nature Preserve Endings are :

The Tale of Blue Mist and Azure Swallowtail (Lyla)
The Tale of the Endangered Weasel (Gwen)
The Tale of Golden Potato Seed (Dia)
The Tale of Blue Bird (Aurelia)
The Tale of Silver Fish (Joe & Kurt)
The Hundred Years Old Cherry Tree (Parsley/Tim)
The Secret Fossil (Rudolph)

Tourist Spot Aid Events are :

The Tale of Harvest Goddess Dress (Gina)
The Tale of Cake Contest (Katie)
The Tale of Harvest Goddess Temple (H.G)
The Rebirth of the True Harvest Festival (Ronald, Wallace, Martha)
The Holy Masterpiece (Chester)
The Tale of Horse Champion (Bob)
Louis the Inventor King (Louis)
The Legendary Baker (Ronald)

2. There will be some special terms I used in the following ending guides.

AP - Affection Points

AAF - Animal Affection Points (Basically AP of your animals)

3. There's a time frame for each event, you must get the event within the time frame or you might lose the chance. Events can sometimes be delayed due to rainy days. MOST events will only take place on sunny and cloudy days.

4. In the requirements line, I will put the requirements what will definetly get the event. So when I said 3 hearts, the actual AP require might be lower for 3 hearts.

I will also put the actual AP needed in the bracket after the no of hearts.

You can check the conversion of AP and Hearts in [Hearts] section.

4. The names of the Key item and the question conversation might be different in EN version. Because this is literally translated from JP ver.

The ending is well known as the Blue Mist Flower ending. The Azure Swallowtail is the name of the butterfly that is attracted to the flower.

In this story, the main leading character is Lyla followed by Parsley. The story began with the rumor of blue mist flower, then you learned from Lyla and Parsley that it's possible to get the seed and plant it in the village to bring back the butterfly that once can be found in the valley.

1. The Rumoured Blue flower

Place: In front of your house

Time: Spring 19-24, year 1.

Requirements: Be friend with Lyla (20FP).

Note: Key items received, "Blue Mist Flower seeds"

2. Place to plant the seed

Place: In front of your house

Time: Summer 2-6, year 1.

Requirements: Lyla has 1 heart (30FP), sold more than 8 crops.

Note: If you have planted the seed, it will eventually wither because the event requires it to be like that. You can buy the seed again at Lyla's shop.

In this event, you'll (re)plant the seed in the H.G Spring, you need to water it everyday.

3.. Rumors about the Blue butterfly

Place: Cafe

Time: Summer 9-14, Year 1.

Requirements: Sell more than 12 crops.

Note: You'll be able to ask certain people with this question

" Blue Flowers and Blue Butterfly"

4. Be Optimistic

Place: H.G Spring.

Time: Summer 11-30, Year 1

Requirements: you must have planted the seed and watered it everyday.

Note: After this event you won't be able to buy the Blue Mist Flower seed anymore from Lyla's Flower Shop.

The flower is wilted when you see this event, you can just remove it or leave it there until the next event. You don't have to water it anymore.

5. The Withered Flower and Unrequited Love

Place: H.G Spring

Time: Autumn 7-11, Year 1.

Requirements: Lyla at 1 hearts (50FP)

6. Hatred of Winter

Place: Lyla's flower shop

Time: Winter 24-28, Year 1

Requirements: Lyla has 1 hearts (60FP), must have seen event 5

7. Crush on Louis

Place: Lyla's flower shop

Time: Spring 9-13, Year 2

Requirements: Have seen the previous event (5,6)

8. This Year for Sure.

Place: In front of your house

Time:Summer 2-6,Year2

Requirements: have seen the previous events(5,6,7)

9. The flower has bloomed

Place: H.G Spring

time: Summer 11-29 year 2

requirements: Replant the seed and has water it for more than a week

10. The photo of the butterfly

Place: H.G Spring

Time: A few days after the previous event (the flower is fully bloomed), year2

Requirements:Lyla has at least 2 hearts(90FP), sold more than 30 crops

11. Lyla's thanks

Place:In front of your house

Time:Autumn 6-11 year 2

Requirements: Lyla has 3 hearts or more

12. More flowers

Place: In the Flower Shop

Time: Fall 28, 10AM-5PM

Requirements: Have seen event 11

Note: You'll be able to buy Wild Mint, Frost Pansy and Stardust seeds from Lyla's shop.

13.Blue Mist

Place: Harvest Goddess Spring

Time:Summer 1st, Year 3

Requirements: Have seen all the previous events

Note: You'll find Blue Mist Flowers blooms in that area.

8.2. The Tale of the Endangered Weasel

[E82]

The Endangered Weasel is also known as the natural conservation monument ending.

In this story, the main leading character is Gwen.

The story is about Gwen who seen a rare weasel passed by somewhere around the valley. Later, Gwen found out that the weasel is injured and both of you are going to nurse it until its healthy.

1 Don't hurt the animal

Place: In front of your house

Time:Summer 9 - Summer 13 Year 1

Requirements: Be friends with gwen (10FP)

2 It ran away

Place: In front of your house

Time: Fall 2 - Fall 6, Year 1

Requirements: Gwen has 1 heart (15FP). Seen event 1.

Note: Now you can ask certain people about [The run away animal]

3 - Gwen's Confession

Place:In front of your house

Time:Winter 3- Winter 8,Year 1

Requirements: Gwen has 1 heart (30FP). Have seen event 1 and 2.

4 White Weasel's Injury

Place:In front of your house

Time:Spring 6 - Spring 10,Year 2

Requirements:Gwen has at least 1 heart(40FP). Seen event 1-3.

5. White Weasel' Food

Place:In front of your house

Time:Spring 27 - Summer 3, Year 2

Requirements: Gwen has 1 heart or more(50FP). Seen event 1-4.

6. Want to see it?

Place: In front of your house

Time:Spring 27 - Summer 3, Year2

Requirements:Gwen has 2 hearts (60FP).Seen event 1-5.

7. Return to the Forest

Place:In front of your house

Time:Fall 1- Fall 6, Year 2.

Requirements:Gwen must have 2 hearts(70FP). Seen event 1-6.

8. Hesistation

Place:Pike Mountain

Time:Fall 12- Fall 14, Year 2. 6 PM onwards.

Requirements:Gwen has 2 hearts (80FP). Seenevent 1-7.

9. Public Announcement

Place: In front of your house

Time: Fall 15- Fall 19, Year 2.

Requirements: Gwen has more than 2 hearts (90FP).Seenevent 1-8.

10.Picture of the White Weasel

Place: Pike Mountain

Time:7 PM onwards

Requirements:Seen event 9.

Note: New question added [The White Weasel]

11. Natural Reservation for the Weasel

Place:Carpenter's house

Time:Winter 1- Winter 7 year 2.

Requirements:Gwen has 3 hearts(100FP).

Note: New question added [National Monument]

12. Patrolling 1

Location: In front of your house

Time: Winter 12- Winter 16, Year 2.

Requirements: Gwen has 3 hearts (110FP). Have seen event 1-10.

13. Patrolling 2

Location: In front of your house

Time: Winter 22- Winter 28, Year 2.

Requirements: Gwen has 3 hearts (120FP). Seen event 1-11.

14. Believing

Location: Carpenter's House area.

Time: Spring 1, Year 3.

Requirements: Seen event 1-11.

Note: You'll see the white weasel appears at Pike Mountain.

8.3. The Tale of Golden Potato Seed

[E83]

This ending is also known as the Treasure Hunt ending.

In this story, the main leading character is Dia followed by Tim.

This is the story on how Tim found a treasure map in Dia's Villa and the three of you will then discover a new species called Golden Potato.

*Note: Flowers are counted as item shipped. However, dairy products and mushrooms are not counted.

1.The Treasure Map

Place: In front of your house

Time: Summer 26- Autumn 1, year 1.

Requirements:Tim has 1 heart (30FP).

2.Doubtful Shadow

Place: In front of your house

Time:Summer 26-Autumn 1, year 1

Requirements:Tim has 1 hearts or more (60FP).

3. Rumor of Sacred forest

Place:Carpenter's house

Time:Autumn11- Autumn 15, year 1. Any day except Tuesday and Thursday

Requirements: Woddie is available.

4. Lets ask the elder

Place: In front of your house

Time: Autumn 20-Autumn 24, Year 1.

Requirements: Dia has 2 hearts (70FP).

5. Sacred Forest discovered

Place: In front of your house

Time:Winter 3-Winter 7, Year 1.

Requirements:Dia has at least 2 hearts(80FP) and shipped at least 16 crops

6. Potato Seed discovered

Place:The Sacred Forest

Time: Winter 3- Winter 9, Year 1. (Can be triggered as soon after event 5)

Requirements:Dia has at least 2 hearts , shipped at least 20 crops

Note: You'll be given 9 seeds of potato, plant them in the forest and water them daily.

7. The potato seed

Place:The Sacred Forest

Time: 3 days after seed is planted(event 6), 10 AM onwards

Requirements:Dia has 2 hearts(80FP), and the potatoes are growing

8. The potato buds

Place: The sacred forest

Time:5 days after seed is planted(event6),10 AM onwards

Requirements:Dia has 2 hearts or more(90FP), potatoes are growing

9. Harvesting Golden Potatoes

Place:In front of your house

Time:7 days after seed is planted(event 6).

Requirements: Dia has more than 2 hearts (95FP). You've triggered event 6,7,8, have already shipped at least 28 crops.

10.Golden Potato Party

Place:In front of your house

Time:Summer 2-6, year 2

Requirements: Dia has 3 hearts (110FP), have shipped at least 32 crops

11. The Power of Golden Potato

Place: Clove Villa

Time: Summer 17 onwards, 8 AM onwards

Requirements: Triggered event 10

12. Dia's dream

Place: In front of your house

Time: Fall 12, year 2

Requirements: Triggered event 11.

13. Golden Emotion

Place: Clove villa

Time: Spring 1, year 3 onwards

Requirements: have triggered event 1-10

Note: Now the Golden Potato seed is available in the Flower Shop.

8.4. The Tale of Harvest Goddess Dress [E84]

The Harvest Goddess Dress is also known as the Goddess Costume ending.

The main leading character for this ending is Gina.

Story starts when you talk with Gina, she said she's interested on making the dress worn by the Harvest Goddess. With your help will she be able to get it done?

1. Gina and Katie's Conversation

Place: Ronald's supermarket

Time: Spring 12- Spring 17, Year 1.

Requirements: Be friend with Gina (20FP).

Note: Now you can ask certain people " Gina and Katie " question.

2. Gina's consultations

Place: In front of your house

Time: Summer 9 - Summer 13, Year 1.

Requirements: Gina has at least 1 heart (25FP)

Note: Choose [I see] and you'll get +10FP with Gina

3. Questioning the Priest

Place: In front of your house

Time: Summer 14- Summer 18, Year 1.

Requirements: Gina has almost 1 heart (30FP)

4. The Design of the dress

Place: In front of the Villa

Time: Summer 19- Summer 23, Year 1.

Requirements: Gina has at least 1 hearts (40FP)

5. Questioning H.G

Place: Harvest Goddess Spring

Time: Summer 19 - Summer 23, Year 1 (can be triggered after event 4)

Requirements: Seen event 4

6. The Silk Thread

Place: In front of the villa

Time: Summer 19 - Fall 3, Year 1 (can be triggered after event 5)

Requirements: Seen event 5.

Note: Now you can ask certain people with [Silk Thread] question.

7. Gina and Dia's Fight.

Place:Clove Villa

Time:Fall 4 -Fall 12, Year 1.

Requirements: Seen event 6. Gina has hearts close to 2 (70FP)

Note: You'll need to comfort Dia. You can get the Silk from Kurt.

Key item Silk is added to your inventory

8. A request to Harvest Goddess

Place:H.G. Spring

Time: Fall 4 - Fall 13, Year 1. (Can be triggered after event 7)

Requirements: Seen event 7 and bought the silk.

9.Rainbow Silk

Place:In front of your house

Time:Fall 16- Fall 20, Year 1.

Requirements: Gina must have at least 2 hearts (80FP).

Note: Item Key Rainbow Silk is added to your inventory.

10.Delivering the Rainbow Silk

Place:Clove Villa

Time: Fall 16 - Fall 25, Year 1. (Can be triggered after event 9)

Requirements:Seen event 9. Dia and Gina must be in the Vila.

11. The Dress is Done

Place:In front of your house

Time: Winter 25 -Winter 29, Year 1.

Requirements: Gina must have at least 2 hearts or more (100FP)

Note: You can ask [Can I see the dress?]

12. The Acceptance of the Dress

Time:Spring 26-Spring 30, Year 2.

Requirements:Gina has at least 2 hearts or more(110FP).

Note: Now you can ask certain people with [The Famous Goddess Dress]

13.Dia's Clothes

Place:Clove Villa

Time:Summer 15, Year 2.

Requirements:Have seen event 11.

14. Gratitude to H.G

Place: In front of your house

Time: Fall 4, Year 2.

Requirements:Seen event 13.

15.The Secret

Place: Clove Villa

Time: Winter 11, Year 2.

Requirements:Seen event 14.

16.Dress Up

Place:Clove Villa

Time:Spring 1, Year 3.

Requirements:Seen all the previous events.

Note: The protagonist will have another costume.

8.5. The Tale of Cake Contest

[E85]

The Tale of Cake Contest is also known as The Secret Recipe.

The main leading character for this event is Katie.

Long time ago, the Leaf Valley is famous of its Cake, it was made by Katie's Grandma. Katie is thinking about making that cake again and enter the contest. If she won the contest, wont the construction stopped?

Note: You'll need Gold Egg and Gold milk for this event.

And there's another points calculation needed for this even which is "Animals Affection Points" (AAP) and this is calculated by adding the Affection Point of cows, chicken and horse you have. Dog is not included.

1. Searching for the Recipe

Location: In front of your house

Time: Fall 13- Fall 17, Year 1

Requirements: Be friend with Katie (30FP) and have at least 1 heart for each animals (30AAP).

Note: You can find the recipe at the white drawers in your house.

Key Item "Grandma's Recipe" is added to your inventory.

(I wonder why the recipe is in your house ?)

2. The First Prize

Location: Sunny Garden Cafe

Time: Fall 13 - Fall 27, Year 1 (anytime after event 1 is triggered)

Requirements: Seen event 1

3. Collecting the Ingredients

Location: Sun Garden Cafe

Time: Fall 13 - Fall 27, Year 1 (anytime after event 2 is triggered)

Requirements: Katie has 1 heart (40FP), and 2 Hearts for the animals (80AAP)

Note: You're required to bring Golden Egg and Golden Milk. You have time to collect the ingrediets until summer 5, year 2.

4. The Contest is Postponed

Location: In front of your house

Time: Winter 15 - Winter 20, Year 1.

Requirements: Seen event 3. Katie has at least 1 heart (40FP) and 80 AAP.

5. The Cake Sample 1

Location: Sun Garden Cafe

Time: Winter 15 - Winter 20, Year 1.

Requirements: Katie has 1 heart or more (50FP)

6. The Cake Sample 2

Location: Sun Garden Cafe

Time: Winter 21- Winter 25, Year 1

Requirements: Katie has 1 heart or more (50FP)

Note: Choose [I'm waiting] and + 10 FP to Katie

7. The Cake Sample 3

Location: Sun Garden Cafe

Time: Winter 26 - Winter 29, Year 1

Requirements: Katie has 1 heart or more (60FP)

Note: Choose [It'll come off] and +10FP t Katie

8. Hesistation

Location: Sun Garden Cafe

Time: Spring 2- Spring 6, year 2

Requirements: Katie has 1 heart or more (65FP). Seen event 6 and 7.

Note: Katie and Gwen will go to Lyla's place to learn how to bake.

9.The Wise Priest

Location:In front of your house

Time:Spring 12 - Spring 19, Year 2. Any day except monday and wednesday

Requirements:Katie has heart close to 2 (70FP)

10.Moonlight Dew

Location:Maple Lake

Time:Spring 29-30, year 2 only. 9 PM

Requirements: There must be at least a girl with 3 hearts.

Note: There MUST be at least 1 girl with 3 hearts, if there's several, the one with the highest FP will come.

11. The Cake is Done!

Location:Sun Garden Cafe

Time:Summer 1- Summer 5

Requirements: You must have at least 1 golden egg and gold milk in your rucksack

Note: If you failed to get them, the ending is failed.

12. Contest Triumph

Location:In front of your house

Time:Summer 26 - Fall 1, Year 2

Requirements: Katie has 2 heart or more(110FP) and 200AAP

13. Original Cake

Location:Sun Garden Cafe

Time:Fall 19, Year 2. 12 PM- 5 PM

Requirements: Seen event 12.

14. Original Cake 2

Location:Sun Garden Cafe

Time:Winter 3, Year 2. 12PM - 5 PM

Requirements:Seen event 12.

15. Original Cake 3

Location:Sun Garden CAfe

Time:Winter 17, Year 2. 12PM- 5 PM

Requirements: Seen event 12.

16.Katie's Request

Location:Sun Garden Cafe

Time:Spring 1, Year 3. 12 PM -5 PM

Requirements: Seen all the previous event (1-12)

Note: After the last event is done, the selling price of Milk G become 480G and Golden Egg become 180G.

8.6. The Tale of Blue Bird

[E86]

The Tale of Bluebird is also known as The Blue Bird of Happiness ending.

The main leading character for this ending is Aurellia.

It started when you pass the cafe and you heard a beautiful music played by someone using ocarina, later you found out that its Aurellia. The music played supposedly able to attract the Blue Bird, and they said it bring happiness to anyone who sees it. Will you be able to put a good performance and call the bird?

1. The sound of Ocarina

Location: Cafe/Bar Area

Time: Summer 16- Summer 21, Year 1. Any day except Monday.

Requirements: Be friend with Aurelia (20FP)

2. An advice to buy Ocarina

Location: Sun Garden Cafe

Time: Summer 26 - Fall 1, Year 1.

Requirements: Triggered after you have ocarina.

3. Ocarina Performance 1

Location: Maple Lake

Time: Fall 7 - Fall 11, Year 1.

Requirements: You must have an ocarina. Aurellia has at least 1 heart (40FP)

Note: You will proceed to the next event even if you played horribly.

However the conversation dialogue changes.

4. Performance Rating 1

Location: Outside the Carpenter's house

Time: Fall 7 - Fall 16, Year 1. (Can be triggered right after event 3)

Any day except Tuesday and Thursday.

Requirements: Seen event 3.

Note: You'll get this event even if you play perfectly in even 3.

5. Performance Rating 2

Location: Sun Garden Cafe

Time: Winter 3 - Winter 7, Year 1.

Requirements: Aurelia has 1 heart or more (50 FP)

6. Ocarina Performance 2

Location: Maple Lake

Time: Spring 7 - Spring 11, Year 2.

Requirements: Aurelia has 1 heart or more (60FP). Must bring ocarina along.

Note: You will proceed to the next event even if you played horribly.

Conversation dialogue differ from excellent and horrible playing.

7. True Colors

Location: Church

Time: Spring 7 - Spring 16, Year 2. (Can be triggered as soon after event 6)

Requirements: seen event 6.

8. Ocarina Performance 3

Location: In front of your house

Time: Summer 6 - Summer 11. Aurellia

Requirements: Aurelia has 1 heart or more (70FP).

9. Don't mind

Location: In front of your house

Time: Summer 6 - Summer 28, Year 2. (Can be triggered as soon after event 3)

Requirements: Aurelia has at least 2 hearts (80FP).

10. Childhood

Location: Church

Time: Summer 6 - Summer 23, Year 2. (Can be triggered as soon after event 9)

Requirements: Aurelia has at least 2 hearts (90FP)

11. Try blowing it...

Location: In front of your house

Time: Fall 2 - Fall 7, Year 2.

Requirements: Aurelia has 2 hearts or more (100FP)

12. Concert

Location: Church

Time: Fall 2- Fall 7, Year 2.(Can be triggered as soon after event 11)

Requirements: Seen event 11. You can try to play the game once a day until Fall 30. You must success at least once or you'll fail the ending.

12. Great Day

Location:Sun Garden Cafe

Time: Winter 7 -Winter 12, Year 2.

Requirements: Aurelia has 3 hearts (110FP).

8.7. The Tale of Harvest Goddess Temple [E87]

Main leading character of this ending is Harvest Goddess. The story is about the hidden shrine that used to be often visited by people, but now it has been missing and no one knows about it. Could you find the hidden shrine?

1. Advice from the Goddess

Location:In front of your house

Time:Winter 25- Winter 29, Year 1.

Requirements: Have mine at least 25 times.

2. The deeper part of the mine?

Location: Mine

Time:Winter 25 Year 1 - Spring 5 Year 2. 6AM - 6 PM only.

Requirements:Seen event 1.

3.Security Confirmation

Location:Mine

Time:Spring 7 - Spring 11, Year 2. 6AM- 6PM.

Requirements:Harvest Goddess has at least 1 heart (40FP). Has mine more at least 30 times.

4. Discovery of the Shrine Entrance

Location:In front of the house

Time:Spring 16- Spring 21, Year 2.

Requirements:Harvest Goddess has more than 1 heart (50FP). Has mine more at least 40 times.

Note: Automatically move to the Mine area when the events going on.

5.Where's the key?

Location: H.G. Spring

Time: Spring 16 - Spring 26, Year 2. (Can be triggered as soon after event4)

Requirements: Seen event 4.

Note: You're given time until Summer 30, Year 2 to find the key.

6. Found the Key

Location:H.G. Spring

Time:Fullmoon (29/30th) of any season. 6PM - 00 AM

Requirements: You must have a moonlight stone in your rucksack when you want to trigger this event.

Note: Key Item [Moonlight Key] is added to your inventory.

7.The Door Opens

Location:Mine

Time: Spring 26 - Fall 6, Year 2.(Can be triggered as soon as you find the Key)

Requirements: Seen event 6.

8. Announcement

Location: In front of your house

Time: Fall 11 - Fall 15, Year 2.

Requirements: H.G has at least 2 hearts (80FP).

Note: Answer [The Shrine is found]

9. All You can Eat

Location: H.G. Spring

Time: Spring 1, Year 3.

Requirements: Seen event 1-8.

Note: All vegetable selling price is increased by 10G.

8.8. The Tale of Silver Fish

[E88]

The Tale of Silver fish is also know as The Story of Phantom Fish in JP ver.

In this story the main leading characters are Joe and Kurt.

The story is about the rumored fish that can only be fished during the

Fullmoon of each season (29th and 30th). Will you be able to fish it?

Note: It is adviceable that you have Fishing Rod DX if you want to do this ending. The Phantom Fish/Legendary Fish/ whatever you want to call it is belong to the the fish that lives in the deepest water.

1. Woodie's Concern

Place: Maple Lake

Time: Fall 26 - 10 Winter, Year 1. Tuesday/Thursday only. After 10 Am

Requirements: Be friends with Kurt & Joe (30FP)

Note: You'll find Joe around the lake, talk to him.

2. Fishing in the village

Place: In front of your house

Time: Winter 22- Winter 27, Year 1.

Requirements: You must have fished at least once.

3. Fishing for newbies

Place: Maple Lake

Time: Spring 9 - Spring 23, Year 2. Tuesday/Thursday. After 10AM.

Requirements: Have fished at least 5 times

4. The Messege from Angel

Place: Carpenter's house

Time: Summer 5- Summer 11, Year 2. Any day except Tuesday/Thursday

Requirements: Joe & Kurt have at least 1 hearts (40FP).

5. The Phantom fish is found?

Place: Maple Lake

Time: Summer 16 - Summer 30, Year 2. Tuesday/Thursday only. 6 PM

Requirements: Must have fished at least 10 times

6. Handmade Fishing Rod

Place: Carpenter's house

Time: Summer 16 - Fall 7, Year 2. Any day expept Tuesday/Thursday.

Requirements: You can now ask certain people about "Kurt's Fishing Rod"

7. The Moonlited lake at night

Place: Maple Lake

Time: Fall 12 - Fall 21, Year 2. Tuesday/Thursday only. After 6 PM.

Requirements: Must have completed event 6.

Note: You can start trying to fish for the Phantom Fish if you already get the Kurt's Fishing Rod. Then the date shall be change to Summer not Fall.

8. The Phantom Fish!

Place: Maple Lake

Time: Fall 30 /Summer 30, Year 2. After 6 PM .

Requirements: You've completed previous events

Note: You'll be able to catch the Phantom Fish soon after you cast.

New questions added " The Fish Scales".

Triggered depends on when you get the Kurt's Fishing Rod.

9. Its on the magazine

Place: Sun Garden Cafe

Time: Fall/Winter 11- Fall/Winter28 (depend on when you catch it.

the even will triggered a season after the season you catch the fish)

Requirements: Katie, Joe and Kurt must be in the Cafe.

10. The Phantom Fish Amulet

Place:Maple Lake

Time: Spring 1, Year 3.

Requirements: Seen the previous events

Note: The price of all fishes will raise by 10G. They'll be selling "Phantom Fish Amulet" for 750G.

8.9. The Hundred Years Old Cherry Tree [E89]

The main leading characters of this ending are Parsley or Tim.

As you know there's lots of cherry blossom trees in Leaf Valley, and apparently there's very old cherry tree that has been in this area for 100 years.

Wouldn't the news of the 100 years cherry tree be able to help to stop the constructions? Basil and Tim are going to search for it!

1. The Presence About 100 years cheery bloosom tree.

Location: In front of your house

Time: Winter 6 -Winter 10, Year 1.

Requirements: Either Parsley or Tim has 2 hearts (50FP)

Note: If both have 2 hearts the one with highest FP will come.

2. Getting Lumber

Location: Carpenter's house

Time: Winter 6- Winter 18,Year 1.(Can be triggered as soon after event 1).

Any day except Tuesday and Thursday.

Requirements: Seen event 1.

Note: A new question conversation [Interior's Lumber] is added.

3.Leave it to Parsley/Tim

Location: Sun Garden Cafe

Time: Winter 6 - Winter 20, Year 1. (Can be triggered as soon after event 2)

Requirements: Seen event 2.

Note: The conversation is different depend on who's coming.

4.Location found

Location: In front of your house

Time: Spring 6 - Spring 10, Year 2.

Requirements: Parsley or Tim has more than 1 heart(55FP). Seen event 3.

Note: The one with highest FP will come.

5.100 Years Cherry Tree Sapling is Found.

Location: In front of your house

Time: Spring 26 -Spring 30, Year 2.

Requirements: Either Parsley or Tim has 2 hearts (60FP). Have seen event 4.

6. The Passageway

Location: In front of your house

Time: Summer 8 - Summer 13, Year 2.

Requirements: Either Parsley or Tim has 2 hearts (65FP)

7. Treasure Found 1

Location: In front of your house

Time: Fall 18, Year 2 onwards

Requirements: -

Note: You get strawberry, corn and watermelon seed.

8. Treasure Found 2

Location: In front of your house

Time: Winter 2, Year 2 onwards.

Requirements: Seen event 7.

Note: You get lumber

9. Treasure Found 3

Location: In front of your house

Time: Winter 15, Year 2

Requirements: seen event 8.

10. Cherry Blossom Seed

Location: Flower Shop

Time: Spring 1, Year 3.

Requirements: Have seen event 1-6.

Note: The cherry blossom seed is now available in the shop for 90G

8.10. The Rebirth of the True Harvest Festival [E810]

The main leading characters for this endings are the three elders, Martha, Woodie and Wallie.

The story is about Martha who wants to leave a memory of the valley before it got demolished to the other people out there. So the other two elderly man are helping her to accomplish her wish.

1. Grandfather's friend 1

Location: Beach

Time: Summer 16- Summer 20, Year1.

Requirements: Be friends with Martha (10FP).

2. Grandfather's friend 2

Location: In front of your house

Time: Fall 15- Fall 19, Year1.

Requirements: Be friends with Woodie (15FP)

Note: You'll move to the Beach when the event happens.

3. Grandfather's friend 3

Location: In front of your house

Time: Winter 11 - Winter 16, Year 1.

Requirements: Be friends with Wallie (15FP).

Note: You'll go to the H.G Spring during the conversation.

4. For Dia

Location: Sun Garden Cafe

Time: Spring 6 - Spring 11, Year 2.

Requirements: The 3 elders must have 1 heart (30FP to each of them)
Must have seen event 1-3.

Note: You won't be able to find Martha and Woodie when event 4 is taking place.

5. It's Torn Apart

Location: H.G Spring

Time: Spring 6 - Spring 15, Year 2. (Can be triggered as soon after event 4)

Requirements: Seen event 4.

Note: You'll get key item [Fragments of the H.G. Statue]

6. The Carpenter's Wish

Location: Carpenter's Area

Time: Spring 6 - Spring 20, Year 2. (Can be triggered as soon after even 5)

Requirements: Seen event 5.

7. Woodie's Messege

Location: Clove Villa

Time : Spring 6 - Spring 25, Year 2. (Can be triggered as soon after event 6)

Requirements: Seen event 6,

Note: You'll get key item [Martha's Addition]

8. Addition

Location: Sun Garden Cafe

Time: Spring 6 - Spring 30, Year 2. (Can be triggered as soon after event 7)

Requirements: Seen event 7.

9. Nearly Completed Statue

Location: In front of your house

Time : Summer 28 - Fall 1, Year 2.

Requirements: All the three eldes must have 1 heart or more (40FP each)

10. Completion of the Goddess Statue

Location: In front of your house

Time: Fall 10, Year 2.

Requirements: Seen event 9.

Note: This event will takes place instead of the Harvest Festival

11. Thanks to Everyone

Location: Plaza

Time: Winter 8, Year 2 onwards.

Requirements: Seen event 10.

12. The Enthusiastic Woodie

Location: Plaza

Time: Spring 1, Year 3 onwards.

Requirements: Seen event 1-10

Note: [Woodie's Souvenir] is added to the souvenir shop for 2500G.

8.11. The Holy Masterpiece [E811]

The Holy Masterpiece is also known as the Legendary Painting.
The main leading character for this ending is our priest, Chester.
Once there used to be an underground church in the Leaf Valley, and there's

a legendary painting of the Goddess. Will chester be able to find the painting from the legend?

1. The Legendary Painting

Location: In front of your house
Time: Summer 9 - Summer 13, Year 1.
Requirements: Be friends with Tim (20FP)

2. Underground Church

Location: Maple Lake
Time: Fall 1 - Fall 5, Year 1.
Requirements: Have mined at least 20 times. Have seen event 1.

3. Finding the Underground Entrance

Location: Mine
Time: Fall 6- Fall 10, Year 1.
Requirements: Be friends with Chester(20FP)

4. Suspicious Monument

Location: Maple Lake
Time: Fall 11 - Fall 27, Year 1.
Requirements: Seen event 2.

5. Found the underground

Location: Maple Lake
Time: Fall 11- Winter 4, Year 1.(Can be triggered as soon after event 4)
Requirements: Chester must have more than 1 heart (30FP). Seen event 4.
Note: You'll find the underground church.

6. Chester's Request

Location: In front of your house
Time: Winter 8 - Winter 12, Year 1.
Requirements: Must have mine at least 30 times. Seen event 5.
Note: You'll have time until Winter 29, Year 1 to finish his request.

7. Looking Forward

Location: Maple Lake
Time: Winter 8 - Winter 29, Year 1.(Can be triggered as soon after event 6)
Requirements: You must have one Blue Rock, Rare Metal, Mineral Crystal, and Orihalcum in your rucksack to trigger the event.
Must have seen event 6.

8. The Holy Painting

Location: In front of your house
Time: Spring 1- Spring 7, Year 2
Requirements: Must have mined at least 40 times. Seen event 7.

9. The Priest's Plot

Location: Maple Lake
Time: Spring 1, Year 3.
Requirements: Must have seen event 1-8.
Note: The souvenir shop will now sell [Suspicious Goddess Goods] for 98000G.

8.12. The Tale of Horse Champion

[E812]

The ending is also known as the Horse Race Ending, because its all revolves around the horse race.

The main leading character is Bob.

Bob who loves animals and have raised many horse by himself dreamt of winnin the horse race during the festival. By doing so the horse at the Leaf Valley would be famous. Wouldn't it be a good way to stop the constructions?

Note: You must have done the part time job at Starling Ranch before.
Everytime you do part time job +2FP to Bob.
All the tracks used for the race are long distance tracks.

1.Question about the ranch

Location: Starling Ranch

Time: The first time you do part time job

Requirements: Do part time job for the first time at Starling Ranch.

Note: Answer [Yes] and get +10FP to Bob.

2.Get a horse

Location: In front of your house

Time:Summer 2- Summer 6, Year 1.

Requirements: Bob has 1 heart (30FP), and you do not own a horse.

Note: Bob will come and give you a horse. You choose the color, read [Horse] section about choosing colors.

3. The horse condition

Location: In front of your house

Time: Summer 12- Summer 16, Year 1.

Requirements:Bob has 1 heart (30FP) and the Horse have 1 heart (22AP)

4. Invitation to Join the Race

Location:In front of your house

Time:Fall 15- Fall 19, year 1.

Requirements:Bob has 1 heart (40FP). Horse have 1 heart or more (42AP)

Note:You wont get this event if you has triggered the Mechanic Horse(Mecha event).

5. V.S. Bob

Location: In front of your house

Time: Winter 6 Year 1- Spring 16 Year 2

Requirements: Bob has 1 hearts or more(50FP). Seen event 3.

Note: Difficulty level- easy. Tips: Use herbs

6. V.S. Gwen

Location:In front of your house

Time: Winter 6 Year 1- Spring 17 Year 2.(can be triggered as soon after event 5)

Requirements: Seen event 5.

Note: Difficulty level-medium.

7. V.S. Mechanical Horse FS

Location:Horse Race Track

Time: Spring 22, Year 2.

Requirements:Seen event 4.

Note: Mechanical Horse will have an absolute win.

8.V.S. Mechanical horse SS

Location:In front of your house

Time:Spring 23,Year 2

Requirements:Seen event 7.

Note: Its a 1:1 match. Its recommended to use herbs or other thing that

increases stamina.

9.The Trial Result

Location:Plaza

Time:Summer 2 - Summer 6, Year 2.

Requirements:Bob has 2 hearts(70FP). Have seen event 8.

10. A Toast

Location: Flower Shop/Item Shop area

Time: After Summer 7, Year 2 . After 12 PM.

Requirements: Seen event 9.

11.Technology and Talent

Location:Starling Ranch Pasture

Time:Summer 20, Year 2. After 8 AM .

Requirements: Do part time job on that day. Seen event 10.

12.Horse Cookies

Location: Starling Ranch shop

Time: Spring 1, Year 3. After 8 AM .

Requirements:Seen event 1-9.

Note: The shop will sell horse cookies now.

8.13. The Secret Fossil [E813]

The main leading character for this ending is Rudolph.

1. The Rumor of the Fossil

Location: In front of your house

Time:Fall 16 - Fall 20, Year 1.

Requirements: Rudolph has at least 1 heart (40FP)

2. Hiding the Fossil

Location: In front of your house

Time: Winter 15 - Winter 19, Year 1.

Requirements: Have mined at least 25 times

Note: The mine layer 4 B would be unlocked.

3.Close Call

Location: Mine

Time: Winter 21-Winter 25, Year 1.

Requirements: Seen event 2. Rudolph has at least 1 heart (40FP).

4. Report from the company

Location: Infront of your house.

Time: Summer 16- Summer 21, Year 2.

Requirements: Seen event 3. Rudolph has more than 1 heart(50FP) and has mined at least 30 times.

5.Fossil Excavation: Arms

Location: Mine

Time: Fall 8, Year 2 onwards. After 9 AM.

Requirements:Seen event 4.

Note: This is part of the dinosour fossil.

6.Fossil Excavation: Legs

Location: Mine

Time: Fall 21, Year 2 onwards.After 9 AM.

Requirements: Seen event 5.

Note: This is part of the dinosaur fossil.

7.Fossil Excavation: Body

Location: Mine

Time: Winter 3, Year 2 onwards. After 9 AM.

Requirements: Seen event 6.

Note: This is also part of the dinosaur fossil.

8.Assembling the Parts

Location: Mine

Time: Winter 16, Year 2 onwards.

Requirements: Seen event 7.

9.The Dinosaur Fossil

Location: Mine

Time: Spring 1, Year 3 onwards.

Requirements: Seen event 1-4.

Note:Dinosaur fossil appears in the mine.

8.14. Louis the Inventor King [E814]

Just like the name of the ending says, the main leading character is Louis. You've seen many machines in Louis room, and actually he has always dreamt to be a great inventor. Will Louis able to make his dream come true?

1. Opposition towards Machinery materials

Location: Item Shop

Time: Winter 6- Winter 12, Year 1.

Requirements: none

Note: He'll ask you to find a few materials for him, you have time until Spring 5,Year 2 to get them.

2.Production Start!

Location: Item shop

Time: Winter 6 Year 1- Spring 5 Year 2.(Can be triggered as soon after event 1)

Requirements: Seen event 1. Have copper ore, silver ore, and Lumber in your rucksack.

3. Introducing Scarecrow

Location: In front of your house

Time: Spring 26 - Spring 30 Year 2.

Requirements: Loius has at least 1 heart (40FP). Seen event 2.

4.The News of Machine Break Away

Location: In front of your house

Time: Fall 11 -Fall 15, Year 2. Anyday except Wednesday.

Requirements: Loius has more than 1 heart (55FP). Seen event 3.

Note: You'll have time until Fall 29 to complete the task given.

5. Powered-up Scarecrow

Location: Item shop

Time: Fall 11 - Fall 29, Year 2.(Can be triggered as soon after event 4)

Requirements: Bring gold ore and orihalcum in your rucksack.

6. Against Mechanical Crow

Location: In front of your house

Time: Fall 14- Fall 29, Year 2. Except Wednesday and Saturday

Requirements: Seen event 5.

7.Louis' Research

Location:Item store

Time: Winter 8 ,year 2 onwards.

Requirements: Seen event 6.

8. High Tension

Location: Item store

Time: Winter 15 ,year 2 onwards.

Requirements: Seen event 7.

9. Developing

Location: Item store

Time: Winter 22 ,year 2 onwards.

Requirements: Seen event 8.

10. The Tower of Scarecrow

Location: Flower/Item shop area.

Time: Spring 1, Year 3.

Requirements: Seen event 1-6.

Note:There will be Scarecrow Tower in the Flower/Item shop area.

8.15. The Legendary Baker

[E815]

The main leading character of this ending is Ronald.

Ronald has been dreaming to become a famous baker, could he make his dream come true before the Leaf Valley is demolished?

1.Bread Pledge

Location:In front of your house

Time: Summer 16-Summer 27, Year 1.

Requirements: Ronald has more than 1 heart(50FP), have shipped at least 64 crops

2. Do You Sell It In the City?

Location: Food Store

Time: Summer 16 - Summer 27, Year 1.(Can be triggered as soon after event 1)

Requirements: Have seen event 1.

3. New Type of Bread

Location: Food Store

Time: Fall 5- Fall 9, Year 1.

Requirements: Ronald have more than 1 heart(55FP). Have shipped at least 68 crops.

Note:You'll be given 5 seeds of the new type of breadfruit. Plant it and it will grow on the 9th day after daily watering. You're given time until Fall 27, Year 1 to complete the task.

You'll get key item [Treasure Breadfruit].

4. Better products

Location:Food Store

Time: Fall 5 - Fall 27, Year 1.

Requirements: Bring the Treasure Breadfruit key item in your rucksack.

Note: You'll be given another 5 seeds of the new breadfruit variety, plant it on the small patch in H.G. Spring. You'll be able to harvest it in 9 days.

Key item [Treasure Breadfruit] is added to your inventory.

You're given until Winter 14, Year 1 to complete the task.

5.Consider it done.

Location: Food Store

Time: Fall 4- Winter 14, Year 1

Requirements: Bring the Treasure Breadfruit key item in your rucksack.

6.Sugar Lace

Location: In front of your house.

Time:Winter 16- Winter 20, Year 1.

Requirements: Ronald have 2 hearts (60FP). Must have shipped at least 72 crops
Have seen event 5.

7. This Year's Best Bread

Location: Food store

Time: Winter 25-Winter 28, Year 1.

Requirements: Have seen event 8.

8.16. Shoot for the Stars [E816]

Shoot for the Stars: The Greatest Farm in the World! is the english name for the Mecha Ending. It is named like that because your aim is to earn 50,000G which is considered impossible for a small farm like what we have to earn that much.

The Mecha Ending is the ending that has several different endings depending on your performance in Mecha Events which is part of the main story line.

Here are the 3 possible endings for Mecha Ending.

Note: I deliberately name this Mecha Ending A,B and C

Mecha A

How to get: Get 50,000G but stopped at the 4th mecha event. Alice and her two companies will leave.

How to get: Get 50,000G and only triggered the first four mecha event

Mecha B

You stopped the construction by paying 50,000G, however at the end you pick an option that doesn't let Alice and her 2 personal asistances to stay.

How to get: Complete the Mecha ending and do not choose "I want to protect the village".

Mecha C- BEST

You stopped the construction of the Funland, Alice and her companies stay back at the village.

How to get: Get 50,000G and choose " I want to protect the village" at the end of the mecha event.

To see the complete information about the Mecha event, refer to [MechaEvents] section.

8.17. Afterwords [AfterEnd]

After you've completed the main storyline at year 2, you'll be given option either to continue playing, start a new game, or start a new game with your assets transferred (similar to new game+ in RPG games).

*Note: The things that will be transferred are : Money, house extensions,

animals, recipe , fish prints, cleared-events table (on your balance sheets)

Depending on what alternative ending you choose, here are the changes that will be seen on Spring 1, Year 3 onwards.

The Tale of Blue Mist and Azure Swallowtail (Lyla)

You'll see Blue Mist Flower blooms in the Harvest Goddess Spring area in Summer.

The Tale of the Endangered Weasel (Gwen)

You'll be able to see the weasel around the Pike Mountain.

The Tale of Golden Potato Seed (Dia)

You're able to buy the Golden Potato seed from Lyla's flower shop for 300G.

The Tale of Harvest Goddess Dress (Gina)

You'll unlock new costume for the protagonist.

The Tale of Cake Contest (Katie)

The rise in price of Milk G (480G) and golden egg (180G).

The Tale of Blue Bird (Aurelia)

There will be ocarin concert on 30th of each season in church.

The Tale of Harvest Goddess Temple (H.Goddess)

The price of all vegetables are raised by 10G.

The Tale of Silver Fish (Kurt & Joe)

You'll be able to buy [Phantom Fish Amulet] for 750G from the souvenir shop. The prices of all kinds of fish will be higher by 10G.

The Hundred Years Old Cherry Tree (Tim, Basil)

You'll be able to buy [Cherry Blossom Seed] from Lyla's flower shop for 90G.

The Rebirth of the True Harvest Festival (Martha, Woodie, Wallie)

You'll be able to buy [Woodie's Souvenir] from the souvenir shop for 2500G

The Holy Masterpiece (Chester)

You'll be able to buy [Suspicious Goddess Goods] from the souvenir shop for 98,000G

The Tale of Horse Champion (Bob)

Starling Ranch will sell [Horse cookies]

The Secret Fossil (Rudolph)

There will be Dinosaur fossil inside the mine

Louis the Inventor King (Loius)

There will be a [Tower of Scarecrow] built on the Flower/Item shop area.

The Legendary Baker (Ronald)

Ronald will fill in a television programme on year 4. (unconfirmed)

The Shoot for the Stars/ Mecha Ending (Alice)

You can choose to let Alice stay if you complete all the Mecha Event.

Other than that there are several other items that are automatically added:

- Carpenter's shop

Extra bed (necessary for marriage requirements)

TV (you can watch the 4th channel)

Greenhouse

Sprinkler

more info about the price go to [Carpenter] section.

- There will be heart shown in Alice and H.G conversation window.

- Spring 7, the last Leaf Valley residence, Gol Dodo will come.

- You'll be challenged to earn 100,000G in 2 years (Winter 30, Year 4)
by your father.

9. Cooking & Recipes [Cooking]
#####

You will be able to cook for yourself once you've upgraded your house and add Bathroom and Kitchen to your house. You'll also be given a fridge, so from that moment you can store foods.

You'll start off with a frying pan and a pot. You noticed that you can only put one ingredients only unlike what you did for your part time job in Clove Villa. The reason is because you have a small basic kitchen utensils. In order to get be able to put more ingredients you need to upgrade your kitchenware.

--- Kitchen Utensils ---

Frying Pan (S) -- you start off with this

Pot (S) -- you start off with this

Mixer -- buy from Louis Item shop for 2000G

Oven -- buy from Loius Item shop for 1500G

Pot(M) -- upgrade it in Louis Item shop for 1500G + 1 silver ore

Pot(L) -- upgrade it in Louis Item shop for 3000G + 1 gold ore

Frying Pan(M) -- upgrade it in Louis Item shop for 1500G + 1 silver ore

Frying Pan(L) -- upgrade it in Louis Item shop for 3000G + 1 gold ore

The sub section below will list the recipes for each of the kitchen utensils

** NOTE: names might different in English version since this is what I've record down during my playthrough in japanese version. And there are some dishes that I dont what it is, so I'll leave the names in japanese.

I will update them once I've got the english copy.

---- How to Cook ----

Assuming that all of you already have your kitchen, go to the kitchen utensils you want to use, then you'll see a small window asking for the ingredients you want to use.

Note: You can only put max 3 ingredients.

Then press START button to cook, wait a while and DING!

The dish is ready if you put the correct ingredients and use correct utensils

Note: The recipes I have are not in order and the name are litterally translated from JP names. (I'll put the English name if I know).

This is the list of the Recipes that I've collected, and its not complete.

So if anyone find any recipes missing, please do tell me and I'll add the recipe to the guide.

Format:

Name (Selling Price)

Ingredients:

9.1. Pot

[Pot]

Strawberry Jam (160G)

Ingredients: Strawberry x3.

Cranberry Jam (100G)

Ingredients: Cranberry x3.

Blueberry Jam (100G)

Ingredients:Blueberry x3.

Veryberry Jam (140G)

Ingredients: Veryberry x3.

Mixed Jam (110G)

Ingredients: Veryberry, Bluerberry, Cranberry.

Orange Marmalede (130G)

Ingredients:Orange x3.

Apple Jam (120G)

Ingredients: Apple x3.

Cheese (500G)

Ingredients: Milk Sx3 or Milk Mx2 or Milk Lx1.

Cheese Risotto (600G)

Ingredients: Rice, Olive Oil, Cheese.

Hot Milk (180G)

Ingredients: Milk S.

Yogurt (350G)

Ingredients: Milk Sx2 or Milk Mx1

Fine Cheese (600G)

Ingredients: Milk G.

Onion Soup (100G)

Ingredients: Onion

Gazpacho (200G)

Ingredients: Tomato, Onion, Olive Oil.

Note: Gazpacho is spanish tomato-based raw vegetable soup.

Cream of Mushroom Soup (250G)

Ingredients: Mushroom (any type), Milk (any size)

Mushroom and Rice (330G)

Ingredients: Mushroom (any type), Rice

Carrot Soup (230G)

Ingredients: Carrot, Milk (any size)

Chestnut and Rice (220G)

Ingredients: Rice, Chestnut.

Cream of Corn Soup (190G)

Ingredients: Corn, Milk(any size).

Tomato Cream Soup (180G)

Ingredients: Tomato, Milk (any size)

Porridge (210G)

Ingredients: Potato, Milk (any size).

Stew (300G)

Ingredients: Milk(any size),Butter.

Croquette (250G)

Ingredients: Potato, Olive Oil, Breadfruit.

Buttered Potato (260G)

Ingredients: Potato, Butter.

Tomato Risotto (280G)

Ingredients: Tomato, Rice, Olive Oil.

Pumpkin Soup (240G)

Ingredients: Pumpkin, Milk(any size).

Steamed Gold Potato (210G)

Ingredients: Gold Potato

Spinach Risotto (310G)

Ingredients: Rice,Spinach, Olive Oil.

French Fries (360G)

Ingredients: Potato, Olive Oil.

Mashed Potato (90G)

Ingredients: Potato.

Minestrone (200G)

Ingredients: Tomato, Onion.

Note: Minestrone soup is an Italian dish.

Boiled Corn (80G)

Ingredients: Corn.

Egg Custard (290G)

Ingredients: Mushroom, Fullmoon berry,Egg

Monkfish Stwe (310G)

Ingredients:Angler, Carrot/Potato/Corn/Pumpkin/Tomato/Spinach.

Fried Squid (180G)

Ingredients: Squid, Breadfruit.

Squid Rice (220G)

Ingredients: Squid, Rice.

Chicken Grunt Vinegar (330G)

Ingredients: Chicken Grunt (fish), Miso, Herb.

Fried Hunchen (350G)

Ingredients: Hunchen, Breadfruit , Olive Oil.

Marinated Sardines (290G)

Ingredients: Sardine, Olive Oil.

Pickled Char (200G)

Ingredients: Char, Rice.

Porgy and Rice (270G)

Ingredients: Porgy, Rice.

Fried Shrimp (330G)

Ingredients: Prawn, Breadfruit, Olive Oil.

Canh Chua (280G)

Ingredients: Blotched Snakehead, Tomato, G.Herb

Note: Apparently this is Vietnam Dish >_< something like clear fish soup.

Fried Leatherfish (200G)

Ingredients: Leatherfish, Breadfruit.

Grouper Stew (340G)

Ingredients: Kelp Bass, Potato, Vegetable, Carrot (pick one vegetable)

Clam Chowder (280G)

Ingredients: Clam, Milk (any size).

Marinated Salmon (280G)

Ingredients: Salmon, Olive Oil.

Salmon Cream Stew (330G)

Ingredients: Milk (any size), Butter, Salmon.

Miso Mackerel (280G)

Ingredients: Miso, Mackerel.

Spanish Mackerel (360G)

Ingredients: Mackerel, Spinach, Prawn

Pike Rice (?)

Ingredients: Pike(fish) , Rice.

Seafood Stew (350G)

Ingredients: Milk(any size), butter, Fish (any type)

Seafood Risotto (360G)

Ingredients: Rice, Olive Oil, Fish (any type)

Marinated Octopus (360G)

Ingredients: Octopus, Olive Oil

Cod Soup (340G)

Ingredients: Cod, Miso, Carrot.

Dark Sleper Stew (320G) <Donko Fish Stew>

Ingredients: Vegetable, Miso, Dark Sleeper Fish.

Note: Apparently Donko is Japanese water fish, I tried to google it but cant find the english name for it.

Marinated Herring (270G)

Ingredients: Herring, Olive Oil.

Tiger Globefish Stew (340G)

Ingredients: Globefish, Vegetable(any type)

Stewed Masu Salmon (240G)

Ingredients: Salmon, Honey.

Boiled Octopus (90G)

Ingredients: Octopus

Boiled Egg (80G)

Ingredients: Egg

Boiled Lobster (140G)

Ingredients: Lobster.

Marinated Smelt (230G)

Ingredients: Smelt(fish), Olive Oil

Fried Smelt (180G)

Ingredients: Smelt(fish), Onion.

Stewed Fish (120G)

Ingredients:Salmon/Rainbow Trout.

Triangle Soup (240G) <Sanpei Soup>

Ingredients: Salmon, Vegetable (any type like spinach)

* Sanpei Soup is a fish soup from Hokkaido

Loach Stew (260G)

Ingredients: Loach(Fish), Egg.

Bouillabaisse (240G)

Ingredients: Tomato, Fish (any type)

Note: Apparently this is a name of one mediteranian soup

9.2. Frying Pan

[Frying]

Sandwich (400G)

Ingredients: Bread, Cheese, Boiled Egg, Tomato.

Jam Sandwich (300G)

Ingredients: Bread(bought from the shop), Jam (any jam except mixed jam)

Baked Apple (60G)

Ingredients: Apple

Assorted Platter (480G)

Ingredients: Cheesex3

Tomato Salad (340G)

Ingredients: Tomatox3.

Pancake (240G)

Ingredients: Breadfriort, Milk(any size), Egg.

Load Omellet (300G)

Ingredients: Egg, Mushroom, Nut, Vegetable (pick any)

Cheese Omellete (400G)

Ingredients: Cheese, Egg.

Fruit Omellete (290G)

Ingredients: Egg, Fruit (Apple/Orange/Grape)

Plain Omellete (250G)

Ingredients: Egg, Milk(any size).

Fried Egg (80G)

Ingredients: Egg.

French Toast (350G)

Ingredients: Bread, Egg, Milk(any size).

Omellet Rice (280G)

Ingredients: Egg, Rice, Tomato.

Fried Rice (250G)

Ingredients: Rice, Egg.

Sauteed Mushrooms (350G)

Ingredients: Mushroom(any type), Butter.

Fried Mushroom (80G)

Ingredients:Mushroom (any type)

Gourmet Mushroom Saute (400G)

Ingredients: Mushroom x2, Butter.

Sauteed Spinach (280G)

Ingredients: Spinach, Butter.

Buttered Corn (220G)

Ingredients: Corn, Butter.

Popcorn (240G)

Ingredients: Corn, Olive Oil.

Roasted Corn (80G)

Ingredients: Corn.

Fish Meal (300G)

Ingredients: Fish (any type),Vegetable(any type) or Mushroom or Nut or Herb.

Broiled Eel (130G)

Ingredients: Eel.

Pillaf (250G)

Ingredients: Rice, Butter.

Seafood Pillaf (410G)

Ingredients: Seafood, Butter, Rice.

Shrimp Pillaf (390G)

Ingredients: Shrimp, Rice, Butter.

Grilled Chub (60G)

Ingredients: Chub fish.

Teriyaki Swordfish (180G)

Ingredients: Swordfish

Butter-Fried Salmon (280G)

Ingredients: Salmon, butter.

Fish Cream Saute (550G)

Ingredients: Butter, Milk, Salmon

Porgy Carpaccio (280G)

Ingredients: Sea-bream, Olive Oil.

Broiled Broach (70G)

Ingredients: Broach (type of a fish)

Broiled Catfish (110G)

Ingredients: Catfish

Grilled Horse Mackerel (300G)

Ingredients: Mackerel, Mushroom.

Broiled Squid (90G)

Ingredients: Squid.

Rainbow Trout Kebab (290G)

Ingredients: Rainbow Trout, Miso.

Teriyaki Amberjack (120G)

Ingredients: Amberjack.

Fried Lobster (230G)

Ingredients: Lobster, Butter.

Sauteed Clam (240G)

Ingredients: Clam, butter.

Fish Meuniere (350G)

Ingredients: Fish (any type), Butter, breadfruit.

Flounder Meuniere (370G)

Ingredients: Flounder, Breadfruit, Butter.

Tuna Carpaccio (260G)

Ingredients: Tuna, Olive Oil.

Tuna Steak (200G)

Ingredients: Tuna.

Stewed Rockfish (60G)

Ingredients: Rockfish(Red/Black)

Broiled Fish (120G)

Ingredients: Fish (any type)

9.3. Oven [Oven]

Cookies (220G)
Ingredients: Breadfruit, Butter, Egg.

Orange Cookies (270G)
Ingredients: Breadfruit, Egg, Orange.

Herb Cookie (200G)
Ingredients: Breadfruit, Egg, Herb.

Cake (240G)
Ingredients: Breadfruit, Milk(any size), Egg

Carrot Cake (370G)
Ingredients: Carrot, Breadfruit, Milk(any size)

Strawberry Shortcake (340G)
Ingredients: Breadfruit, Milk(any size), Strawberry.

Cheesecake (340G)
Ingredients: Breadfruit, Milk(any size), Cheese.

Honey Cake (400G)
Ingredients: Breadfruit, Egg, Honey.

Fruitcake (320G)
Ingredients: Breadfruit, Milk (any size), Berry(any type)

Pumpkin Cake (330G)
Ingredients: Breadfruit, Milk(any size), Pumpkin.

Special cheesecake (400G)
Ingredients: Special cheese, Milk(any size), Breadfruit.

Muffin (180G)
Ingredients: Breadfruit, Very Berry, any fruits (apple/orange/grape)

Mont Blanc (350G)
Ingredients: Breadfruit, Milk(any size), Chestnut.

Onion Bread (260G)
Ingredients: Onion, Breadfruit.

Herb Bread (120G)
Ingredients: Breadfruit, Herb.

Walnut Bread (210G)
Ingredients: Breadfruit, Walnut.

Butter Roll/ Bread Roll (170G)
Ingredients: Breadfruit, Butter.

Pudding (250G)
Ingredients: Egg, Milk(any size).

Fruit Pudding (280G)

Ingredients: Egg, Milk(any size), Berry (any berry).

Pumpkin Pudding (240G)

Ingredients: Egg, Milk(any size), Pumpkin.

Cornflakes (190G)

Ingredients: Corn, Milk(any size).

Cheese Potato (410G)

Ingredients: Cheese, Potato.

Pizza (520G)

Ingredients: Cheese, Tomato, Breadfruit.

Mushroom Gratin (440G)

Ingredients: Mushroom(any type), Milk(any size), Cheese.

Potato Gratin (460G)

Ingredients: Potato, Milk(any size), Cheese

Seafood Gratin (450G)

Ingredients: Milk(any size), Cheese(any type), Seafood.

Corn Bread (180G)

Ingredients: Corn, Breadfruit.

Doria

Ingredients: Rice, Milk(any size), Cheese.

Mushroom Doria (440G)

Ingredients: Mushroom(any type), Milk(any size), Rice.

Roasted Lobster (480G)

Ingredients: Lobster, Butter, Olive Oil.

Herb Grilled Fish and Mushrooms (320G)

Ingredients: Fish(Any type), Mushroom(any type), Herb.

Mediterranean Fish and Tomato (350G)

Ingredients: Olive Oil, Tomato, and Fish (salmon/flounder).

Roasted Fish (fish fry) (300G)

Ingredients: Salmon, Olive Oil, Breadfruit.

Foil Grilled Fish (130G)

Ingredients: Trout, Salmon, and one other fish.

Herb Grilled Fish (280G)

Ingredients: Rainbow Trout, Salmon, Herb.

Fried Clam (60G)

Ingredients: Clam.

9.4. Mixer

[Mixer]

Apple Juice (120G)

Ingredients:Apple x3

Orange Juice (140G)
Ingredients: Orangetx3

Grape Juice (170G)
Ingredients:Grape x3

Tomato Juice (120G)
Ingredients: Tomatoux3

Mix Juice (130G)
Ingredients:Apple, Orange, Grape

Vegetable Juice (180G)
Ingredients:Potatoes, tomatoes, carrot

Strawberry Milk (100G)
Ingredients:Strawberry, Milk

Butter (450G)
Ingredients: Milk Sx3 or Milk Mx2, or Milk Lx1

Ainame Miso (360 G)
Ingredients:Ainame Miso

**Mince Fish (210G)
Ingredients: Sardine(?) and Spinach

**Heaven wrapped dolphin ? (250G)
Ingredients:Dolphin fish (?), herb

** Need someone with official guide to check this.

```
#####
10. Others [Others]
#####
*****
10.1. Storehouse [Storehouse]
*****
```

Storehouse is the building next to your house (near the harvest sprite's house)
 It is used to display the "rare" items you found in many places in the game.
 The item will be automatically displayed in your warehouse.
 When you get the same item again after that you can keep it in your rucksack and sell it.

1. Triple Crown Horse Cup
 How to Obtain: Win 3 races consecutively in horse race festival.

2.Mysterious Object
 How to Obtain: Mining
 Selling Price: 10G

3. Ancient Fish Fossil
 How to Obtain: Mining
 Selling Price: 500G

4.Plant Fossil

How to Obtain: Mining

Selling Price: 500G

5.Trilobite Fossil

How to Obtain: Mining

Selling Price: 500G

6.Ammonite Fossil

How to Obtain: Mining

Selling Price: 500G

7. Sunken Ship Treasure

How to Obtain: Fish at the beach

Selling Price: 1000G

Note: Considered as jewellery when its gifted to people.

8. Pirate Treasure

How to Obtain: Fish at the beach

Selling Price: 1200G

Note: Considered as jewellery when its gifted to people.

9. Mysterious Treasure Chest

How to Obtain: Fish at the Underground Lake

Selling Price: 500G

Note: Considered as jewellery when its gifted to people.

10.Mysterious Clay Soldier

How to Obtain: Mining

Selling Price: 750G

11. Pottery

How to Obtain: Mining, Fish at the Maple Lake and H.G. Spring area

Selling Price: 750G

12.Unusual Jar

How to Obtain: Mining, Fish at the beach and underground lake

Selling Price: 750G

13. Mechanic Horse FS Head

How to Obtain: Won the race against Mecha Horse FS (Horse Race Ending)

14. Mechanic Horse SS

How to Obtain: Won the race against Mecha Horse SS (Horse Race Ending)

15. Broken Mechanical Crow

How to Obtain: Complete the Mecha event- Mechanical Crow

16. Broken Mechanical Fish

How to Obtain: Complete the Mecha event- Mechanical Fish

17. Coral

How to Obtain: Laying on the sand at the beach

Selling Price: 350G

18. Diamond

How to Obtain: Mining

Selling Price: 200G

10.2. Bug Catching

[BugC]

The bug catching is one of the new system implemented in the game. This system is first introduced in Bokujo Monogatari: Youkoso! Kaze no Bazaar (Harvest Moon: Welcome to Wind Bazaar).

The bugs are divided into 2 groups:

Group A: Using hammer to knock the trees that have hammer action shows up when you stand close to them.

Group B: Bugs that appears only on sunny/cloudy days from spring until fall. You can only catch these bugs using Net bought from Loius item shop.

You can sell the bugs to Tim for 10G. You can do this as many time you want. This will raise his Affection Point once only (when you sell the first bug of the day).

*Note: I literally translated all the bugs name, so the names in EN version could be different (I tried to check it with google though)

Name(Type):Cabbage Butterfly(B)
Season: Spring-Fall

Name(Type):Sulfur Butterfly(B)
Season:Spring-Fall

Name(Type):Swallowtail Butterfly(B)
Season:Spring-Fall

Name(Type):Green Corbicula Butterfly(B)
Season:Spring-Fall

Name(Type):Common Tiger Butterfly(B)
Season:Spring-Fall

Name(Type):Golden ringed dragonfly(B)
Season: Summer, Fall

Name(Type):Red dragonfly(B)
Season:Summer, Fall

Name(Type):Silver dragonfly(B)
Season:Summer, Fall

Name(Type):White dragonfly(B)
Season:Summer

Name(Type):Blue dragonfly(B)
Season:Fall

Name(Type):Horned Beetle(A)
Season:Summer

Name(Type):Stag Beetle(A)
Season:Summer

Name(Type) :Beetle (A)
Season:Spring-Fall

Name(Type) :Hairy caterpillar (A)
Season:All seasons

10.3. Mini Games [Games]

There are several mini games available in the game during certain times.
I'll be only giving general information and some tips to clear the mini-games since what determines it to be successful is you as the player, your luck and timing.

The games are:

- Horse Festival
- Ocarina
- Mecha Crow
- Mecha Mole
- Mecha Fish

--- Horse Race ---

There will be a regular horse race festival every season and you can let your horse compete in there to win something.

There are 3 types of horse race and the prize if you wont he race:

1. Short distance race (Mineral Crystal Maker)
2. Long distance race (Special Fishing Bait Maker)
3. Obstacle race (Crop Synthesizer Machine)

If you win all 3 races in a row you'll get [Triple Crown Horse Cup] .

NOTE:

- Mineral Cyrstal Maker
Lets you turn grass into mineral crystals
- Special Fishing Bait Maker
Turn lumber into special fishing bait. You can also get special fishing bait by giving gold mushrooms to the harvest sprites
- Crop Synthetizer Machine
Will create a new variety of seeds when you put 2 seeds.
More about this check [Synthesis] section.

There are several items that you can use to boost up your horse's performance. These are the items you can use during the horse races:

- | | |
|-------------------------|-----------------------------------|
| Fodder | - Restores 5% of max Stamina |
| Alfalfa Sprouts | - Restores 10% of max Stamina |
| Mineral Alfalfa Sprouts | - Restores 15% of max Stamina |
| Green Herb | - Restores 20% of max Stamina |
| Pontata Root | - Restores 30% of max Stamina |
| Carrot | - Boosts speed 1.1x for 4 seconds |
| Mineral Carrot | - Boosts speed 1.2x for 5 seconds |

credit to LunarAngel for providing boost and prizes information

- How to Enter

Bring your horse before 0 PM.

- Exchanging Medals:

1 Medal cost 50 G. You can only exchange the medals from 2PM - 4PM.
Here's the list of medal exchange.

Name	Medals	Selling Price
Diamond Earrings	50	1500G
Super Agent(?)	20	1500G
Gold Mushroom	10	50G
Special Cheese	10	600G
Milk G	8	400G
Butter	6	450G
Pontata root	4	80G
Watermelon seed	3	-
Special Fishing Bait	2	-
Lumber	2	-
Mineral Crystal	1	30G
Egg	1	50G

-- Ocarina --

The mini game of ocarina can be triggered by getting the alternative ending the Blue Bird. You'll need to own an ocarina to play the game. The result of the mini game will affect the conversation.

How to play:

The D-pad button will correspond to the color pink, green, red and light blue. You'll have to press the correct button (square + direction) at the correct time to make a good sound. When you're successful there will be a note symbol shown on the screen.

-- Mecha Crow --

It is automatically generated event (Fixed event) on 2nd Winter , Year 1 when you enter the Flower/Item shop area.

Objective : To harvest the crops before the Mecha Crow eats them.
Defeat status: If the crow eats 3 crops or more before the bar is full.
Tips: You'll see a red light on the crops that the crow try to eat, so go and harvest it to prevent it from being eaten.

-- Mecha Mole --

It is automatically triggered on Winter 20, Year 1 when you try to enter the mine.

Objective : Knock out the mecha mole with hammer before the ore is deprived by the mole. And win at least 3 out from 5 games.
Defeat status : If you lose the game 3-5 times out of 5 games.
Tips: When the mole is about to appear from the ground, you'll be able to see white dust around it, go there are hit it using your hammer.

-- Mecha Fish --

It is triggered on Summer 14, Year 2 when you're entering the Maple Lake area.

Objective : Catch 3 fish within the time limit.
Defeat status : Failed to catch 3 fishes within the time limit.
Tips: none. Basically just apply all your fishing knowledge and experience for this mini game.

#####

1. Q. Where's the shipment box?

A. There's no shipment box in this game. You need to go to the shops to sell the items.

i.e.

Lyla's Flower shop - Flower, Herbs

Rune's Item shop - Ores

Cafe/Bar - Cooked Food

Supermarket - Dairy products, Fishes, Cooked food

Clove Villa - Crops, Fishes

Carpentry - Ores

2. Q. Why cant I picked the berries on the ground?

A. One reason, because its not matured yet. You need to wait for 3 days in order to be able to be picked up. It applies to all berries.

3. Q. How do I get lumbers?

A. You need to work part time job at the carpentry for 5 times. After that everytime you talked to Woodie on his working days he'll bring you to the area where you can cut trees, then you can cut the trees and collect the lumbers. However you cannot do this everyday. You need to wait several days for the trees to grow back.

4. Q. Why is there so many rainy days?

A. Each season have equal days of rainy and dry days. Check your calendar.

5. Q. How do I cook?

A. You need to expand your house to get the kitchen then you'll be able to cook. However you need to do one of the building upgrades first (either the dog house, chicken coop, or the barn)

6. Q. How can I get Fishing Rod?

A. You have to buy the fishing rod at Rune's Item Shop for 600G.

7. Q. How do I store Foods?? Any Fridge in the game?

A. There's fridge in the game, and you'll only get it if you've get your kitchen.

8. Q. How to use Ocarina?

A. You need to put specific command by pressing square+ D-pads.

9. Q. I heard there's sprinkler?

A. Yes, you can ask the carpentry to get it done for you at year 3.

10. Q. Why cant I picked up the dog?

A. The dog is stray. You need to put food in the bowl and make it fond of you before you can picked it up. Once you can, its your dog.

11. Q. How to get horse?

A. You can get horse for free if you worked on Starling Farm long enough or you can buy it from Bob for 5000G

12. Q. Can I pick which horse I want?

A. Yes and No. If you buy it then you cant choose, you can only get brown horse. If you get it for free, you can arrange in such a way that you get the horse of your choice.

13. Q. Why I cant access the horse track are?

A. The horse track only opens on 27 every season.

14. Q. How can I save the Valley?
 A. Either by earning 50,000G or get one of the 16 possible endings which will make the Valley famous and stop the plan.
15. Q. Why cant I get (insert event name) ?
 A. You must meet certain condition in order to trigger and advance the event story. It can be your relationship status, the number of mining, or weather.
16. Q. Will Alice stay in the Valley?
 A. Only if you answer correctly on her events.And you must complete the Mecha events
17. Q. Who is Ponta?
 A. He's a racoon like creature from River King series
18. Q. Is Harvest Goddess marriage-able?
 A. Yes.
19. Q. How do I mine?
 A. Go to the mine (located on the west of the Goddess Spring).
 Talk to Charles and do 5 times part time job. Then you'll unlocked that place free for you to use anytime you want.
20. Q. Do the Harvest Sprites help me with the farm work?
 A. No, they wont. In this game they're not your farm slave anymore.
21. Q. How do I open up the area behind the rock at H.G Spring?
 A. You must have 10 fish prints to unlock that.
22. Q. What does Fish Prints does?
 A. Just a collcetible in the game. If you have 10 and 20, you'll unlock new fishing area.

If you have more questions that is not in the guide, feel free to contact me.

#####

12. Tips [Tips]

#####

These are some early game tips from me. Feel free to follow the tips if you think its useful.

- Do Ronald's part time job on Day 2 and get a free egg and then put it into the incubator. Thats the cheapest way to get chicken. It takes 3 days to hatch.
- Do the mine and carpenter's part time job as soon as possible to unlock those area for free use.
- Get your medium rucksack before anything else,you'll need a lot of space to keep your items.
- Do the villa part time job, its good. Why? though the pay is small, when you successfully cook the required dish you will be able to get the extra ingredients back home. and you can sell them or do whatever you want with them.
- If you want to get free horse, do the Ranch part time job, and brush the horse that you want the first. Do that everytime you do the job.
- I suggest to plant carrots a lot in the spring because they can be sold 100G each in the Vila.
- Do talk to everyone everyday, because by talking you get +1FP with them.
- Stock your lumber early because you'll need them A LOT!
- Put food everyday in the dog bowl, because you need almost 3-4 weeks to get

dog in this game if you do this everyday. And only pick the dog up if you really want that certain type of dog. You cant change your option later.

- Do visit and throw offering to H. G around 12 noon!!!! And get your daily free wish.

-Some request are more profitable, so do check twice and do a simple calculation to see whether its better for you to do the request or sell the items normally.

- There's a very good way to earn 1000G++ in a day in this game, which is the Bob's animal caretaking. This part time job pays you hourly even though it doesn't said so. So come as early as you can, and then do the job, stay in there until the closing time, of course dont forget to tend the animals. Then you'll get 1000G ++ and a Milk.

-Do check and notice that in the shops there are wanted items and they are differ from each season. Take a note on them, and try to plant the crops or fish or mine they're asking for and sell it. It sells for much higher price.

-You can buy cheese from Ronald's food shop for 500G and re sell it at the wanted items for 550G. You'll earn 50G profits by just doing so. Only applicable on spring.(credit to Cristo Kalev).

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#####  
13. Contact Info [Contact]  
#####
```

Before emailing me please make sure that you write the subject with this format "HM:HoLV - (topic)". By doing so you'll make my life easier when I sorted it out. I will accept emails both in English and Indonesian.

Please do not flame me through email because of my horrible english or mistakes I made, sending viruses or spam mails. And DO NOT ask me about CHEATS because I dont use them and not planning to add any of them in this guide.

Any suggestions, questions , tips or tricks you found and want me to add to my guide or asking permission to host my guide are all welcomed to my inbox.

Email : its_claraish@yahoo.com

You can add me in YahooMessenger, the email is the same with the above, and please do give a note on who you are so I dont decline your request. Do this if you wish to get quick answers.

```
#####  
14. Credits & Thanks [CreditThanks]  
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I'd like to give my thanks to the following:

- GameFAQs, for hosting this guide and having such a great website in the first place which provide us with a very useful information.

- Everyone that helped me to improve the guide by giving suggestions, pointing errors or providing info I didn't know. (Its you guys, HM: HoLV board memerbs)

-You *points* reader of this guide. This guide is made for you and I am happy because you're reading it right now.

- Marvelous Interactive and Natsume. Thank you for making Harvest Moon and translates them to English (though I play JP version too XD)

- Credit to GameFAQs board members epecially LunarAngel, LostYoshi and huyxx, for helping me with confirming the English names used in the game and pointing out my mistakes and typo.

- Credit to Kristo Kalev for the money earning tips by buying and selling cheese (added in tips section).

- Credit to FabledVII (GameFAQs board member) for the crop spreadsheet.

15. Legal Disclaimer [Legal]
#####

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