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Introduction to Harvest Moon: Back to Nature

First of all, I will give you a brief introduction of Harvest Moon: Back To Nature. You play a role of a character [I would called him 'Hero' or 'you' by default].

Hero is a little boy who is supposed to go on a vacation with his father. Before they go for a vacation, his father has been asked to go on a business trip and left Hero at their grand father's farm at Mineral Village.

Hero thinks that it's going to be boring there as there isn't any for him to do. His grandfather even tells him that there won't be much to do since he is going to be to busy working on the farm.
(That explains why you got those cut-scenes of Hero being chased by the farm animals)

While his stay at there, Hero has met a girl and become fast friends with her. He spends hours with her and both of them enjoyed each other's company. When it comes time for Hero to return back home, he has promised the girl that he will come back some day to pay her a visit again...

(10 years have passed...)

Now Hero is back his grandfather's farm, he find out that his grandfather has passed away. The mayor comes in and tells you he will give you three years to fix up his grandfather's farm. He decided to try to fix up the farm and perhaps he may get the chance to meet the girl once again...

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Author's Note

Well, it has been a while since I have been typing new FAQ(s). This is my eleventh and it is maybe my last FAQ. I will still be making updates to my other FAQ(s) and try to correct all the errors.

[Version 1.0] - 16-Feb-2001

Seeing this game is under the top requests, I was more determined to make this FAQ a better one. Hopefully, I don't really get e-mails like the one that I have gotten for FF8.

Besides playing Brigandine - Legend of Forsena [which I played three years ago], this is the third game, which makes me feel so obsessed

with the game-play. It is really fun to play where you can do some farming. (Err... I never thought that farming was so fun.)

IMO, it is a great game. BTW, I have heard that there is a version of this game for N64 and Game-boy but I don't own it. There are a lot of cut-scenes, which I have missed throughout my game-play and hopefully by introducing this FAQ, I get the chance to learn more about the game.

It takes you a while to master the basics of Harvest Moon: BTN. Please read the 'Contact the Author - E-mail Policy' section, otherwise don't blame me if I did not reply your e-mail. BTW, even if you follow my e-mail policy, there are chances that I would not reply, as I am still schooling. I will try my best to reply during weekends. BTW, if you don't get my response, I would recommend you to visit GameFAQs message board.

BTW, don't expect an update from me every week. It may take at least 3 weeks for a second update as I am started to having my examinations soon. Oh yes, I forget to tell you that I did not use a spell-checker, hence you may find some funny sentence structures...

[Scott]

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* These are the sections that are completed but may be ammended if there are any errors.

' Corrected from the previous update.

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Game Basics

For those who are first time playing Harvest Moon: BTN, before you jumped onto the walkthrough please read the game basics. You need to know a lot of basics before you can really get started on the game.

(Throughout the entire FAQ, I would called the main lead as 'Hero' or 'you')

=====
[V.1] The Beginning of a New Journey
=====

At the beginning, you will need to start to enter your name, your birthday, your farm's name and dog's name. Just simply enter any names that you preferred. I supposed it would be better if I warned you about the "clashing" of the birthdays of the girls who you wished to go dating with. If you got the same birthday as the girl, the birthdays of the girl will be changed. Anyway, I will talk more about at the start of the walkthrough; therefore don't worry about it.

=====
[V.2] Basic Configuration
=====

Before I jumped towards the basics about farming in Harvest Moon: BTN, I would give you a debrief on the basic controls:

==~ Basic Configuration ~==

Button	What it does?
D-Pad	0 it allows you to move Hero around the terrain. 0 it allows you to make selections on the menus and prompts 0 it allows you to push a livestock by holding down.
X	0 it allows Hero do basic "actions" 0 it works like the action button on the menus.
Circle	0 it allows you to run and cancel selections. 0 Holding it while using D-Pad allows Hero to run.
Square	0 it allows you to use the selected tool 0 Hold down it allows you to execute the 'special action' 0 While holding down an item, it allows Hero to eat the 'Item' if it is possible.
Triangle	0 it allows you to view the rucksack. 0 in between buying menus, it brings up the 'tips'
R1	0 it allow you to switch between 'tools'
R2	0 it allow you to switch between 'items' 0 While hold an item, it allows Hero to keep the item.
L1	0 it allows you to whistle at your dog.
L2	0 it allows you to whistle at your horse.
Start	0 it will bring up the status screen and pause the game. 0 (During a mini-game)
Select	0 it will activate the town map.

=====
[V.3] Farming Basics
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Before I begin this section, I assumed that you have briefly understood the basic configuration/controls of Harvest Moon: BTN and read a bit from your manual. Make sure that you have fully understood the game's basic controls:

-[Rucksack]-

In the game, you will find Hero carrying a rucksack on his back. If you hit the Triangle button, you will be able to view the rucksack screen. The rucksack allows Hero to carry tools and items. Hero can only carry

an item on hand regardless whether it is a tool or item. While holding an item, you cannot use a tool.

(In the game, there are three types of rucksack)

Rucksack - You will start the game with this. You can hold a maximum of 2 tools and 2 items. Please note that I have excluded the items on hand.

Medium Rucksack - You can buy this from the Supermarket for 3000 G. It expands the carrying capacity of the rucksack to 4 tools and 4 items.

Large Rucksack - You can buy this from the Supermarket for 5000 G. It will be applicable after you have bought the Medium Rucksack. It expands the carrying capacity of the rucksack to 8 tools and 8 items.

To switch tools without using the shortcut key (Triangle button), you just need to tap R1 to switch between tools and R2 to switch between items. If you operate the rucksack from the menu, you can switch the items by using D-Pad, X and Circle button. You can also view the status of the item that is currently inside the rucksack.

-[Pick Up items]-

Picking up items is the most basic methods of getting items. You do not need tools and just bare hands will do the trick. Just proceed to the item that is on the ground and hit the X button to pick it up. Next, you should have the following possibilities:

[1] Throw the item

You can throw the item away by hit the X button once the item is on Hero's hand. IMO, knowing about this is very important. It allows you to deposit items into the bin and throw garbage away. If you throw 'sellable items' onto the ground, they will be destroyed and you can't recover them. Hence, make sure you aimed it properly! It works while taking out fodder or chicken feed from the feed sheds inside the barn or the henhouse.

[2] 'Spring Cleaning' (Dumping of garbage from the farm)

This is a farm-related technique. The items that are involved are 'log', 'stone', 'lumber' and 'weed'. You can find all of them inside the farm.

Log (It is represented by an orange branch)

Stone (It is represented by a small stone)

Lumber (It is represented by a vertical wood log)

Weed (It is represented by a patch of grass)

Log - This item will be damaged if you throw it outside the tilled soil (sandy area) of the farm. However, it will still remain intact when being thrown on the tilled soil. You can't count that as additional to lumber unless you have chopped it down with an Ax.

Stone - This item will be damaged if you throw it outside the tilled soil of the farm. However, it will remain intact on the tilled soil. You can only eliminate it using the above method or using the hammer.

Lumber - This item can be gotten from the wood shed found in between the barn and the stable. It will remain intact if you throw it on the tilled soil, hence allow you to form a 'fence' when multiple lumbars are being placed adjacent to each other.

Weed - It is just useless grass. It will be removed automatically when you throw it away from the rucksack. You can also remove it

using the sickle.

[3] To give the item as a gift

With the item on the hands, you just need to hold down D-Pad against the person and hit X to give to the other person. Some of items, such as Pink Cat Flower, cannot be sold. But it can be offered as 'gifts'/'presents' to fellow villagers. BTW, don't bother to offer precious ore to ladies, as most of them may not like it.

[4] Consumption

If you hit Square button, Hero will consume the item if it is possible. For example if Hero has an egg on hand, you hit the Square button. You should see Hero consuming the egg. If the item on hand is a stone, you will get no options. BTW, don't consume to all items, as some of them are not edible and poisonous. Examples include the Red Grass.

[5] Keep it inside the Rucksack

I supposed the heading is quite clear. If you hit the R2 button, Hero will keep the item inside his rucksack if possible. Please note that the kept item will be brought to last position upon retrieving items. To retrieve an item, you just need to hit R2 button again or make use of the rucksack menu.

For more details, PLEASE refer to the V.9 'Menu Explanations' section.

-[Mining Basics]-

In the game (or Mineral Village), you will find two mines to mine. The mines are pretty hard to locate for a beginner (I only discover the first one on 7th of spring on my first game-play). Below is a description of the location.

Mine #1 - behind the 'Goddess Pond' Waterfall.

At the hot spring area, you will find a hot spring along with a stream and waterfall. You can go behind the hot spring and there is a small pebble path, which leads to the mine.

Ores found in this mine: Junk Ore; Copper Ore; Silver Ore; Gold Ore and Mystrile Ore. You can also find a Power berry here upon mining.

Mine #2 - the Winter Mine

This mine CAN ONLY be accessed in the winter. You need to go to the Mother's Hill where you can find alake. The lake will be frozen into ice that you will be able to cross it to reach the mine. The mine located in the middle of the lake. If you go down 10 levels, you will be able to find a fishing pond in the underground where you can catch a legendary fish...

Ores found in this mine: Junk Ore; Mystrile Ore; Orichalcum Ore and Adamantite Ore. You can also find a Power Berry here upon mining.

Purpose of Mining:

Before I begin, you may need to know something about mining... Mining is very important as it provides important ores to upgrade your tools. The ores can be sold for money. The rare ores are intend to make the OO Makers or the accessory (girl's present). Throughout mining, you will be able to find useless ore (junk ore - which looks like a pile of stone to me...) in all mines. They are useless and sold for a cheap price of 1 gold. BTW, there is also money to be mined in the game! You will find 'bags of gold' (Hero will pick and keep in his rucksack) that causes 10G each. You may find manholes, which lead to the next

level of the mine. The general tip is to get as deep as possible, as it increase the rate of you getting more ores for sale. Mining does not really earn much but if you have a basket (bought from Supermarket for 5000G) where you can collect a maximum of 38 ores per trip to the mine.

General Tips - (applicable to both mines!)

NOTE: The tool used for mining is the Hoe. The special actions of hoe have no effect while mining.

As you enter the mine, your objective is to find a manhole that leads to the next level of the mine. For the first mine, the level is endless! Dig five times at different spots: the northeast spot, northwest spot, southeast spot, the middle spot and southwest spot. If you get junk ore, throw it away and start to dig in a row until you find the manhole. If you find a 'bag of gold', there is a high possibility that the manhole is somewhere nearby. Once you have located the manhole, use D-Pad to move towards it. You will get a message prompted whether to go down the manhole pick 'Yes'.

To exit the mine from this point onwards, all you need to do is proceed to the ladder and answer 'yes' on the prompt. Anyway, I got another mining tip...

Let's say if the ladder is located on the left, you can find the next manhole somewhere on right hand side of the mine. The manhole is *normally* located on the opposite side of the ladder. Your objective to locate a manhole ASAP for the first 5 levels and start to dig intensively from the 6th level onwards. BTW, the location of the manholes are at random. Use 'money bags' as a source to get rare ores or manholes. The extreme ends of the mines contains no ore at all! BTW, you just need to dig once per patch of land.

Stamina Indicator...

Please note: If your stamina starts to fade off to the extreme that Hero pants and sat on the ground (his eyes will turn 'dark'), exit the mine and proceed to the hot spring for a hour. It is crucially important as to prevent sickness. It will be good to adopt a habit of visiting the hot spring after every mining session when you have less than 6 power berries. Best still, get a medicine from the Doctor and bring it along with you to the mine. But I would prefer the first alternative as it is free!

Shipping Basket Woes...

NOTE 2: If you bring the shipping basket to the mine, it is very important that you bring it along with you when you go down to the next manhole. If you left it at the mine there, you need to restart from the entrance and dig until the level of the mine where you have left the basket. Unfortunately in the game, it does not allow you to select the desired level to mine. Even if you fainted, you will still be able to find the shipping basket at the level where you have left it previously. Be caution. If it happens that the basket was just being placed over the manhole. Don't not move to close to the manhole and hit X to pick it. If Hero is close enough, there isn't a need to use D-Pad to move forward. When you see a prompt, pick 'No' if you haven't pick the basket.

[Cost per item in mine]

Junk Ore	1G
Copper Ore	15G
Silver Ore	20G

Gold Ore	25G
Mystrile Ore	30G
Orichalcum Ore	50G
Adamantite Ore	50G

-[Fishing Basics]-

You can't start fishing at the start of the game... You need to get a fishing rod (make sure you have an empty slot under equip section). To get this equipment, you must go to the docks during 7am to 10am or 7pm to 10pm on either Friday, Saturday or Sunday. You will be able to meet Greg the fisherman. Talk to him and pick that you like fishing. To fish, just simply equip the fishing rod on hand and hit Square on a water filled area. After the cast has reached the water, do not release the Square button. Hold down the button and wait for it to vibrate. Once it starts to vibrate, release the square button. You will catch a fish/ hooked up a garbage item or nothing! There are several places where you can fish. I will elaborate more about them later.

You can breed fishes. [i.e. make a small fish to grow to large fish and giving a new small fish when the existing small fish reaches the adult stage]. To do this, you need to catch some fish (refer to the steps that are mentioned in the paragraph above) and deposit them into the fish pond. Next you need to get fish food through purchase only from the Supermarket for 50G. You just need to deposit one fish food inside the fish pond everyday. (The quantity of fishes in the pond does not have any impact) You can only have 99 fishes in the fish pond. If you have more than 50 fishes, you will see Greg visiting your pond and give you a better fishing equipment. (You need to have an empty slot in the equip portion before exiting the house in order to get the equipment) The fishing pole is a better equipment compared to fishing rod. It is not necessary that you need to use the fishing pole in order to catch legendary fish. But some of legendary fishes requires a fishing pole.

There are several places where you can catch fish. They are the sea, the lake, the waterfall, winter mine's pond and river streams. Weird fishing spots include the hot-pot during Harvest Festival in Fall and the fishing pond ^_^;) You can only catch large fish from the ocean. The lake is fairly clean as being compared to other spots. The sea is very dirty and you will get garbage most of time. But there is a tip, which I myself also got from the library besides a fellow FAQ writer:

The books says something like the sentence below:

"The fish population in the sea has decreased greatly due to the dumping of trash into the rivers and sea" (a.k.a water population)

You can 'increase' the fish population (easier to catch fish from the ocean) by depositing the garbage into the trash bin found in the Rose Square OR...

Get the basket (bought from Supermarket for 5000G) to the harbor. Place the basket behind Hero. As you get a garbage item (e.g. fish bone, trash can and boot), just aim and throw in the basket. You will find the basket shakes a bit but there is no crops for sale! For my case, it did helps to improve my chances of catching fish during winter.

[Cost per fish]		[Unsellable Items]
Small Fish	100G	Unused Can
Medium Fish	200G	Boots
Large Fish*	300G	Fish Bone

* You can only catch large fish in the sea/ocean. You can't sell legendary fishes for money. After they are caught, you will find Hero releasing them. But you will find 'a mark/icon' placed in the menu as proof that you have caught the legendary fish.

-[Advanced Shipping Equipment: The Basket and Horse's Saddle Bag]-
There are two sets of equipment. They are the basket (bought from Supermarket for 5000G) and the saddle (obtain when you are allowed to keep the horse).

[The Basket]

This is perhaps the best tool that you need to ship your produce. The basket can contain a maximum of 30 crops. [The term 'crop' here refers to produce like herbs; mountain forage items such as mushrooms, ore and dairy products (wool, milk and eggs)] The basket is pretty useful item and it is indispensable. The basket cannot be damaged by weather hazards even if you left the item outside of the house. The basket cannot be stolen by fellow villager. Even if you leave in a part of the mine, you will still be able to retrieve by returning back to the mine.

To deposit an item (which cannot be taken out afterwards), just simply position Hero in front of the basket (i.e. facing it) and hit X to deposit the item on hand. If you drop a 31st item, it will be as good as lost. To know how much the basket contain, make use of the Equip menu to read. Hit Triangle button and move the cursor to the basket. BTW, I would like to remind you that you can't take out items that you have deposit. But depositing in the basket doesn't mean that it has 'been shipped'. (In the game, the produce is considered only shipped when you have deposit it in the bin). Hence take the basket facing the bin and hit Square. You will see an animation of Hero tilting the basket. There will be no loss of items if you hit Square without making contact with the bin. Normally, I would use the basket to collect eggs from my chickens, barn animals, etc.

[Saddle]

What is the point of taking care of the pony that you have gotten Saibara. There are typically three reasons and they are:

- 1) Every hearts the horse has gained, it accounts for 1% for your farm.
- 2) The horse allows you to participate in the Local Horse Race.
- 3) The horse is a good shipping help in the farm.

You need to take good care of your horse for 1 year with a minimum of eight hearts. You can build up the horse's hearts by talking and brushing (with the brush bought from Saibara for 800G). Having it being placed outside, helps to increase the hearts faster. After the year, you can get the horse if it has 8 hearts or more. If it doesn't, you need to plant another 30 patches of grass, so that Barley will give you a second pony. While the horse is at its pony stage, it is very hard to handle it. Bare with it for the 4 hearts. Upon the 5th heart, you can make use of whistle [hit R2] to call for your pony.

With the horse, it helps you to move around your farm a lot more quicker. You can ride on it around the farm faster than you are running. You can deposit unwanted items such branches, stones, weeds, flowers and even crops into the saddle. If you deposit a produce, it will be accounted as being deposit in the bin. The horse is a good transport tool but it is very hard to make the horse stay put at one place...

-[Giving Gifts and Making Friends]-

Gifts are typically any item that you can find the game. You can give

weed, branches, lumber and even ores to villagers, although the basic reason is that they will not like it. If you give an average item to Manna of Aja Winery, she will give you some tips on making friends. As for the individual's likes list, please refer to the town guide for more details.

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 [V.4] The Five Basic Farming Tools
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At the start of the game, you will find a Hammer, a Watering Can, an Ax, a Hoe and a Sickle inside the toolbox. If you hit the start button to activate the status menu, you will find the status of these tools. The status screen is very important as it means whether you can perform an upgrade on the tool.

The status screen should something similar to the one that is found below:

==~ Figure V.1.2a: Status Screen of Tools ~==

		(Legend)
(Icon of Tool)		[C] (Copper Ore)
	[C][S][G][M]	[S] (Silver Ore)
	[%]	[G] (Gold Ore)
		[M] (Mystrile Ore)

The "|||" sign represents the experience bar. You will find the bars' color changes as you upgrade your tool. To see whether the tool is applicable for an upgrade, check out the type of 'ores' available.

The percentage of the meter is another way of reading the meter. Below are some interesting statistics for you to know:

001% to 099%	(Default Tool)	[N/A]
100% to 199%	(Copper version of tool)	[1000G]
200% to 299%	(Silver version of tool)	[2000G]
300% to 399%	(Gold version of tool)	[3000G]
400%	(Mystrile version of tool)	[5000G]

It is not necessary to upgrade from a copper model to a silver model, along the metallic range. Instead, a model's meter ratings and the number of available 'ore' icons that the tool has gained are the criteria for the upgrade. For example, it is possible to upgrade a default Hoe to Mystrile Hoe directly provided you have gained 400% on the meter. The fees will not be accumulated by the way.

How to upgrade?

You need to go to a mine to obtain a certain ore that is required for the upgrade. There are two mines in the game. You can get more details regarding the location of the mines in the next section or the walkthrough. Next you need to bring that ore; equipped the tool on hand (that's the separated box of rucksack screen) and proceed to the Blacksmith to perform an upgrade. Of course, you must have sufficient cash on hand. I have placed an asterisk mark next the minimum requirements for you to survive in the game. The more asterisks that the model has, the more important that you need to get them. To build up the meter, you need to use the items frequently.

Below is the 'Effects Chart' of each tool:

~~~~~

|      |       |        |      |
|------|-------|--------|------|
| Tool | Model | Effect | Cost |
|------|-------|--------|------|

```

-----
Hammer      -----  [You can only break small stones]      [N/A]
            (Copper)  [3 hits - large stone; not rocks]      [1000G]
            (Silver) [2 hits - large stone; 5 hits - rocks] [2000G]
            (Gold)   [1 hit - large stone; 3 hits - rocks]  [3000G]
            ** (Mystrile) [1 hit - large stone; 2 hits - rocks] [5000G]

Watering Can -----  [Water 1 tilled soil]                  [N/A]
            (Copper)  [Water 1 x 3 tilled soil]              [1000G]
            (Silver)  [Water 2 x 3 tilled soil]              [2000G]
            * (Gold)   [Water 3 x 3 tilled soil]              [3000G]
            (Mystrile) [Water 3 x 5 tilled soil]              [5000G]

Hoe         -----  [Tills 1 tilled soil]                  [N/A]
            (Copper)  [Tills 2 x 1 tilled soil]              [1000G]
            (Silver)  [Tills 3 x 1 tilled soil]              [2000G]
            * (Gold)   [Tills 4 x 1 tilled soil]              [3000G]
            (Mystrile) [Tills 6 x 1 tilled soil]              [5000G]

Sickle     -----  [Cuts 1 tilled soil]                  [N/A]
            (Copper)  [Cuts 1 x 3 tilled soil]              [1000G]
            (Silver)  [Cuts 2 x 3 tilled soil]              [2000G]
            * (Gold)   [Cuts 3 x 3 tilled soil]              [3000G]
            (Mystrile) [Cuts 3 x 5 tilled soil]              [5000G]

Ax         -----  [Chop only branches/logs]              [N/A]
            (Copper)  [Chop logs; 6 hits to a tree stump]      [1000G]
            (Silver)  [Chop logs; 3 hits to a tree stump]      [2000G]
            (Gold)   [Chop logs; 2 hits to a tree stump]      [3000G]
            ** (Mystrile) [Chop logs; 1 hits to a tree stump]      [5000G]

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To perform the effect, you need to hold down the Square button while the tool is being equipped. The longer you hold, the more powerful the effect will be. BTW, tools with higher upgrades can do those in the lower levels.

(Facial expressions on using tools)

How do you know when you are executing the effect? As mentioned earlier to execute an effect, you need to hold down the Square button. The longer you hold, the higher level of effect you will execute. BTW, a higher level tool can perform effects of it with a lower level tool. For example with a Silver Ax, you can perform the normal cut, copper level cut and the silver level cut. With the Mystrile Ax, you can perform the normal cut, copper level cut, silver level cut, gold level cut and the Mystrile level cut!

Copper Level - Held onto the tool for a while

Silver Level - held onto the tool for a longer period

Gold Level - the face turns red

Mystrile level - the face turns red and stressing mark on the head...

For example, it will take many hits to break a large stone with a Bronze Hammer. However if you use the 'special' hit [hold down Square button], you can eliminate the large stone in 3 hits. It does not only save time but also Hero's stamina.

#### HAMMER

IMO, the hammer is the least important but not a useless tool. You can make use of it to remove stones and rocks from the farm, which indirectly helps to facilitate movement in the farm. You can also use

it to destroyed broken 'lumber-type fences'. Lumber will be greatly weakened when it is being exposed to rain for a long time. To remove them, you need to use the hammer. The hammer also allows removing of tilled soils. BTW, do not use this on cows, horse and sheep.

#### WATERING CAN

This is the most important tool after the hoe. Without the Watering Can, you can't water your plants and harvest fruits/produce from it. The Watering Can has a capacity of 100 shots. You need to go near a river/water source and hit Square to refill the Watering Can. IMO, you need only a Gold Watering Can. Upgrading the Watering Can during winter is pretty a good choice as you do not need to water any plants until you have gotten a hothouse. When you are quite close to your house, make use of the pond to refill your watering can.

#### HOE

This is the most important tool for it allows you to till the soil for planting but it can be used in the mines. The special feature can't be used in the mine unfortunately. BTW, I will recommend that you should avoid upgrading your Hoe during a Winter season as you need it for mining. Just hit the Square button to till a patch of soil.

#### SICKLE

This is used to remove weeds or garbage from your farm. The Sickle is also used to get fodder from grass. You will see that grass fields get a bit darker and you can swipe off the grass for fodder. Fodder is essential for cows and sheep. The Sickle removes plants too! Hence, avoid using it while you are between weeds and fields.

#### AX

The Ax is extremely important as it allows you to get lumber from tree stumps. You need to have lumber in order to upgrade your building. You need to make use of the "special action" by holding down the Square button. If you do not, you will take ages to hack down a tree...

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[V.5] Special Tools from the Blacksmith  
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These additional tools can only be bought from the Blacksmith's house for a pretty huge sum of money... You can get the following tools from the blacksmith if you have met the following requirements. Below you can also find a short breakdown of each every tool.

#### BRUSH 800G

[Requirements]- You must get the horse (pony) from Barley.  
The brush allows you to brush any livestock that includes cow, sheep & the horse. Brushing them regularly makes the livestock happy as they loves it. Making your livestock happy is important, as it prevents them from falling ill easily. It also improves the quality of products that you can get from the animals.

#### MILKER 2000G

[Requirements]- You must get the horse (pony) from Barley  
You need to use this tool to milk cows and get milk from them. Just simply move your character near the cow and hit Square button to milk the cow. If you do it successfully, you will get a bottle of Milk. BTW, you cannot get milk from a young cow but only from an adult cow.

#### CLIPPERS 1800G

[Requirements]- You must get the horse (pony) from Barley)

The clippers are actually a pair of scissors. You need to use this get wool from your sheep. Just move your character against the sheep and hit Square button. If it is done successfully, you will find a ball of wool appearing on top of the character's hands. BTW, wool takes a long time to re-grow compared to cows. You need to feed the sheep with fodder.

=====  
[V.6] The 00 Makers  
=====

In Harvest Moon: Back To Nature, you will get these makers from Saibara the Blacksmith after you have upgrade your henhouse and barn. These machines may cost a lot but they are considered a worthy investment. To get the Adamantite Ore, you need to get it from the Winter mine during winter (that mine is located in the middle of the frozen lake). Talk to Saibara without holding the ore, otherwise you will be given it to him! If you don't have sufficient cash during winter, store at least 5 of them inside your cupboard that comes with the kitchen upgrade.

MAYONNAISE MAKER 20000G + Adamantine Ore  
[Requirements]- You need to get the kitchen upgrade for your house before you can 'create' this from the blacksmith. Just talk to the blacksmith and you will be given the option to make it. It takes five days to be manufactured

It allows you to make mayonnaise. The mayonnaise maker is found inside the hen house. To make mayonnaise, you need to take an egg and dump it inside the maker as you do for the bin. You will get a mayonnaise, which sells for a higher price. The mayonnaise maker requires an ore, which can only be obtained from the mine found in the huge lake in Mother's Hill during winter. Hence, make sure that you have stored some of this ore inside the cabinet.

CHEESE MAKER 20000G + Adamantine Ore  
[Requirements]- You need get the kitchen upgrade; the barn upgrade and you must have at least 1 cow to make this. You need to make the Mayonnaise Maker before you can make this. It takes five days to be manufactured.

It allows you to make cheese. The cheese maker is found inside the barn. To make cheese, you need to have milk. Just simply take a bottle of milk and dump it inside the maker. You will get cheese as the product. Please refer to the Mayonnaise Maker on how to get Adamantine Ore.

YARD BALL MAKER 20000G + Adamantine Ore  
[Requirements]- You need get the kitchen upgrade; the barn upgrade and you must have at least 1 sheep to make this. You need to make the Cheese Maker before you can make this. It takes five days to be manufactured

It allows you to make yard balls. The yard ball maker is found inside the barn. To make a yard ball, you need to dump a ball of wool inside the maker. Please refer to the Mayonnaise Maker for the acquisition of the Adamantine Ore.

I supposed that I am finally done with the tools... It is time to proceed onto the crops.

=====



Once you have gotten the hothouse, you can buy any of seeds (from the Supermarket) at any point of time. If you don't have a hothouse, you are only entitled to buy seeds available for that season.

==~ Profit Calculation Formula ~==

~~~~~  
The crops profit margin is being calculated by this formula:

(Number of crops x Selling Price of Each Crop x Number of Sows -
Cost of the Seeds)

'Number of Sows' is calculated with the formula below:

$$\frac{30 \text{ days} - \text{Number of days for plant to grow}}{\text{Number of days to harvest}} + 1$$

(It only applies to multiple-growing crops like Cucumbers and Pineapples)

'Maximum Harvest' is calculated by:
(30 days - Growth period) / Growth Period

Assumptions made by me:

The seeds are being planted on the tilled land on the 1st day of each season. The maximum harvest indicates that you re-use that same patch of field for its existing crops. (i.e. if you grown and harvested the patch of carrots, you re-plant them on the same time)

All the numeric digits will be rounded down. For example if the calculated 'number of sows' is equal to 6.5, I would record it as 6.

I will replace 'Number of Sows' with 1 if the crop's type is single. (I.e. you can only harvest once) I have also included the color of the seeds packaging for your information. Certain seeds like strawberries are only available for sale if you have met a requirement.

Type [A] formula will be applicable if you have grown 8 crops on the 9x9 field and Type [B] formula will be applicable if you have grown 9 crops on the 9x9 field.

~~~~~  
The 'Color' indicates the color of the seed package. Each seed package contains 9 seeds. The [cost] is the cost of each packet not the seeds. If you find 'requirements' under that plant data, you must meet that requirement in order to purchase the seeds.

(Please refer to the crops bestiary for more details.)

Below is a detailed list of seeds that you can buy from the village:

TURNIPS

~~~~~  
Color: White

== Quest Feature ==

You need to get three turnips for the Mayor Thomas for the 'Spring Cooking Festival' during your first year.

[Season] Spring /Hothouse
[Type] Single
[Cost] 120G [9 seeds]

[Sell] 60G each
[Growth Period] 5 days
[Harvest Period] N/A
[Maximum Harvest] 5 times
[Place] Supermarket (8am to 6pm)
[Profits] [A] 8 x 60G - 120G = 360G per packet of seeds
[B] 9 x 60G - 120G = 420G per packet of seeds

CUCUMBER

~~~~~

Color: Dark Green

--~ Quest Feature ~--

You can get a special power berry from Kappa if you deposit three Cucumbers at the lake of Mother's Hill. On the 3rd year of game-play, the Mayor will request you to bring three of these for the cooking festival.

[Season] Spring /Hothouse  
[Type] Multiple  
[Cost] 200G [9 seeds]  
[Sell] 100G each  
[Growth Period] 10 days  
[Harvest Period] 5 days  
[Place] Supermarket (8am to 6pm)  
[Profit] [A] (8 x 100G x 5) - 200G = 3800G per packet of seeds  
[B] (9 x 100G x 5) - 200G = 4300G per packet of seeds

CABBAGE

~~~~~

Color: Yellow-Green

--~ Quest Feature ~--

N/A

[Season] Spring /Hothouse
[Type] Single
[Cost] 500G [9 seeds]
[Sell] 250G each
[Growth Period] 15 days
[Harvest Period] N/A
[Maximum Harvest] 2 times
[Place] Won, the Chinese Merchant (1pm to 3pm, Doug's Place)
[Profit] [A] (8 x 250G) - 500G = 1500G per packet of seeds
[B] (9 x 250G) - 500G = 1750G per packet of seeds

POTATO

~~~~~

Color: Yellowish-Brown

--~ Quest Feature ~--

N/A

[Season] Spring /Hothouse  
[Type] Single  
[Cost] 150G (9 seeds)  
[Sell] 80G each  
[Growth Period] 8 days  
[Harvest Period] N/A  
[Maximum Harvest] 3 times  
[Place] Supermarket (8am to 6pm)  
[Profit] [A] 8 x 80G - 150G = 490G per packet of seeds  
[B] 9 x 80G - 150G = 570G per packet of seeds

STRAWBERRY

~~~~~

Color: Pink

==~ Requirements ~==

You need to sell 100 or more Cabbages, Cucumbers, Potatoes and Turnips.

==~ Quest Feature ~==

N/A

[Season] Spring /Hothouse

[Type] Multiple

[Cost] 150G (9 seeds)

[Sell] 50G each

[Growth Period] 8 days

[Harvest Period] 6 days

[Place] Supermarket (9am to 6pm)

[Profit] [A] (8 x 50G x 4) - 150G = 1450G per packet of seeds

 [B] (9 x 50G x 4) - 150G = 1650G per packet of seeds

CORN

~~~~~

Color: Yellowish White

==~ Quest Feature ~==

You need to sell one corn to Kai (from 50G to 200G) during summer for every year of game-play. In the second year, you need to bring 3 corns to the Mayor for the Cooking Festival. You can also turn the corns into chicken feed by throwing them into the windmill found in your farm.

[Season]                Summer /Hothouse

[Type]                 Multiple

[Cost]                 300G (9 seeds)

[Sell]                 100G each

[Growth Period]      15 days

[Harvest Period]     3 days

[Place]                Supermarket (9am to 6pm)

[Profit]              [A] (8 x 100G x 6) - 300G = 4500G per packet of seeds

                      [B] (9 x 100G x 6) - 300G = 5400G per packet of seeds

ONION

~~~~~

Color: Brown

==~ Quest Feature ~==

N/A

[Season] Summer /Hothouse

[Type] Single

[Cost] 150G (9 seeds)

[Sell] 80G each

[Growth Period] 8 days

[Harvest Period] N/A

[Maximum Harvest] 3 times

[Place] Supermarket (9am to 6pm)

[Profit] [A] 8 x 80G - 150G = 490G per packet of seeds

 [B] 9 x 80G - 150G = 570G per packet of seeds

TOMATO

~~~~~

Color: Red

==~ Quest Feature ~==

Well, you don't really need to grow them for the Tomato Festival...

[Season] Summer /Hothouse  
[Type] Multiple  
[Cost] 200G (9 seeds)  
[Sell] 60G each  
[Growth Period] 10 days  
[Harvest Period] 3 days  
[Place] Supermarket (9am to 6pm)  
[Profit] [A] (8 x 60G x 7) - 200G = 3160G per packet of seeds  
[B] (9 x 60G x 7) - 200G = 3580G per packet of seeds

PINEAPPLE

~~~~~  
Color: Yellow
==~ Quest Feature ~==
N/A

[Season] Summer /Hothouse
[Type] Multiple
[Cost] 1000G (9 seeds)
[Sell] 500G each
[Growth Period] 21 days
[Harvest Period] 5 days
[Place] Won at Doug's Place (1pm to 3pm)
[Profit] [A] (8 x 500G x 2) - 1000G = 7000G per packet of seeds
[B] (9 x 500G x 2) - 1000G = 8000G per packet of seeds

PUMPKIN

~~~~~  
Color: Orange Brown  
==~ Requirements ~==  
You need to sell 100x Pineapples; 100x Corn; 100x Tomatoes; 100x Onions  
and read the mail from the Supermarket to buy these seeds.  
==~ Quest Feature ~==  
N/A

[Season] Summer /Hothouse  
[Type] Single  
[Cost] 500G (9 seeds)  
[Sell] 250G each  
[Growth Period] 15 days  
[Harvest Period] N/A  
[Maximum Harvest] 2 times  
[Place] Supermarket (8am to 6pm)  
[Profit] [A] (9 x 250G) - 500G = 1750G per packet of seeds  
[B] (8 x 250G) - 500G = 1500G per packet of seeds

CARROT

~~~~~  
Color: Orange
==~ Quest Feature ~==
N/A

[Season] Fall /Hothouse
[Type] Single
[Cost] 300G (9 seeds)
[Sell] 120G each
[Growth Period] 8 days
[Harvest Period] N/A
[Place] Supermarket (8am to 6pm)

[Maximum Harvest] 3 times
[Profit] [A] (9 x 120G) - 300G = 780G per packet of seeds
[B] (8 x 120G) - 300G = 660G per packet of seeds

EGGPLANT

~~~~~  
Color: Purple  
==~ Quest Feature ~==  
N/A

[Season] Fall /Hothouse  
[Type] Multiple  
[Cost] 120G (9 seeds)  
[Sell] 80G each  
[Growth Period] 10 days  
[Harvest Period] 3 days  
[Place] Supermarket (8am to 6pm)  
[Profit] [A] (8 x 80G x 7) - 120G = 4360G per packet of seeds  
[B] (9 x 80G x 7) - 120G = 4920G per packet of seeds

#### SWEET POTATOES

~~~~~  
Color: Violet Red
==~ Quest Feature ~==
N/A

[Season] Fall /Hothouse
[Type] Multiple
[Cost] 300G (9 seeds)
[Sell] 120G each
[Growth Period] 6 days
[Harvest Period] 3 days
[Place] Supermarket (8am to 6pm)
[Profit] [A] (8 x 120G x 9) - 300G = 8340G per packet of seeds
[B] (9 x 120G x 9) - 300G = 9420G per packet of seeds

GREEN PEPPER

~~~~~  
Color: Dull Green  
==~ Quest Feature ~==  
I would recommend you to get this for the Harvest Festival, otherwise  
the hot pot will turn bad normally if you drop anything else.

[Season] Fall /Hothouse  
[Type] Multiple  
[Cost] 150G (9 seeds)  
[Sell] 40G each  
[Growth Period] 8 days  
[Harvest Period] 2 days  
[Place] Won, the Chinese merchant (Doug's Place 1pm to 3pm)  
[Profit] [A] (8 x 40G x 12) - 150G = 3690G per packet of seeds  
[B] (9 x 40G x 12) - 150G = 4170G per packet of seeds

#### SPINACH

~~~~~  
Color: Green
==~ Requirements ~==
You need to sell 100x Green Peppers; 100x Carrots; 100x Eggplants and
100x Sweet Potatoes. You need to read the mail from your mailbox first
before you can buy it.

==~ Quest Feature ~==

N/A

[Season] Fall /Hothouse
 [Type] Single
 [Cost] 500G (9 seeds)
 [Sell] 80G each
 [Growth Period] 6 days
 [Harvest Period] N/A
 [Place] Supermarket (8am to 6pm)
 [Maximum Harvest] 4 times
 [Profit] [A] (9 x 80G) - 500G = 220G per packet of seeds
 [B] (8 x 80G) - 500G = 140G per packet of seeds

==~ Flowers Guide ~==

You can ONLY buy flower seeds from Won, the Chinese merchant at Doug's Place from 1pm to 3pm. Flowers seems to be a bit important for those who are having Elli as your wife... Besides you managed to plant over 90 flowers in a season, you will get a Power Berry from Anna in the afternoon.

Tips on Flowers:

Flowers can help you to restore fatigue! But first of all you need to get a vase from Won [for 5000G]. Next put a flower for that appropriate season in the vase. You will recover your health, as you are drinking Bodigizer every night! But if you put a flower for any season, the flower will wither and gone on the next day.

Most of villagers love flowers! The acceptations are Saibara, Gray, Zack, Greg, Doug and Duke. Hence, use them as your gifts to please the villagers as they are free! (you can pick them from Mother's Hill)

In Fall, when you plant Magic-Red Flowers, you will find occasionally within the patch you can find one or two Red Magic-Red Flowers. The red version of Magic-Red Flowers (normally, you can only find blue colored ones at Mother's Hill or the area at Gotz's place during fall) can be sold for 200G each! But they are pretty hard to get as the ratio of getting 1 red Magic-red flower in a patch is around 1 : 27. (You will get only 1 red Magic-Red flower for every 3 patches)

ORANGE CUP FLOWERS

Color: Yellow (flower packet)

==~ Requirements ~==

You can only plant such seeds inside the hothouse.

==~ Quest Feature ~==

N/A

[Season] None (Only AT Hothouse)
 [Type] Single
 [Cost] 500G (9 seeds)
 [Sell] 60G each
 [Growth Period] 9 days
 [Harvest Period] N/A
 [Place] Won, the Chinese Merchant (Doug's Place; 1pm to 3pm)
 [Maximum Harvest] N/A
 [Profit] [A] (8 x 60) - 500G = -20G per packet of seeds
 [B] (9 x 60) - 500G = 40G per packet of seeds

MOON DROP FLOWERS

~~~~~

Color: Light Yellow (flower packet)

==~ Quest Feature ~==

N/A

[Season]            Spring /Hothouse  
 [Type]             Single  
 [Cost]             500G (9 seeds)  
 [Sell]             N/A  
 [Growth Period]   6 days  
 [Harvest Period]  N/A  
 [Place]            Won, the Chinese Merchant (Doug's Place; 1pm to 3pm)  
 [Maximum Harvest] 5  
 [Profit]           [A] N/A  
                    [B] N/A

TOY FLOWERS

~~~~~

Color: White (flower packet)

==~ Quest Feature ~==

N/A

[Season] Spring /Hothouse
 [Type] Single
 [Cost] 300G (9 seeds)
 [Sell] N/A
 [Growth Period] 12 days
 [Harvest Period] N/A
 [Place] Won, the Chinese Merchant (Doug's Place; 1pm to 3pm)
 [Maximum Harvest] 2
 [Profit] [A] N/A
 [B] N/A

PINK CAT FLOWERS

~~~~~

Color: Pink (flower packet)

==~ Quest Feature ~==

It will allow you to attract bees to get honey indirectly. You must plant a 3x3 patch of pink cat flowers for bees to come...

[Season]            Summer /Hothouse  
 [Type]             Single  
 [Cost]             300G (9 seeds)  
 [Sell]             N/A  
 [Growth Period]   6 days  
 [Harvest Period]  N/A  
 [Place]            Won, the Chinese Merchant (Doug's Place; 1pm to 3pm)  
 [Maximum Harvest] 5  
 [Profit]           [A] N/A  
                    [B] N/A

MAGIC RED FLOWERS

~~~~~

Color: Blue (flower packet)

==~ Quest Feature ~==

N/A

[Season] Fall /Hothouse
 [Type] Single

```

[Cost]           600G (9 seeds)
[Sell]           200G (Only Red Magic Red Flowers)
[Growth Period]  10 days
[Harvest Period] N/A
[Place]          Won, the Chinese Merchant (Doug's Place; 1pm to 3pm)
[Maximum Harvest] 3
[Profit]         [A] N/A
                  [B] N/A

```

GRASS

Color: Default Green

==~ Quest Feature ~==

If you haven't taking care of your horse by the end of year 1 (i.e. It has less than 8 hearts), you need to plant 30 patches of these to get a second pony.

```

[Season]         Spring /Summer /Fall
[Type]           Multiple
[Cost]           500G (9 seeds)
[Sell]           N/A
[Growth Period]  30 days
[Harvest Period] 10 days
[Place]          Supermarket (8am to 6pm, Mon, Wed-Sat)
[Profit]         [A] N/A
                  [B] N/A

```

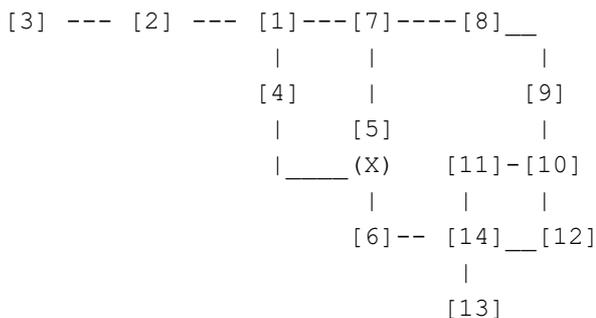
* To get fodder from thick grass (the color of the grass will be a bit darker and 'solid'), you need to use your sickle.

=====
[V.8] The Town
=====

The setting of game takes place at the Mineral Village. First of all, you will be meeting with the mayor of the village, Thomas. He will say that the village will give you 3 years and decided where you can stay in the village depends on your management of the farm. At the start of the game, he will tell you whether you want to go for a short trip around the village. If you do so, it seems that you get along with the people there much better.

(To save some misery space...)

Figure V.1.1 - The Village's Layout:



There are thirteen spots of attractions in Mineral Village. Now I got into the individual breakdown of each attraction...

(G stands for Gold and L stands for Lumber)

[1]==~ The Farm ~==

=====
Spot on the Map: [1]

Before I take you a short 'tour' around Mineral Village, I would say some stuff about the farm. The farm is currently in a huge mess but I can assure that under your diligence and tender care, the farm will be back in the shape. The farm comprises of the following main buildings:

-[House]-

You can save your game here. You will get four options if you examine the diary near the bed. You will get the following options: (In the game, diary entries are known as "saving")

- . Sleep without diary entry - typically allows your characters to sleep
- . Sleep with diary entry - sleeps and allows you to save
- . Read Diary - allows you to load another saved file
- . Exchange Animals - allows you to exchange animals before saved files.

- The TV Programs -

Below is the schedule of programs being telecasted on the television:

[Up] Weather Forecast*

[Right] News*

[Left] The Fairy and Me (Mondays)

The Delicious Hour (Tuesdays)*

The Song Hour (Wednesdays)

Star One Sports (Thursdays)

Mechabot Ultror (Fridays)

TV Shopping (Saturdays)*

Shogi Hour (Sundays)

Notes: For the first week of the game, you will be able to view the "New Year Day Special TV" instead of the shows above.

[Down] Life on the Farm*

Whenever you switch on the TV (just go in front of it and hit the X button) and you will be to view the shows. If you hit X after the message box is gone, you will view the Weather Forecast directly. Those programs that are marked in asterisks are very important and make sure you watch them everyday. Please refer to the TV Guide for more details. The Life on the Farm typically gives you a briefing of certain tips like upgrading and some of the game's secrets too.

After you have bought all the items from TV Shopping Network, you will get to see a new show called "What's your Passion?". During weather hazards such as blizzards and snowstorms, the TV will NOT work. BTW, you will find TV not working after 12am.

---- Basic Form ----

(Default layout)

Cost to Upgrade:

N/A

Condition:

You start the game with the house in this setting.

Features:

This is located in the top left hand-corner of the farm. You can find a TV set (view it regularly to check for the weather forecast and the TV Shopping Network for buying utensils for your kitchen), a Toolbox (You can store your farming tools, seeds and key items.), a bed (You can save your game by examining the diary).

The Toolbox is represented with a huge treasure chest found in the corner of the room. Just hit X button when you are near the chest and you will be able to retrieve the items to your rucksack. For more

details on rucksack, please read the "Rucksack" for more details.

---- First Extension ---- [Kitchen Upgrade]

(With the kitchen)

Cost to Upgrade:

You need 4,700 G and 370 L

Conditions:

You must have upgraded your hen house before you choose to upgrade your house with a kitchen. To upgrade a building, go to Gotz's (the woodcutter) house and talk to Gotz.

Features:

This setting is typically an enlarged version of house. You will get 2 additional pieces of storing equipments: Icebox and Cabinet. The Icebox allows you to store food and sellable items (it also includes poisonous items!). The Icebox is represented with a refrigerator. The Cabinet is an additional piece of immobile equipment, which is represented by a cupboard near the fridge. You can store your ores there when you want to perform upgrades for your tools. For more details regarding tools, please read the 'Tools' section.

---- Second Extension ---- [Bedroom Upgrade]

(With an additional bedroom)

Cost Upgrade:

You will need 10,000 G and 750 L

Conditions:

You must have upgraded the hen house, the kitchen and the barn in order for you perform this upgrade. The method to upgrade is the same for performing the first upgrade.

Features:

It typically features an additional room, which required for you to get in order to marry with your loved one. After you have bought the second upgrade, you will have a cut-scene with Won, offering you to buy a vase for 5000G. The vase allows you to put flower to regenerate fatigue faster than normal!

-[Dog House]-

This doghouse belongs to the dog. Unfortunately, the dog can't stay inside the doghouse. You can find a Bin and an Apple tree near the main house. If you want to get shelter for your dog, make sure you bring it inside the house. If you allow the dog to run over the fields, you can increase the dog's affection. To win the Winter Dog Race, make sure you practice regularly with the Ball, which can bought from Won for 100G during Autumn or early Winter. During fall, you can forage for 3 Apples from the Apple Tree. If you plant Pink Cat Flower in summer and take a sample of the honey to Louis, you can forage for honey every season!

-[Pond]-

The pond supports your fishes and fish food. You need to get a fishing rod in order to catch fishes. You can buy the fish food from the supermarket in the town. For more details on fishing, please refer to "Fishing" for more details. To get your fishing rod, you need to visit the Mineral Beach from 7 am and 10 am and you will meet an old man. Make sure that you have additional slot in your rucksack so that you can get the rod. He will only be there during Fridays, Saturdays and Sundays. If you caught 50 fishes (or by breeding them), you will have a cut-scene with Greg giving you a fishing pole. The fish food is need to be used once and it is meant for breeding. Even if you don't feed the fish, the fish won't die.

-[Hen House]-

You can find your chickens and chicken feed in this shed. You can also find another bin inside the henhouse. You can collect your chicken feed from the orange Spout inside the building. Just simply position Hero in front of the box and hit (X). Next you can deposit the feed onto the feed shed. You need to do this regularly if you want your hens to lay eggs. There is an incubator inside the hen house. Just place an egg there and wait for around 5 days for the egg to hatch. You can perform an upgrade of the hen house by seeking the woodcutter's aid after you have gotten sufficient lumber. You can also deposit other produce inside the Bin. Once you have gotten the upgrade, you will be entitled to ask Saibara to make the Mayonnaise Maker, which costs 20000G and a Adamantite Ore. To make a mayonnaise, you just need to deposit an egg into the mayonnaise maker.

(Extension) - [Henhouse Upgrade]

You will get 5 additional feed sheds and an incubator for the extension. The extension of the henhouse costs 5,000 G and 420 L. You can buy the chicken feed from the Poultry Farm for 10 G per feed. If you grow corn in the summer, you can throw the corn at the windmill to get 10x chicken feeds.

-[Stable]-

It is a mini-stable where you can find your horse. In this game, you do not need to feed the horse but you need to talk to it, whistle to it and brush it with a brush. The brush can be brought from the Blacksmith's house for 800G. You will want to improve the affection with the horse, I would recommend to let it stay outdoors when the weather is fine. You can get the horse free of charge on a fine day from Yodel Farm in the first year of spring. But you need to take care of it, or the owner, Barley will take the horse back. Please refer to the game-play tips for more details. Once the horse has fully grown, you can use it to participate in the Local Horse Race during Spring.

-[Barn]-

Under this barn, you will find your herds of cows and sheep. The barn can support a maximum of 10 livestock. You can find a similar orange box, which will give you "fodder", which is food for the livestock. Like the chickens, make sure you give them fodder regularly. Otherwise, you will experience no production from the cows and sheep. There is also a bin for deposit. You can buy your cows and sheep from Yodel Farm in the village. BTW, they are pretty expensive. If you want to get the produce from them, make sure you purchase the milker [2000 G] and Clipper [1800 G] from the Blacksmith in the village. BTW, the sheep and cows loved to be brushed. Make sure that you have talked to them everyday to build up the affection. You can also get fodder from Barley in Yodel Farm for 20 G each or you can choose to grow grass for fodder. For details regarding fodder, please refer to "Farming Basics" for more details. Once you got the barn upgrade, you will be entitled to make the Cheese Maker after you have gotten the Mayonnaise Maker. It costs 20000G and requires an Adamantite Ore. BTW after you have upgraded the Cheese Maker, you will get to make a Yard Ball Maker for the same cost and ore.

(Extension) [Barn Upgrade]

You will get extra 10 spaces for additional livestock. You will also get an additional feed box. You need to pay 6800 G and 500 L. You can only do this after you have performed the first upgrade for the house.

-[Hot House]-

This is the last upgrade that you need to get for your farm. You can build the hothouse once you have gotten the second upgrade for your house. The hothouse is like the greenhouse. You can find a bin and a water tank inside the house. The house has only a maximum area of 7 x 7 and that could only limit you to plant only 4 types of crops within the hot house. Another disadvantage of the hot house is that you still need to water the crops there even if it is a rainy day. You need to pay 30,000G and 580 L! The hothouse is breakable and easily damaged by weather hazards, hence take note! Weeds will not grow inside the hot house!

[2]==~ Hot Spring Area ~==

=====
In this area, you will find a hot spring area where you can rest Hero to restore his fatigue. You need to stay there for just around a hour. You just need to enter the hot spring and do not hit X button until a hour has passed.

Behind the spring is a small waterfall. The mine is located behind the waterfall. You can mine there with your hoe and basket for ore to upgrade your tools. For more details regarding mining, please refer to "Game-play Tips".

If you observed carefully the rocks that surround the hot spring, you will notice that one of the areas is flat. You can step on it and throw an egg to get spa-boiled eggs... Spa-boiled eggs sells for a higher price compared to normal eggs. [80G each]

BTW, the items that you can find within this area are:

- Spring - (3x Bamboo Shoots; 1x Blue Herb)
- Summer - (1x Red Herb)
- Autumn - (1x Green Herb; 1x Mushroom)
- Winter - (Nothing!)

Occasionally, you can find a monkey or a squirrel there.

[3]==~ Mother's Hill ~==

=====
The Mother's Hill is a huge area where you can find numerous trees-stumps and items. Autumn is a good time to visit here. The Mother's Hill comprises of three main areas.

1st Area:

You will find a huge waterfall and a tree stump. There is a path leading towards right, which is blocked off from the lake by the trees. You will find a bridge, which leads to the next area. During winter, the lake will freeze up and you will be able to gain access to the island that is located in the middle of the lake. Inside that mine, you can find a lot of Mystriles, Orichalcum and Adamantite, which are rare and they fetch quite a good price when you have the basket! BTW, you can easily catch fish there as compared to rivers, the waterfall and even the ocean.

BTW, the items that you can find within this area are:

- Spring - (Nothing!)
- Summer - (Nothing!)
- Autumn - (2x Wild Grapes; 1x Truffle; 1x Mushroom)
- Winter - (Nothing!)

The Truffle looks like a mushroom except that it has a darker cap and a

longer stem. It is located behind the two trees that are standing close to each other. You need walk up the path, which leads to the stone ledge in order to retrieve it. The Mushroom is located on the stone ledge after you have crossed the wooden bridge. Occasionally, you can find a fox within this area. You can catch small and medium fish from the lake.

2nd Area:

You will find a winding path that curves upwards and that leads to the peak of Mother's Hill. Observe carefully and you will find a 'split' on the path which leads the area where you can find numerous flowers!

(It is really GOOD for those who intend to woo Elli or Popuri!)

Occasionally, you can find bugs like grasshoppers, beetles, cicadas, crickets, ladybirds, Atlas beetle and Stag beetle.

(PS: They are pretty small and it is very hard to spot them.)

- Spring - (13x Moon Drop Flower; 2x Toy Flower)
- Summer - (15x Pink Cat Flower)
- Autumn - (15x Magic Red Flower)
- Winter - (Nothing!)

3rd Area:

It is the peak of the Mother's Hill. If you go here during certain Season festivals, you will have several cut-scenes. It is just a plain area...

[4]==~ Gotz The Woodcutter Area ~==

In this area, you will find Gotz's house. Staying inside the house, you will find Gotz (of course!) and Louis. Near the house, you can find 4 tree stumps and some flowers within the area. Behind the house, you will find many fallen tree trunk.

- Spring - 2x Moon Drop Flower; 1x Blue Herb
- Summer - 2x Pink Cat Flower; 1x Red Herb
- Autumn - 2x Magic Red Flower; 2x Mushroom; 1x Green Herb;
 1x Poisonous Mushroom
- Winter - Nothing!

If you have plant the Pink Cat Flower (the flower seeds can be bought from Won), you will lure bees to make a beehive near your apple tree. Take the honey from the tree. It works like foraging except you just need to stand near the tree and hit X button. Go and collect a bottle of honey. Bring the honey to Louis. The next day, you will get a cut-scene with Louis and your honey's price will raise from 50G to 60G

Gotz:

He has a thick beard, wears a white t-shirt along with blue pants. He is hard working fellow in my opinion. He loves his job and would go up to the Mother's Hills even during Winter.

Talk to him and you will get the following options:

[Operating Hours: 11 am to 5 pm; Closed on Sundays]

Buy lumber (50 gold each)

- 1) Upgrade hen house* (5000 gold and 420 lumber)
- 2) Upgrade house `#1`* (4700 gold and 370 lumber)
- 3) Upgrade barn* (6800 gold and 500 lumber)
- 4) Upgrade house `#2`* (10,000 gold and 750 lumber)
- 5) Hot house* (30,000 gold and 580 lumber)

* You will be only able to get the later upgrades provided that you have gotten the initial upgrade. The list is stated in chronological order.

[Places] Mother's Hill, His House, Supermarket
[Recipe] Veggie Pancake
[Gift] Pink Cat Flower; Lumber; Boiled Egg; Bodigizer; Apple
[B-Date] Fall 2nd

Louis:

He is the guy who wears glasses and a green hiking outfit. Louis is looking for a rare bee. He is also the housekeeper for the house, I supposed. As for his relationship with Gotz, I don't really know... If you give him a honey from your farm during summer 1st year, you can upgrade the price of the honey from 50G to 60G.

[Places] Mother's Hill, Gotz's House
[Recipe] Apple Jam
[Gift] Pink Cat Flower; Honey
[B-Date] Spring 2nd

[5]==~ Chicken Lil's ~==

This is the place where you can buy chickens. The farm is owned by Lillia, Rick and (Popuri). Lillia is the mother of the two children. Her husband has left the farm to look for a rare flower to cure Lillia.

Operating hours: 12pm - 4 pm (every days except for Sundays)

Lillia:

She is a kind-hearted lady with a pink hairstyle like Popuri, except her face is a bit more mature IMO. Lillia is easy to get along with as she loves the same flower that her daughter does. Talk to her during the operating hours:

Chicken Feed	10G (max. 99x per talk)
Buy Chicken	1500G
Sell Chicken	-----`
Animal Medicine	1000G*

` If you pick this option, you will be brought to the list of chickens, just select the chicken that you wish to sell.

* You are only entitled to buy this once. Once it is being used, you will find it available for purchase.

[Places] Poultry Farm; Mineral Clinic; Basil's House
[Gift] {Toy Flower}; {Pink Cat Flower}; {Moon Drop Flower}; {Magic Red Flower}; {Truffle}; Wild Grapes; Bodigizer; {Red Magic Red Flower}
[B-Date] Spring 19th
[Recipe] Scrambled Eggs

Popuri:

She is one of the girls that you can opt to marry in the game. Popuri is a crybaby and loves eggs-related stuffs along with flowers. She hates animals. Like her mother, she has pink hair. (I presumed it is dyed or perhaps natural...) She admires you a lot when you get to know her well.

[Places] Hot Spring Area; Poultry Farm; Church; Mineral Beach
[Gift] {Toy Flower}; {Pink Cat Flower}; {Spa-boiled Egg}; Omelet;
Rice Omelet; Boil Egg; Fry Egg; Fry Egg Rice; Sandwich;
Honey; Chocolate; Cookie; Chocolate Cookie; Cake; Apple
Pie; Apple Jam; Hot Milk; Fruit Juice; Relaxation Tea;
Ice-Cream.
[B-Date] Summer 3rd or Summer 10th (if your B-day falls on 3rd)
[Rival] Kai

Rick:

Rick wears glasses and look like a young farmer. His blond hair has touched his shoulder. He HATES Kai due to the latter's popularity with girls. He likes to get along with Karen. Rick hosts the annual Chicken Festival and leads the Chicken Team for the Tomato Festival during Summer.

[Places] Huge Mailbox Area; Poultry Farm; Outside Poultry Farm;
Blacksmith Shop
[Gift] Bodigizer; Wine; Spa-boiled Eggs; Mushrooms; Wild Grapes
[B-Date] Fall 27th
[Recipe] I can get it from him...

[6]==~ Yodel Ranch ~==

This is the place where you can buy cows and sheep for your barn. It is owned by the old man, Barley who loves to visit the hot spring during Mondays (BTW, he gets really fed up when it rains on Mondays) and his granddaughter, May. May's mother has left her there under the care of Barley. You can get your horse here upon your first visit. Inside the horse, you will find a female dog; Hana-chan. After the mating, you will find Yone of the puppies here...

(Operating hours: 9am to 3pm; Closed on Mondays)

Barley:

He is the old man who wears a green outfit, glasses and a long bear. BTW, he is bald. He loves flowers, vegetables and food manufactured from livestock. If you get on good terms with him, you can go upstairs of his house. BTW, he would even mate your dog with his female dog, Hana-chan in the spring of your 2nd year.

Talk him during working hours and you will get the following options:

Fodder	[20G] (max. 999)
C.M Potion*	[3000G]
S.M Potion*	[3000G]
Buy Cow	[6000G]
Buy Sheep	[4000G]
Sell Cow`	-----
Sell Sheep`	-----
Bell'	[500G]
Animal Medicine*	[1000G]

*After you used the item, you will be able to buy this item again.

`You will be brought to the list of cows or sheep.

'You can only buy it once.

[Places] Yodel Ranch; Hot Spring Area; Thomas' House
[Gift] Green Pepper; Pink Cat Flower; Moon drop Flower; Spa-boiled
Eggs; Bamboo Shoot; Mushroom

[B-Day] Spring 17th
[Recipe] Ice-cream

May:

May is a cheerful little girl, who wears a red dress. She would show the gift that you have given to her grandfather, Barley. She loves company if you get into good terms with them, you will get to know more about her past...

[Places] Same as Barley
(After you have known her past and take her to the church...)
Outside Church; Inside Church; Yodel Ranch
[Gift] Garbage (except Fish Bone); Ice-cream
[B-Day] Winter 26th
[Recipe] I doubt she can give you any...

[7]--~ Saibara's Blacksmith ~--

=====
This is one of the most important shops that you must know in Harvest Moon: BTN. The Blacksmith Shop owned by the old blacksmith, Saibara and his grandson (apprentice), Gray. Both of them love mining-related stuffs and mountainous vegetables.

(Operating Hours: 9am to 4pm, closed on Thursdays)

Saibara:

He is an old fellow who is an expert in remodeling your tools with the ore that you have mine in the game. Saibara often visits festivals and takes a long time in upgrade your tools, making accessories and certain makers such as Mayonnaise Maker, Cheese Maker and Yard Ball Maker. Talk him during working hours and you will get the following options:

Leveling ups a tool - You must equip the tool and ore on the hand.

Girl's present	(01000G); Orichalcum Ore	3 Days
Mayonnaise Maker*	(20000G); Adamantite Ore	5 Days
Cheese Maker*	(20000G); Adamantite Ore	5 Days
Yard Ball Maker*	(20000G); Adamantite Ore	5 Days

Buy Tool

Brush`	[800G]
Clippers`	[1800G]
Milker`	[2000G]

It is rather complex in the beginning but you will get used to it.

To upgrade a tool, you must earn the required experience points before you can perform an upgrade. The experience points chart is the one that is shown below:

Class	Ore Color	Experience	Amount of Days	Cost
Copper	(Copper)	[100%]	[3]	(1000G)
Silver	(Silver)	[200%]	[3]	(2000G)
Gold	(Gold)	[300%]	[3]	(3000G)
Mystrile	(Dark Blue)	[400%]	[3]	(5000G)

NOTE: It is not necessary to go from the levels. Once you have reached the required experience points, you can upgrade it automatically. Just simply equip your ore and tool to be upgraded on the hand. Talk to Saibara and you will given the following three prompts:

Level up tool
Give the ore as gift
Nothing

While making Mayonnaise Maker, Cheese Maker, Yard Ball Maker and any accessory, there isn't any need to equipped the ore on the hand. Make sure that you put the ore in rucksack or it WILL be considered that you are giving the ore to Saibara as a gift.

During the days where he is performing the upgrade, you WILL NOT be entitled to enter the shop. You can STILL enter the shop on certain festivals when the tool/accessory ready for collection. When collecting a tool, make sure you have an additional slot in Equip column. When collecting an accessory, make sure that you are not holding anything on your hand.

[Places] Blacksmith's Shop; Supermarket
[Gift] Mushroom, Any Ore; Bamboo Shoot; Turnips; Cabbage
[B-Day] Spring 11th
[Recipe] Pickle Turnips

Gray:

He feels extremely boring by staying the village. Until... he has met a girl called Mary at the Rose Square. Gray wears a blue cap and a light brown coat. He often visits the library and stays in the Blacksmith's Shop in the mornings.

[Places] Blacksmith Shop; Library; Inn; Mary's House
[Gift] Any Ore; Wine
[B-Day] Spring 6th
[Recipe] I can't get one from him...

[8] ==~ Aja Winery ~==

=====
You can find Manna and her husband, Duke. The Winery has a field of wild grapes to be harvested in Fall. Manna is an ultra talkative person but she is very friendly and gives you hints on how to make friends with the villagers.

(Operating Hours: 9am to 12pm, closed on Saturdays)

Just talk to Manna and you will be given the following options:

Wine 300G
Grape Juice 200G

If you have some cash to spare, you can get Wine for the Harvest Sprites when the Supermarket is closed on Tuesdays and Sundays.

Manna:

Manna wears an apron, black top and blue skirt.
Manna is very friendly and talkative when you meet her outside working hours. She is the one who tells you about how to make friends with the people in village. She is a gossipier IMO but she could tell you more about the people's past besides hers...

[Places] Aja Winery; Basil's House; Supermarket; Rose Square; Doug's Place
[Gift] Moon drop Flower; Toy Flower; Pink Cat Flower; Flour; Oil; Jewelry

[B-Day] Fall 11th (every funny sequence)
[Recipe] Greens

Duke:

Duke dressed like a bartender and has a black hair.

Duke, on the hand, is a loner-looking person perhaps due to the departure of her daughter, Aja... He loves WINE but Manna always keep track of the wine bottles in the store near the grapes field. He will be offering you a job at the Winery (you can bring Cliff) on the first year of game-play.

[Places] Aja Winery; Doug's Place
[Gift] Wine; Cheese; Spa-boiled Eggs; Boiled Eggs
[B-Day] Winter 15th
[Recipe] I got trouble in getting his recipe...

[9] ==~ Western Area of Mineral Village ~==

=====
In this area, you will find three houses along with the Library. The house next to the library is actually connected by the door on top of the library. The two houses that you can find are Ellen's along with the Mayor's House.

Library (Operating Hours: 10am to 4pm, closed on Mondays)
The library contains good information about Harvest Moon: BTN, which includes a detail list about fishing, harvest sprites, forage, etc. You will find Mary there during her working hours. The library consists of two floors. On the second floor, you will be able to find a door leading to the second floor of the house of Basil, Anna and Mary.

Basil:

He dressed a bit like Louis except he is a bit younger. Basil is a person, who believes that people and plants have telepathy, he enjoys writing books about plants and other things about Mother's Hill. Although there are very people going to read the books, he seems never give any hopes and yearns to see the White Flower of Winter...

[Places] Mother's Hill; His House; His House 2nd-Floor
[Gift] Green Herb; Blue Herb; Red Herb; Poisonous Mushroom;
Mushroom; Truffle; (any vegetable crops); Bamboo Shoot
[B-Day] Summer 11th
[Recipe] Fruit Latte

Anna:

She wears a white skirt with green lining. She is very upset if you attempt to go upstairs without her permission. You need to give her a lot of flowers for about 2 straight seasons in order to make friends with her. She is a housewife and often accompany her family to the Mother's Hill on Mondays.

[Places] Her House; Mother's Hill; Rose Square; Supermarket
[Gift] Any Flowers; Honey; Flour; Oil; Turnips; Cabbage
[B-Day] Fall 23rd
[Recipe] I still can't get one from her...

* Tips: Don't attempt to enter the 2nd floor from the house. Instead try to enter from Library as this will prevent the fall in ratings between you and her!

Mary:

She wears spectacles and dressed like a student IMO. She is not pretty as other girls that you can woo but she is very friendly and easy to approach. IMO, she looks like a workaholic and tends to stay in the library or her house. She is easy to approach and very easy to woo as she loves most things that other girls don't like!

[Places] Her house; Library; Mother's Hill; Supermarket
[Gift] Ores [except Adamantite]; Herbs; Mushrooms; Truffle;
Bamboo Shoot; Poisonous Mushroom
[B-Day] Winter 20th
[Lover] Gray

Ellen's House

Inside this house, you will find Elli (occasionally), Stu and Ellen. Ellen is the old lady who you have met earlier on the tour around Mineral Village. She is pretty friendly and loves all seasons besides Winter. Stu is the boy who loves to play pranks and enjoy company. He seems to be on VERY good terms with May of Yodel Ranch. You can give him the puppy if you like. As for Elli, I will talk more about her under the Clinic.

Ellen:

Ellen is an old lady and a very good friend of the Mayor. Ellen has two grandchildren, Stu and Elli. Ellen yearns to see the flower of happiness during winter. [a tale which she will tell you if you make friends with her in 1st year]

[Places] Her house
[Gift] Egg; Apple; Apple Pie
[B-Day] Winter 13th
[Recipe] Sandwich

Stu:

Surprisingly, he is the ONLY 5 year old+ kid in the game! Stu is a bit naughty and loves company. He feel lonely because her sister, Elli has been working throughout at the Clinic.

[Places] Ellen's House; Church
[Gift] Bread; Rice Ball; Yard Ball; Wool; Apple; Ice-cream
[B-Day] Fall 5th
[Recipe] I doubt so...

Mayor's House

Inside this house, you will find the Mayor along with his son, Kano, the chief photographer of Mineral Village. The Mayor seems to like Ellen (correct me if I am wrong) from his behavior and would deliver apple pie to Ellen during Sundays...

Mayor:

He wears a red suit (pretty weird huh?)
The mayor looks a bit funny in my opinion. He is the man-in-charge and seems to be good friends with Ellen. He is a friendly person but is terrified of animals!!!

[Places] His House; Rose Square; Doug's Place; Ellen's House
[Gift] Wine; Egg; Turnips; Cucumbers; Corn
[B-Day] Summer 25th
[Recipe] Still can't get a recipe from his mouth...

Kano:

He dressed according to the western culture and has a black apron. Kano plays a minor role in the game. He is the photographer of the village and loves mountain [non-poisonous] produce. He adores his father [the Mayor] and takes photograph for your victory at the horse race.

[Places] Mayor's House

[Gift] Wine; Mushroom; Wild Grapes; Any farm produce; Truffle

[B-Day] 2nd Winter

[Recipe] I still can't get it...

Harris:

He dressed like a police officer in dark blue uniform. Harris is the police officer in the game. You will find him solving funny cases and normally mistook an animal for being a theft. He is a pretty easy going lad.

[Places] Blacksmith's House; Mayor's House; Doug's Place; Yodel Ranch

[Gift] Wine; Flowers

[B-Day] 4th Summer

[Recipe] Fried Rice

[10] ==~ Central Area of Mineral Village ~==

=====

This is an area that you MUST not miss! You will find a Supermarket and a Clinic here. Jeff and Sasha own the Supermarket. The Clinic is owned by the Doctor and Elli is working there as a nurse.

Supermarket (Operating Hours: 9am to 6pm, closed on Tues and Sundays)
The Supermarket is a shopper's paradise in Harvest Moon: BTN. You can find several items that be bought here along with Jeff, Sasha and Karen.

You need to examine the seeds package in the middle in order to buy the seeds. Each packet contained nine seeds.

[Spring Planting]	[Summer Planting]	[Fall Planting]
Grass [500G]	Grass [500G]	Grass [500G]
Turnip [120G]	Onion [150G]	Carrot [300G]
Potato [150G]	Tomato [200G]	Egg Plant [120G]
Cucumber [200G]	Corn [300G]	Sweet Potato [300G]
Strawberry* [150G]	Pumpkin* [500G]	Spinach* [200G]

You will find the packet of seeds appearing on the time that you can plant the seeds. When you have a hothouse inside your farm, you will be able to buy all seeds at any point of time.

The seeds marked in '*' is only available when you have met a requirement. The requirements are listed below. If you have gotten the requirement [check the 'Amount of Produce Shipped' Menu], check your mailbox the next day, you will find a message that seeds are available for sale. Crops that are marked with {} are seeds that can be bought from Won, the Chinese merchant who you can meet inside Doug's Place after 3rd of spring in your first year.

Strawberry - Sell 100 kinds of Turnips, Potatoes, Cucumbers and {Cabbages}

Pumpkin - Sell 100 kinds of Onions, Tomatoes, Corn and {Pineapples}.

Spinach - Sell 100 kinds of Carrots, Eggplants; Sweet Potatoes and
{Green Peppers}

You can also buy the following items by picking them up (they are found on the left and right corners of the shops):

[Cooking Corner]		[Wrapper Corner]	
Bread	100G	Fish Food	[20G per packet]
Rice Balls	100G	Basket	[5000G]
Curry Powder	50G	Rucksack (M)	[3000G, Rucksack (L) ` 5000G]
Flour	50G	Wrapping Paper#	[100G]
Oil	50G	Blue Feather'	[1000G]

` This is only available after you bought Rucksack (M)

You can wrap any kind of item besides animals (dog, chick or chicken), just equip the item and held it on hand, next examine the wrapper to wrap as a gift. When the gift is kept inside a wrapper, you can't store it inside the Cupboard or Icebox.

' The Blue Feather is available ASAP once you have made a girl's love rating to orange (i.e. you are ready to propose). If you failed, you will find a new one at the Supermarket, of course you need to pay for it again.

I supposed that is enough for the shopping list otherwise I would forget about the people living there...

Jeff:

He dressed in western culture except he has a small goatee and child-like looking face.

Jeff looks a bit cute IMO. He always give his fellow villagers on credit and seldom chases after them. His wife, Sasha is very displeased with that behavior... He is the owner of the Supermarket.

[Places] Supermarket; Clinic; Doug's Place
[Gifts] Honey; Cheese; Milk; Egg; Any medicine (tonic) from Clinic
[B-Day] 29th Winter
[Recipe] I still can't get one from him...

Sasha:

She has blond hair and resembles a typical housewife...

She is the mother of Karen and wife of Jeff. She will normally go to the Rose Square and chat with Manna or Anna. She is pretty friendly and easy get along with everyone in the village.

[Places] Anna's House; Yodel Ranch; Chicken Lil's; Supermarket
[Gifts] Honey; Flour; Oil; Bread; Rice Ball
[B-Day] 30th Spring
[Recipe] Chocolate Cookies

Karen:

She dressed a bit westernized and has blond hair.

She is rather mature as compared to other 'woo' girls. But she seems to dislike what her parents like. She loves mature guys and is the songbird of the village.

[Places] Supermarket, Doug's Place; Gotz's Place; Hot Spring Area;
Mineral Beach
[Gifts] Wine; Honey; Jewelry
[B-Day] 15th Fall [it will be on 23rd fall, if your b-day falls on
15th]

[Rival] Rick

Mineral Clinic (Operating Hours: 9am to 6pm, closed on Wednesdays)
If you step in the clinic automatically without going there yourself,
I supposed that it is really bad. The Clinic cures sick and you can
find the lone Doctor along with Elli. You can find Elli there most of
time compared when she stays inside her house.

Talk to Doctor and you will be able to get the following options:

Examination - 10G [you will get recommendations too!]

Get Medicine		Requirements
- Bodigizer	500G	N/A
- Turbojolt	1000G	N/A
- Bodigizer XL	1000G	after you have gotten kitchen upgrade
- Turbojolt XL	2000G	after you have gotten bedroom upgrade

Doctor:

(You should know the basic dressing of a doctor...)
The doctor looks a bit ... gloomy! He seldom smile and tends to hide
his feelings. He works in the village to continue with his research.

[Places] Mother's Hill; Clinic
[Gifts] Red Herbs; Blue Herbs
[B-Day] 17th Fall
[Recipe] Mixed Juice

Elli:

She wears a blue and white uniform of a nurse but looks more like a
flower girl to me...
Elli works at the clinic as a nurse. She is elder sister of Stu and
granddaughter of Ellen. She visits her home on Wednesdays. She loves
flowers and babies...

[Places] Clinic; Her House; Supermarket
[Gifts] Any flower
[B-Day] 16th Spring [it will be on 20th if your b-day falls on 16th]
[Rival] Doctor

[11] ==~ Doug's Place ~==

=====
Doug's Place is an inn in the morning and a bar at night. You can find
a lot of townsfolk staying here. Ann and Doug lives here. You can order
food at the counter where you find Doug. Ann spends most of her time in
the Inn and occasionally takes a walk to Mother's Hill. You can find
Gray and cliff Staying here too!

(Operating Hours: 8am to 9pm)

Set Meal	500G
Salad	300G
Apple Pie	300G
Cheesecake	250G
Cookie	200G
Water	0G

Doug:

Doug has brownish orange hair and dress like a bartender.
Doug is an expert in cooking and win the Cooking Festival most of time.
He loves cooking related stuffs and yearn to "help" her daughter to get

married. His wife passed away early...

[Places] Doug's Place
[Gifts] Flour; Oil; Bread; Rice Ball; Cheese; Milk; Egg
[B-Day] 11th Winter
[Recipe] Cheese Fondue

Ann:

Ann dressed like a tom-boy and has orange brownish hair (tied up).
Ann is really cute and tom-boyish at the same time. She loves clean rooms and cooked food. Besides her father winning the Cooking Festival, occasionally you may see her winning the competition. She is pretty modest and loves animals.

[Places] Doug's Place; Hot Spring Area
[Gifts] Spa-boiled Eggs; Chocolate; Grilled Fish
[B-Day] Summer 17th [If your b-day falls on 17th, it will be 22nd]
[Rival] Cliff

Cliff:

He wears a brown outfit (which is indeed very rare in the game...)
Cliff comes to the village alone and feel lonely. He got no jobs offered to him before Fall where you can ask him to help out in the vineyard. Cliff loves cooked food. If you don't offer him the job, he will leave the village in Winter.

[Places] Doug's Place; Church; Aja Winery
[Gifts] Bread; Rice Ball; Spa-boiled Eggs
[B-Day] 6th Summer
[Recipe] I still can't get one from him...

- Won's seeds store -

Be careful of long speeches if you don't have an empty slot...

Cabbage Seeds	500G
Pineapple Seeds	1000G
Green Pepper Seeds	150G
Moon Drop Flower Seeds	500G
Toy Flower Seeds	300G
Pink Cat Flower Seeds	200G
Magic Red Seeds	600G
Orange Cup Seeds	500G

(Operating Hours: 1pm to 3pm)

Won:

He wears an ancient Chinese hat and spectacles. He wears a bright yellow outfit.
Won dressed a bit exotic and was a merchant. He was found suspiciously and was being chased after by Harris. He sells exotic seeds and vegetable seeds that you can't buy from the Supermarket. He is a cheater too... for a few times only.

SUGDW Apple - he will sell one to you for 500G in Spring 1st year.
Dog Ball - he will sell one to you for 100G in Fall 1st year. If you lost the dog ball, you can buy it again unless he pays a visit to your farm.
Vase - He will sell one to you for 5000G after the bedroom extension upgrade
Blue Feather - He will sell one to you for 30,000G if you did not buy

the Blue Feather after reading a mail from the mailbox.

[Places] Doug's Place
[Gifts] Wine; Jewelry
[B-Day] 19th Winter
[Recipe] I still can't get one from him...

[12] ==~ Mineral Church and The Harvest Sprites ~==

=====
In this area, you will find a church, a graveyard (where you can find graves of the previous mayors) and a small hut at the backyard of the church. I don't know a lot of people has gotten the problem in finding the harvest sprites' hut. Anyway, below is a simple ASCII map to help those who got problems in finding the house:

```

|_____ |_____ | | HS |   HS stands for the Harvest
| (Graveyard) | [Church] | |____|   Sprites' house.
|_____ |_____ |
~~~~~ |_____ | ~
      ~                ~
      ~~~~~~          ~~~~~~
                        ~~

```

Pastor Carter:

He is a gentle looking guy who never got angry easily. He loves people giving him things, making him the easiest person to make friends with.

[Places] Church
[Gifts] Flour; Oil; Bread; Curry; Rice Balls; any crops; Wine
[B-Day] 20th Fall
[Recipe] Strawberry Milk

Harvest Sprites:

The harvest sprites are actually elves or dwarfs. They are small and tiny. You can find the icons of them under the Help Screen. There are a total of 7 sprites and you can find facts about them in the library.

[Places] Harvest Sprites' House
[Gifts] {Flour}; {Bread}; {Rice Ball}; {Wine}; Flowers; Cucumber
[B-Day] Bold (purple sprite) - 4th Spring
Staid (blue sprite) - 15th Spring
Aqua (light blue sprite) - 26th Spring
Timid (green sprite) - 16th Summer
Hoggy (yellow sprite) - 10th Fall
Nappy (orange sprite) - 22nd Winter
[Recipes] Chef- Roasted Potatoes

[13] ==~ Mineral Beach ~==

=====
I myself is pretty surprised that I could have so much to say about this part of the village. The sea is being infested with garbage but contains large fish. IMO, it would be better to get a basket [bought for 5000G from the Supermarket] along with you while fishing. You can deposit the trash and fish into the bin at the same time. Anyway, the seaside is pretty quiet for most of times.

(Seaside Lodge: Summer Only Mondays - Sundays 12pm to 5pm)

Food sold from Seaside Lodge (no take-away ^_^;)

Snow Cone 300G

Roasted Corn 250G
Pasta 300G
Pizza 200G
Water 0G

Kai:

Kai wears a purple bandana and is a terrific swimmer. He will always come and visit the village in Summer. [That also explain why Rick is so unpleased with him] Kai is on very good terms with the girls!

[Places] Doug's Place; Seaside Lodge
[Gifts] Bread; Oil; Flour; Corn
[B-Day] 22nd Summer
[Recipe] Popcorn

Greg:

Greg is the fisherman in the village. He seems somewhat associated with Zack the delivery man. He seldom appears on the streets and even festivals. You can only find him at the docks from 7am to 10am and 7pm to 10pm during Fridays, Saturdays and Sundays. He has dark skin and white hair. He always carries a straw hat on his back.

[Place] Dock
[Gifts] Large Fish; Wine
[B-Day] 29th Spring
[Recipe] I still can't get one from him...

Zack:

Zack is a muscular deliveryman and has a punk-like hairstyle. Zack is pretty friendly and loves dogs. Zack is the person who comes to your farm and deliver your produce from the bin at 5pm. He will come at that time everyday besides festivals. He also helps to deliver the utensils that you can buy from the Supermarket.

[Place] Your Farm at 5pm; Supermarket; Saibara's Blacksmith; Dock
[Gifts] Large Fish; Bodigizer; Turbojolt; Bread; Honey; Rice Ball; Wine
[B-Day] 29th Summer
[Recipe] Fried Noodles

[14] ==~ Rose Square ~==

=====
This is the place for gatherings and festival. You can find the trio of housewives (Manna, Sasha and Anna) gathering there and chat about the village from 1pm to 3:30pm on a fine day. The rose square has a notice board where you can read about the latest festival that is coming. You can also find a trash bin where you can deposit unwanted stuff there.

North path - Doug's Place
South path - Mineral Beach
East path - Mineral Church
West path - Yodel Ranch

=====
[V.9] Menu Explanations
=====

Currently, I am still working towards on getting 100% for my farm. I have found out by doing the following it helps to increase the percentage (it may be wrong, hence please correct me if you know it):

- Get 10 hearts for your dog, horse, wife and child. (40%)
- Get 10 cows (1% for each cow) (10%)
- Get 10 sheep (1% for each sheep) (10%)
- Get 10 hearts for every harvest sprites
- Catch all the six legendary fishes (10%)*
- Sell more than 100 for every produce under your Produce sheet
- Upgrade all your tools to the Mystrile Level. (5%)*
- Have all house upgrades (henhouse upgrade, house upgrade 1, barn upgrade, house upgrade 2 and the hothouse) (5%)*
- Uncover more than 60 recipes (1% for every 10 recipe) (5%)*
- Make friends with everyone in the village. (15%)*

Those marked with '*' are assumptions made by me, i.e. they are not confirmed yet.

To activate the main menu besides the equip menu (which I will discuss in further details later), just hit the START button on your PSX controller:

~~ Main Menu ~~

IMO, the main menu is very easy to navigate and interactive as the creators of the game has made use of icons of their characters to illustrate the menu. (It would be boring to see only words right?)

```

|-----|
| [Name of Farm] (XXX%) |
|-----| (Legend)
| [You] (Money) (XXXXXXXXXX) | *** (Power Berries)
| ***** | [H] (Extensions LVL)
| [H] 100% (Chick) [X] (C. Feed) [XXX] | [R] (Amt of recipes)
| [R] 56 | [Wife] (Icon of 'wife')
| (Cow) [X] (Fodder) [XXX] | OOO (# of hearts)
| [Wife] | [Kid] (Icon of 'kid')
| OOOOOOOOOO (Sheep) [X] | [Dog] (Icon of 'dog')
| [Kid] | [Horse] (Icon of horse)
| OOOOOOOOOO (Fish) [X] (F. Feed) [XXX] | [Fs] (Legendary Fish)
| [Dog] |
| OOOOOOOOOO (Halo) [X] (Lumber) [XXX] | (C. Feed) stands for
| [Horse] | Chicken Feed
| OOOOOOOOOO [Fs][Fs][Fs][Fs][Fs][Fs] | (F. Feed) stands for
|-----| Fish Food

```

Now I will go into a step further on how to get the icon marks for the Menu (it may take a while...):

==~ *** (Power Berries) ~==

In the game, your character (or I would call 'Hero') will have limited strength and stamina. If he wears out due to exhaustion, he will faint and be sent to the clinic. To avoid this, you can do the following:

- (1) Eat! In spring, you can find Bamboo Shoots and Blue Herbs (great restorative items!) near the hot spring
- (2) If you have money, go to the Clinic and buy medicine from the Doctor.

(3) Stay inside the hot spring for an hour...

To withstand longer, you need to get Power berries. They are berries that can be found by mining, fishing and questing. Please refer to the tips section for the list of quests in getting them. But it doesn't mean with all the power berries, you can work 24hrs a day without tiring out yourself out. You still need to rest or you can get the special berry from the Kappa in the lake of Mother's Hill by dropping 3 cucumbers (you need to grow this yourself during spring).

--~ [H] Extensions Level and (Lumber) ~--

At the start of the game, you will begin with 0%. You need to chop Lumber using your ax on branches (those orange logs) and tree stumps when your Ax has upgrade to a bronze Ax. For tips on upgrading, please see 'Farming Tools' for more details. As you accumulate lumber, you will find the quantity digits next to the lumber increase. You can have the maximum of 999 lumber. After you have gotten lumber and a lot of money, you can proceed to the woodcutter's house and look for Gotz. You will be given options to build the following extensions:

Henhouse Upgrade [Cost: 420 lumber and 5,000G]

Your henhouse can house 10 chickens and has an extra incubator and Feed Spout. This is the first upgrade and you MUST upgrade your henhouse first before you can upgrade your house to get a kitchen!

House - Kitchen [Cost: 370 lumber and 4,700G]

With this upgrade, you have a kitchen to cook, a icebox (to store food and ingredients for cooking) and cupboard for objects. (Such as jewelry, ores, etc)

Barn Upgrade [Cost: 500 lumber and 6,800G]

The upgraded barn allows you to build the Cheese Makers and Yard Ball Maker. You will find two feed spouts and 22 feed boxes. Those two additional feed boxes are pregnancy livestock. You can only the maximum of 20 livestock.

House - Bedroom [Cost: 750 lumber and 10,000G]

You will get an extra bedroom (for your future wife). You need to get this upgrade IN ORDER for marriage.

Hothouse [Cost: 580 lumber and 30,000G]

Surprisingly, I wonder how Gotz got glass from those pieces of lumber that you have given to him for this 'greenhouse'. The greenhouse has a size of 7x7 field for you to grow crops all year around. Once you have build the hothouse, every seasonal seeds will be available. [There are exceptions for seeds bought from Won and those seeds that needs requirements (e.g. strawberries, refer to Crops Guide for more details)]

--~ [R] (Recipes) ~--

Well, here comes the interesting part about Harvest Moon: BTN. You need to make use of the crops, cooking utensils and seasonings to create a homemade dish. The dish can also be used for cooking competition and gifts. The ladies will normally preferred dishes than plain raw crops. But there is a problem, as you need to stock up crops inside your Icebox and get utensils (along with seasonings). You need to have the Kitchen in order to cook along with the utensils. You can buy the utensils and the seasonings from the Shopping Network every Saturday in TV. Refer to the Tips or walkthrough for more details.

You can get recipes (in words) from villagers when you make friends with them but they will not be added to the recipes list. I myself believe that there are a total of 80 recipes (there are 80 slots for them) but I have only gotten 60 recipes for my game-play currently. Refer to the recipe guide for more details. It is found under the Item bestiary section.

--~ [Wife] & OOO ~--

After you are married, you will find your wife's icon under this main menu. There is a heart indicator on the number of hearts that your wife has. Each heart accounts for 1% of the farm rating hence take good care of your wife by giving her presents every day even after you are married!

--~ [Kid] ~--

If you have been giving your wife presents for a season, she will get pregnant. Make sure you make a trip to the Clinic when she is starting to show symptoms of vomiting or nauseous. Wait for another two seasons and the baby will be born. After the baby is born, continue to give presents to your wife in order to maintain the heart. The baby will be in its cradle form for 2 seasons. Once it is able to crawl, remember to give him (it is always a male) presents too and do not neglect your wife. He loves HOT MILK! As for the doubt whether the kid will grow up, I myself REALLY DON'T know hence please do not bother me about this.

--~ [Dog] ~--

You will find your dog inside your farm along with his doghouse. You can take your dog outside and showing it to the villagers. Some of them may not like though. Your dog will be in the puppy stage for 2 seasons. On the first fall of your game play; the dog will grow to an adult stage. Next you can buy a dog ball from Won (he will come to your farm) and use it to train your dog! Be careful, as the dog ball gets lost easily! Otherwise, you have to wait for Won to sell another one for you. Carrying it everyday will boost its affection for you but not preparing it for the dog race. Hence the better method is to use the dog ball to train your dog. My dog runs last despite having eight hearts because I did not use the dog ball to train!

--~ [Horse] ~--

IMO, the horse is a very important livestock for your farm. You need to collect it on your first visit to Yodel Farm (not on Mondays). Talk to it every day and brush it with the brush (800G) bought from Saibara the Blacksmith. Keep it in an enclosed area and bring it back to the stable when it rains. The horse is very uncooperative at the beginning [I had to spend several game hours in moving it back to the stable.] The tip is to build an enclosed fence in front of the stable and push the horse while holding down Circle button. After it has gotten 4 hearts, make use of the whistle (R2) but it would still cause some problems though. Just BARE it for a year and make sure your horse has obtained at LEAST EIGHT hearts. At the end of the first year, Barley will visit your farm and attempt to take the horse back. If the horse doesn't neigh, you need to grow more than 30 patches of grass for a second horse... If it does, you will have an adult horse at the end of the first year! The adult horse allows you to ride on it but not beyond the farms. You will have no problems in taking care of it. The saddle works movable bin like the one you find near your house. It is a good asset for the farm. Hence take care of the horse!

--~ (Chick) & (C. Feed) ~--

At the start of the game, you don't have any chickens. You need to get

one from Chicken Lili's (the poultry farm of the village) by buying one for 1000G. Next you need to feed them regularly with a chicken feed per chicken. The chicken feed can be obtained in two methods: (1) buy one at 10G per feed from the poultry farm and (2) throw a corn against the windmill to get 10 feeds! To get extra chickens without buying one from the poultry farm, use the incubator found next to the feed spout (That is also the place where you collect the feeds). Just position yourself holding an egg facing the incubator and hit X button. Wait for three days and the egg will hatch. After the eggs are hatched, continue feed the chickens/chick with chicken feeds. It takes around 6 ~ 7 days for a chick to grow into an adult hen. If a chicken wins the Chicken Festival, it will lay golden eggs, which fetch for a higher price! You will get Golden Wool and Milk if your sheep and cows win their festivals respectively.

==~ (Fodder) ~==

Fodder is actually food for your barn animals. Fodder can be obtained via two methods: (1) Cut from thick layer of grass or (2) buy from Saibara for 20G each. Fodder is essentially if you want your cows to produce milk and maintain the hearts for the barn animals. To get fodder from grass, you need to make use of your sickle.

==~ (Cow) ~==

Similar to the chicken, you need to buy one from Yodel Farm by talking to Barley. Cows are expensive but their milk can fetch a handy price. You need to get fodder through the following methods (1) buy from Yodel Farm for 10G and (2) grew grass and use sickle to collect fodder. That's not all! You need buy a milker from Saibara the Blacksmith. BTW you can only get milk from ADULT cows ONLY. The cows that you bought from Saibara are only in the calf stage. If you did not feed them without fodder, they would not produce milk and their hearts will not grow! Talk and brush them frequently helps to build up the heart meter. If you don't want to bring fodder from the feed spout, build an enclosed area where grass are grown and they will be feed automatically! You can get cows by buying (recommended) or using a C.M Potion. Below is the life cycle of a cow...

Baby Calf --> Calf --> Adult Cow

If you use a C.M potion, you will find a red heart next to the Cow's thumbnail on Cows List screen. This indicates that the cow is pregnant. BTW, only adult cows can get pregnant and they would not be able to produce milk until they give birth. It takes 3 weeks for a cow to give birth. You can't participate a pregnant cow into the Cow Festival.

After the cow has give birth, you will be able to name it. Remember to take good care of it. Plant a new patch of grass to support the new livestock. It takes 2 weeks for the baby calf to mature into a calf. It takes around 2 weeks for the calf to mature into a cow. If you buy a cow from Yodel Ranch, it will start off with the calf stage. Hence, buying a new cow seems to be a more worthy investment.

NOTE: You can't get milk from the baby calf or calf. The Adult Cow looks a lot more bigger than Hero in size.

==~ (Sheep) ~==

For those who intend to sell 100 wool or yard balls, make sure that you get a sheep ASAP. Sheep are easier to take care off. The sheep takes only 2 weeks to become an adult. [Although there aren't any size difference between a young sheep and adult sheep.] To build up its

affection, talk and brush it everyday. The sheep's wool sells much compared to other produce. But it takes a week for the sheep to produce wool. You need to use a clipper to get the wool off from the sheep, which can be bought from the Blacksmith. You can buy new sheep from Yodel Ranch or use a S.M Potion on the sheep. The pregnancy period is 3 weeks. To make a sheep pregnant, it must be an adult sheep and must not have its wool sheared. You can't shear the wool from the sheep during the pregnancy period. To get yard balls, you need to get Adamantite Ore (from the winter mine) and pay 20,000G to Saibara to build a Yard Ball Maker. Talk to Saibara when the yard ball maker is ready. Just simply position Hero in front of the yard ball maker with the wool in hand. Aim and hit X to convert the wool into yard ball. Yard Ball fetches a higher price by the way...

==~ (Fish) ~==

You can't start fishing at the start of the game... You need to get a fishing rod (make sure you have an empty slot under equip section). To get this equipment, you must go to the docks during 7am to 10am or 7pm to 10pm on either Friday, Saturday or Sunday. You will be able to meet Greg the fisherman. Talk to him and pick that you like fishing. To fish, just simply equip the fishing rod on hand and hit Square on a water filled area. After the cast has reached the water, do not release the Square button. Wait for it to vibrate and release. You will catch a fish/ hooked up a garbage item or nothing! There are several places where you can fish. I will elaborate more about them later.

You can breed fishes. [i.e. make a small fish to grow to large fish and giving a new small fish when the existing small fish reaches the adult stage]. To do this, you need to catch some fish (refer to the steps that are mentioned in the paragraph above) and deposit them into the fish pond. Next you need to get fish food through purchase only from the Supermarket for 50G. You just need to deposit one fish food inside the fish pond everyday. (The quantity of fishes in the pond does not have any impact) You can only have 99 fishes in the fish pond. If you have more than 50 fishes, you will see Greg visiting your pond and give you a better fishing equipment. (You need to have an empty slot in the equip portion before exiting the house in order to get the equipment) The fishing pole is a better equipment compared to fishing rod. It is not necessary that you need to use the fishing pole in order to catch legendary fish. But some of legendary fishes requires a fishing pole.

There are several places where you can catch fish. They are the sea, the lake, the waterfall, winter mine's pond and river streams. Weird fishing spots include the hot-pot during Harvest Festival in Fall and the fishing pond ^_^;) You can only catch large fish from the ocean. The lake is fairly clean as being compared to other spots. The sea is very dirty and you will get garbage most of time. But there is a tip, which I myself also got from the library besides a fellow FAQ writer:

The books says something like the sentence below:

"The fish population in the sea has decreased greatly due to the dumping of trash into the rivers and sea" (a.k.a water population)

You can 'increase' the fish population (easier to catch fish from the ocean) by depositing the garbage into the trash bin found in the Rose Square OR...

Get the basket (bought from Supermarket for 5000G) to the harbor. Place the basket behind Hero. As you get a garbage item (e.g. fish bone, trash can and boot), just aim and throw in the basket. You will find

the basket shakes a bit but there is no crops for sale! For my case, it did helps to improve my chances of catching fish during winter.

--~ (Halo) ~--

If you got a '1' under this section, you are really a bad job in taking care of your animals. There are certain indications of chickens, cow and sheep dying... I know that if you don't feed your chicken for a month, it start to turns brown in color. If you left your chickens outside the farm during a weather hazard, you need to do the following:

Raise your hand, waive and say 'bye'! (The chickens are blown off!)

--~ [FS] ~--

These will represent the legendary fishes that you have caught. There are a total of six legendary fishes. They are the Carp, Angler, Sea Bream, Catfish and Squid. For the requirements, please refer to the walkthrough or the tips section.

--~ Amount Shipped ~--

I supposed that the diagram below spells out everything that I need to explain ^_^;) It is a pity that the makers does not use a help bar below to aid users to understand what the crop is.

		Amount	
	[Name of Farm]	Shipped	
	[Turnip]	[Potato]	[Cucumber]
	[Strawberry]*	[Cabbage]	[Tomato]
	[Corn]	[Onion]	[Pumpkin]*
	[Pineapple]	[Eggplant]	[Carrot]
	[Sweet Potato]	[Spinach]*	[Green Pepper]
	[Egg]	[Milk]	[Wool]
	[Mayonnaise]`	[Cheese]`	[Yard Ball]`

But there are a few things that I need to explain first before I proceed onto the next section...

Crops that are marked with '*' can be obtained by selling 100 of the seasonal crops to buy the seeds from the Supermarket.

[Spring Planting]

Turnip seeds, Potato seeds and Cucumber seeds can be bought from the Supermarket. To get Cabbage seeds, you need to go and look for Won at Doug's Place. Grow 100 kinds of the seeds mentioned above and you will be able to buy Strawberry seeds.

[Summer Planting]

Tomato seeds, Onion seeds and Corn seeds can be bought from the Supermarket. To get Pineapple seeds, you need to go and look for Won at Doug's Place. Grow 100 kinds of the seeds mentioned above and you will be able to buy Pumpkin seeds.

[Fall Planting]

Sweet Potato seeds, Eggplant seeds and Carrot seeds can be bought from the Supermarket. To get Green Pepper seeds, you need to go and look for Won at Doug's Place. Grow 100 kinds of the seeds mentioned above and you will be able to buy Spinach seeds.

Crops that are marked with `` are stuff that can be 'manufactured' by the OO Makers. To get a maker, you must meet the prerequisite such as the essential ore and a handful sum of money. Once you got a maker, you just need to deposit the 'prerequisite crop' into the maker to get 'manufactured crop'. Below are the transfer chart through OO Makers:

Starting Produce	Manufactured Produce via OO Makers
Egg (Normal)	Mayonnaise S
Egg (Good)	Mayonnaise M
Egg (Excellent)	Mayonnaise L
Egg (Golden)	Mayonnaise G
Milk S	Cheese S
Milk M	Cheese M
Milk L	Cheese L
Milk G	Cheese G
Wool S	Yard Ball (S)
Wool M	Yard Ball (M)
Wool L	Yard Ball (L)
Wool G	Yard Ball (G)

There is an alternative way of getting mayonnaise. You need to have eggs and a mixer (bought from the shopping network in Sat, refer to Recipe Guide for more details). The size of mayonnaise differs as it based on the quality of the egg.

==~ Chicken List, Cow List and Sheep List ~==

For every chicken, cow and sheep you own, you will get 1% for your farm. To build up the hearts, refer to the Main menu explanation for more details. The list typically illustrate the icon of animal, the amount of hearts it has and its birthday. When a cow/ a sheep is pregnant (when you use a C.M /S.M potion on a cow / sheep respectively), you will find a small heart next to the icon. Below is an ASCII illustrate how the basic layout of a single animal:

```
[Icon] Name           [S] Date / Age
      OOOOOOOOOO
```

Legend:

```
OO      Hearts
[Icon]  Icon of the chick/chicken/sheep/cow
[S]     Season
```

I supposed the animals have infinite lifespan as long you take good care of them... (sounds a bit ridiculous huh?)

==~ Help ~==

The help section features the Harvest Sprites's affection for you. If you are 'good friends' (i.e. by making them happy by giving them flour) with them, they will be more willing to help! There are seven harvest sprites as shown in the help section. There is a heart indicator for every sprite. The more hearts the sprites have, they will be more willing to help your farm out. The names of the sprites are:

Chef (red); Nappy (orange); Hoggy (yellow); Timid (green); Bold (purple); Aqua (light blue) and Staid (blue).

You can locate them in a small hut found beside/ behind the church.

Importance of heart indicator

If you talk to them several times, you will be able to 'employ' them for a maximum of 7 days. They will be very unwilling to help during spring because of their spring tea party. You may end up talking to them 6 times if their heart ratings are 2+. The heart indicator does not only focus on their willingness to work but also their efforts on the farm. If their heart ratings are low, they will work with less effort compared to high heart ratings.

To build up the heart rating, you can give them FLOUR! If the day happened to fall on Sunday or Tuesday, give them WINE. Flour can be bought from the Supermarket for 50G and Wine can be bought from Aja Winery (opposite the Blacksmith shop) for 300G. You will find them resting all over your farm when they have finished the work. The flour is works like wages.

Some tips in hiring:

Do not hire them all at once. You will find out one day that you don't have any help and you will be so busy that you will forget to hire them. Plan your days wisely. Give them flour when they start to slow down in their work. If you hire them when their heart ratings are between 2 to 3, you may need to do some spot checking on your farm. You will bound to find incomplete work. When their heart ratings are 8 to 10 (in terms of hearts btw), they will work and finish the job!

About Chef:

If you give Chef gifts like flowers, cucumbers or turnips, he will tell something about Kappa in the lake found at Mother's Hill. That leads to the gaining of a secret power berry. PLEASE refer to the 'Game-play Tips' section for more details.

==~ Earnings and Expenses ~==

Personally, you will find two important numbers found at the top right hand corner of the menu. The top figure states the earnings (or revenue) and the lower figure states the expenses. Earnings will increase when you drop a produce that can be sold. Expenses are the cash that you spend on items such as seeds, jewelry, upgrading, etc.

BTW, could someone explain to me about those bar charts found below the screen? I really don't understand it at all!

==~ Level ~==

You will find the five tools that can be upgraded with an ore by the Saibara. Upgraded Tools are important as they allow you to have a special effect like watering an area of 3x3, chopping tree stumps, etc. You will see the list of tools.

- 100% and above - Allows you to upgrade the tool to Copper.
- 200% and above - Allows you to upgrade the tool to Silver.
- 300% and above - Allows you to upgrade the tool to Gold
- 400% (or max) - Allows you to upgrade the tool to Mystrile.

If your tool are available for upgrade, you can find an icon of the ore to upgrade the tool. PLEASE refer to V.4 'The Five Basic Farming Tools' for more details.

-- Equip Menu --

At first, I was thinking whether to add this section to this FAQ. But I have found that it is very important as I have often refer to this during the FAQ. Hence to reduce the amount of questions, I have decide to add this section in the FAQ.

(To activate the Equip Menu, just hit Triange button)

Before I begin, below is an ASCII art to illustrate the menu:

You will should see a similar layout as being illustrated on the ASCII art below. You will find 6 available slots. I supposed separating the sections into two portions will make my explanations more clearer.

-[Equip]-

1 illustrates the tool on hand. If you hit Square, you will be able to use this tool. 2 and 3 are tools that you can held on without using it. Our hero can only use one tool at one time ^_^;). To switch from Tool 1 to Tool 2, you just need to hit the R1 button. You will have an animation of Hero raising that tool. BTW, You can only switch in a clockwise motion. You can arrange the tools manually by using X button and D-Pad.

-[Rucksack]-

A, B and C are slots for the rucksack. With the default rucksack, Hero can only carries the maximum of 3 items [other tool items, please refer to the Item Bestiary for the list of tool items and non-tool items]. A will be addressed as 'item on hand', If there is an item is edible, hitting Square button will cause Hero to consume it. (Regardless where it is poisonous or not!) If the item is not edible, there will be no actions. Talking an item (using X button) while holding an item will cause you to give the item to the villager. If Hero is not talking, he will 'throw' the item. If there is a bin, he will deposit the item instead of throwing it on the ground. When holding an item on hand, you can't use your tool and rotate your tools. Hit R2 to keep the item (I called it 'Item 1') into the rucksack as it will be placed in Slot B. If you got another item (Item 2) in Slot A, hit R2 will result Item 2 placed in B and Item 1 placed in C. When you have three items for a rucksack (i.e. all slots are occupied), you will not be able to switch between items using R2 button.

1. Default Rucksack	2. Large Rucksack
Equip _____	Equip _____
_____	_____
1 2 3	1 2 3 4 5
_____ _____ _____	_____ _____ _____ _____
Rucksack_____	6 7 8 9
_____	_____ _____ _____
A B C	Rucksack _____
_____ _____ _____	_____
_____	A B C D E
Rucksacks Data	_____ _____ _____ _____
Default - 6 slots	F G H I
Medium - 10 slots	_____ _____ _____
Large - 18 slots	_____

NOTE: Due to the author's laziness, the ASCII diagram of the medium rucksack is not added to the FAQ.

To upgrade your rucksack, you need to visit the Supermarket. You need

to upgrade your rucksack from small (default) to medium and medium to large. In other words, you need to do 2 upgrades.

To upgrade to the medium rucksack, it cost you 3000G.

To upgrade to the large rucksack, it cost you 5000G. The large rucksack will be available after you have bought the medium rucksack.

=====
[V.11] The Calendar
=====

Well, my method of expressing the games calendar is a bit different, as compared to other FAQs that you found at GameFAQs. I will be showing you guys the actual calendar layout for the 3 years of game-play. It will be too unnecessary for me to list down the dates for year 4 and beyond. This section will contain on the date triggering events and it excludes the 'date variable' events. (these will be elaborated in the walkthrough)

Year 1, Spring

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

*If your heart indicator with every harvest sprite is around 6+...
Go to the harvest sprite's house on Sun [every sprite must be present, i.e. you must not have given them any job assignments] at 3pm - 4pm.
Give everyone flour and you will be able to get a Relax Tea Leaves.

Events for Year 1, Spring:

You will begin the game at the 2nd of spring.

2nd : Mayor's welcome to village and Louis' birthday, I would recommend you to give him a Moon Drop or Toy Flower. You will get a cut-scene upon your first visits to: Clinic; Supermarket; Chicken Lil's; Rose Square and Doug's Place. Remember to purchase your seeds too! [preferred 4 turnips seeds]

3rd : The mysterious merchant's search quest from Harris. Go to the following places in this order: Rose Square, Gotz's House and Doug's Place. You will be able to collect a pony from Yodel Ranch.

4th : It is Bold's (Harvest Sprite) birthday. Buy flour from Supermarket and give it to him. Your turnips are ready for harvest. Save at least 10 turnips. [purple]

6th : This is the day where you can meet the Goddess from the Goddess Pond. Take the turnips and position yourself behind the waterfall and drop the turnips inside the 'pond'. The goddess will give you a power berry on the fifth succession throw and a special meeting with your girl on the 10th crop. Visit the Mineral beach at 7am to 10am or 7pm to 10pm with an empty slot. You will get to meet Greg the fisherman. Talk to him and you will get a fishing rod! [Make sure you have an empty slot!]

7th : Buy seeds and try to date your girl. They will go with you with the heart indicator is a big purple heart or blue heart. You will be on a good stead if you managed to get an invitation. For tips on how to get invited for the first year, please refer to the walkthrough.

- 8th : This is the first festival of your game-play. You will find the invited girl coming to your home in her Goddess clothing... You are supposed to finish your stuff before you talk to the girl. At the festival... watch yourself. Nothing will happen if you failed to invite the girl. Just visit the festival and you will be back home by 6PM.
- 11th: It is Saibara the Blacksmith's birthday. Visit him and give him an Ore from the mine or a turnip/cucumber. if you give him the ore, choose your options wisely when you visit the Blacksmith during working hours [9am to 4pm].
- 14th: It is Spring Thanksgiving Day! You are supposed to bake 'cookies' from your kitchen. If you do have a chicken, you must have the ingredients too. Don't bother to give the girls anything or you can choose to compensate it with flowers.
- 15th: The supermarket is closed and you can't get a flour for Staid... If you have money, go to the Winery [9am to 12pm] and get Wine as a present! Or you can give the sprite a flower. Anyway, Thomas will come to your farm and request for three turnips and ask you to give it to him by 21st of spring. I would recommend you to get a medium rucksack along with 3 turnips and talk to him WITHOUT holding the turnips. [dark blue]
- 16th: It is the flower lady, Elli's birthday. Give her flowers and she will love you more... If your birthday falls on this date, check the mailbox. ~refer to 20th
- 17th: It is Barley's [the old man at Yodel Ranch] birthday. You can give him turnips, cabbages or even bamboo shoots.
- 18th: This is a time for betting horses! You will not be able to participate as your horse is still a pony. But seize the opportunity accumulate medals. You will need to get the Power Berry. [It took me really long time to get this power berry...]
- 19th: It is Lillia's (Popuri's and Rick's mom) birthday. Get a toy flower and offer it as a birthday present.
- 20th: If your birthday falls on 16th of Spring, Elli's birthday will fall on this date instead.
- 21st: This is the last day for giving the Mayor the three turnips.
- 22nd: This is the Cooking Festival where you will meet the Gourmet. Talk to the Mayor while holding a dish in hand. Most of time, you will not be able to participate/win due to incomplete set of utensils and ingredients or your house has not been upgraded.
- 26th: This is Aqua's (harvest sprite) birthday. Go to the Supermarket and buy a flour for Aqua. [light blue]
- 29th: This is Greg's birthday (the fisherman). Get a wine and give it to him while he was at the docks from 7am to 10am or 7pm to 10pm.
- 30th: This is Sasha's birthday (Karen's mom). If you got a chicken, give an egg for her or buy a bread/flour/oil from the Supermarket.

Year 1, Summer

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

* You will find that you will be able to visit the Seaside Lodge at Mineral Beach.

* On the 1st day of your corn harvest, you will find Kai coming to your farm. Get one corn and sell it for 50G.

- 1st: You will begin this season with a swimming festival. The controls are being explained before the start of race. Press X to advance forward and Triangle to rest. The winning method is keep on switching between X and Triangle. Don't try to stop as Kai is a worthy competitor. Go to the beach before 5pm. Talk to the Mayor to begin the swimming festival.
- 2nd: Well you need to go and get seeds for Summer from the Supermarket. BTW, please visit the Doug's Place from 1pm to 3pm and buy a packet of Pink Cat Flowers from Won. Plant the patch of flowers.
- 3rd: It will be Popuri's birthday. Get a spa-boiled egg for her. ~ Please refer to 10th of summer for more details.
- 4th: It will be Harris' birthday. He is pretty easy to please as you can give him a Pink Cat Flower/Bread /Rice Ball. The problem lies in finding him. You can find him at Doug's Place from 1pm to 3pm.
- 6th: It will be Cliff's birthday. You can find him at church. Give him a spa-boiled egg /bread /rice ball as his birthday present.
- 7th: When you are done with most of your stuff, get a chicken from your hen house (prefer the one with the most hearts - 8 and above). Carry the chicken and go to Rose Square before 5pm. You will have the Chicken Festival! It is a tournament. More details will be covered under the walkthrough.
- 11th: It is Basil's birthday. Give him a Red Herb, which can be found at the hot spring area or the area near Gotz's place.
- 12th: It is the Tomato Festival. Go to Rose Square before 5pm. You will have a tomato-fighting festival. Talk to either Ann, Popuri, Duke, Elli to form a party. More details will be covered under the walkthrough.
- 16th: It is Timid's (harvest sprite) birthday. Go to the Supermarket and get a packet of flour for him. [green] Remember to talk to Ann at Doug's place after 11pm.
- 17th: If your heart indicator with Ann is purple and above, check your mailbox. You will find an invitation letter. Get a spa-boiled egg. Bring both items to Doug's Place and you will have a birthday party! ~ refer to 22nd of Summer.
- 19th: You will meet Barley from Yodel Ranch in morning. He will ask you whether you want to participate a cow in the cow festival. Pick the cow with the most hearts.
- 20th: This is the Cow Festival. Go to Yodel Ranch before 5pm. Talk to everyone and Barley to begin the festival. You will lose if your cow has less than 8 hearts.
- 21st: Remember to talk to Ann on this day if your birthday falls on the 17th.
- 22nd: It is Kai's birthday. Ideal birthday presents are bread/ rice balls/ corn/ tomato. You can find him at his Seaside Lodge at Mineral Beach. If your birthday falls on 17th of Summer, do the steps to get an invitation letter (refer to 17th on this list) and give Ann a birthday present.
- 25th: It is Mayor's Birthday! Give him a bottle of wine or a pink cat flower.
- 26th: You will find the Mayor making a visit to your farm. He will say that he is going for a business trip to another village and ask you to deliver an apple pie from Doug's Place to Ellen the next day. Take the job.
- 27th: Go to Doug's Place at 12pm and get the apple pie. Take the pie to Ellen's house. Ellen will offer you a tip, don't accept it. You will meet Elli has gotten an apple pie too. She will give it to you.
- 28th: The Mayor will thank you with a cheesecake from Doug's Place!
- 29th: It is Zack's birthday. Get a bottle of wine from Aja Winery. Give it to him.

Year 1, Fall

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

*You will find more forage items compared to other seasons in the game.
IMO, Fall is one of the most busiest seasons in the game.

- 1st: It is another seed buying day. Buy lots of sweet potatoes (from the supermarket) and get a patch of green pepper from Won.
- 2nd: It is Gotz's birthday. Give him a bread/ rice ball/ honey/ mushroom as his birthday present. You will have a meeting with Carter as he will ask you whether you want to participate in the Music Festival at 6pm on the next day. Pick yes.
- 3rd: Don't be late for the Music Festival. Enter the church at 6pm SHARP otherwise... BTW, if you check your mailbox, you will find a message from Doug...
- 5th: It is Stu's birthday. Get an egg/ bread/ rice ball/ spa-boiled egg as his birthday present. Visit the Mother's Hill after 6pm, you will find Doug there...
- 6-7: Save a Green Pepper or a Sweet Potato.
- 8th: It is Harvest Festival. You can fish at the pot (duh) and get trash! Talk to the Mayor and drop the Green Pepper or Sweet Potato into the pot. The villagers will be unhappy with the hot-pot if you drop fish, oil or any garbage... even your dog...
- 10th: It was Hoggy's birthday (orange harvest sprite). Get a packet of flour from the supermarket and give it to him.
- 11th: It will be Manna's birthday [the lady boss in the Winery], talk to her and give her a Magic Red Flower (can be foraged from the area near Doug's Place) --> very funny sequence!
- 13th: It is the Moon-Viewing Day. Get everything by 6pm. Go to Mother's Hill peak and you will find the person who love you most at the peak... She will treat you some food (Moon-view dumplings) by the way...
- 14th: It is Chef's birthday! Give him a flour as his birthday present. You will get a cut-scene of Duke asking you to collect grapes from his winery. He will ask you to find someone. Go and look for Cliff! You can find him most of times at the church or Doug's Place. If you don't, Cliff is going leave the village..
- 15th: It is Karen's birthday. Get a bottle of wine from Aja Winery [the Truffle will cost more than a bottle of wine] and give it to her at the Supermarket from 1pm to 6pm. ~ refer to 23rd of Fall
- 17th: It is the Doctor's birthday. The appropriate gift would be Green Herb. It would be better if you can get a Red Herb or Blue Herb. (The above steps can be done, provided that you have the kitchen.)
- 20th: Barley will come to your farm and ask whether you want to participate a sheep in the festival. Make sure that your sheep has wool un-shearedd, is at least 2 weeks old and not pregnant. This day happens to be Carter's birthday. He is very flexible. Give him a bottle of wine as his gift. BTW, Carter won't mind receiving gifts like mushroom, truffle or wild grapes.
- 21st: This is the Sheep Festival. Just go to the Yodel Ranch (even if you did not have a sheep to participate), and enjoy the festival. The villagers will like you more.
- 23rd: It will be Anna's birthday (Basil's wife). I would recommend you

to get a flower for her.

27th: It will be Rick's birthday. Go to the Winery and get a bottle of wine for him. He loves Bodgizer too (but it cost 200G more...)

Year 1, Winter

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

2nd: It will be Kano's birthday. He loves wine and items from the mountain. (Provided that you got an Icebox...)

6th: It will be Gray's birthday. Get him an Orichalcum Ore or Admantite Ore.

9th: Zack will come to your farm whether you are participating the Dog race. Choose 'Yes'

10th: It is annual Dog Race. Run as fast as you could. Hopefully that you can been using the Dog ball...

11th: It is Doug's birthday. Get him flour, oil or curry (if you got an Icebox and store the items before-hand). If you don't, go and visit the Aja Winery and get a bottle of flour.

13th: It will be Ellen's birthday. Give her an animal produce (e.g. egg, milk, wool, mayonnaise, cheese or yard ball).

14th: It is the Winter's Thanksgiving Day. Girls with purple heart indicator will give you chocolate. While girls with blue hearts rating and above, will give you chocolate cake. Stay outside your farm from the morning till 3pm. It is a good opportunity to fixed your broken fences ^_^;)

15th: It will be Duke's birthday. Get him spa-boiled eggs or boiled egg.

19th: Get a bottle of wine or bodgizer and proceed to the Inn from 1pm to 3pm. You will meet Won there. Talk to him, it is his birthday!

20th: It will be Mary's birthday. Hopefully, you have store some mushrooms; bamboo shoots or mountain produce inside your Icebox. Better still, you can give her jewelry if you have request Saibara to make one for you 3 days in advance (Pay 1000G and Orichalcum Ore) -> refer to 25th

23th: Go and look for your 'girl'. They will invite you to their house if they like you.

24th: Get everything done in the morning and proceed to the girl's house. Refer to Dating a Girl walkthrough for more details.

25th: It will be May's birthday if your birthday falls on Winter 20th.

26th: It will be Mary's birthday. She likes garbage. (empty can or boots that can obtained from the sea). Give one to her.

29th: It will be Jeff's birthday. Get a bottle of honey or medicine (as I often meet him at the Clinic ^_^;) as his present. You can find him at the Supermarket.

30th: It is New Year Eve Festival. Go to the peak of Mother's Hill at midnight. Talk to everyone and talk to Saibara last and watch the sun-set...

Well, I am a bit tired. The later guides are to be completed on version 1.1 ^_^;) Anyway, I have placed the calendar in advance for your convenience.

Year 2, Spring

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Year 2, Summer

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Year 2, Fall

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Year 2, Winter

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Year 3, Spring

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Year 3, Summer

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Year 3, Fall

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22

23 24 25 26 27 28 29
30

Year 3, Winter

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

/ VI \

Game-play Tips

Under this section, I will post some tips in playing Harvest Moon: BTN.
If you got any tips, you sent to me via my e-mail address.

(Tip 1: Go to the Hot Spring once Hero sat on the ground)
IMO, the hot spring is the key to maintain good health and stamina. It
also prevent Hero from overslept till 8 am or 12 noon. Spend an hour
there after a warm-up exercise on the farm.

I supposed Hero himself needs to bath too. ^_^;)

(Tip 2: Get on very good terms with the Harvest Sprites)
The Harvest Sprites are found in a house that is located behind the
Church. They are Chef, Nappy, Hoggy, Timid and Bold, Aqua, Staid.
They are extremely easily to make friends with and will address Hero
as "budum". Give them FLOUR, which can be bought from the Supermarket
for 50G to boost up their relationship. You may need to wrapped up a
flour using a wrapping paper for Bold, who is the only sprite that
does not like flour to take extremely. They love WINE and Bold loves
Grape Juice!

Otherwise, you need to talk to them many times in order to persuade
them to work for you:

Talk to them and you will get the following options:

Harvest the fields
Water the plants
Take care of animals
Nothing

Next you will be given the amount of days that you can assign the task
to:

All day tomorrow
Three days starting from tomorrow
One week starting from tomorrow
Nothing

When assigning jobs for them, make sure that it is not too much for
them. Please be more considerate as they are very small compared to
the fields. To make them more effective assign them in groups of 3
and 4 for different weeks. Make sure that you give them flour as
their payment for work [4x50G =200G] in order to maintain good

relationship. They WILL be more willing and productive if you do this. The more hearts they have, the more productive they will be!

Anyway, below are some facts, which I have gathered from my research in the Library. (It is the library in the game!)

Long time ago, they live apart because of the clash in their personalities. Eventually, they found out that they have no company and they have decide to live together with Nappy, who is offered a house by the residents staying in the village. The hardworking meter is my judgment on their personality, not their actual performance!

- Chef - [Hardworking Meter: Medium]

He is the red Harvest Sprite and he loves to cook. His birthday falls on Fall 14th. His ideal birthday present will definitely be flour that is being wrapped with wrapping paper. ^_^;) Anyway, it works for all harvest sprites.

- Nappy - [Hardworking Meter: High]

He is the orange Harvest Sprite who does not have any bad habits unlike others. His birthday falls on winter 22nd.

- Hoggy - [Hardworking Meter: Low]

He is the yellow Harvest Sprite who loves to sleep and is a bit lazy to work unwillingly. His birthday falls on Fall 10th.

- Timid - [Hardworking Meter: Medium]

He is the green Harvest Sprite who is easily to be scared. I supposed that he wears green so that he can hide in the forests ^_^;) His birthday falls on Summer 16th.

- Staid - [Hardworking Meter: High]

He is the blue Harvest Sprite who stands near the entrance of the Harvest Sprites' house. His birthday falls on Spring 15th.

- Aqua - [Hardworking Meter: Low]

He is the light blue harvest sprite who loves light blue color. He likes to dress 'nicely'. (Even though that there isn't any difference in their clothing ^_^;) His birthday falls on Spring 24th.

- Bold - [Hardworking Meter: High]

He is the purple harvest sprite. He is considered 'brave' as he can hide in the woods and make use of his battle cry to scare off others. His birthday falls on Spring 4th.

You really need them to take of your animals [they will collect eggs, milk and wool too] on bad weather days like snowstorm or hurricane.

(Tip 3: Power Berries)

In Harvest Moon: BTN, you can find a couple of berries who gives your character power and increase their hit points by 10. [That's according to the TV Shopping Network]. I supposed that Power Berries increases Hero's stamina and allowing him to do more work than before. But there is a point to take note of and that is they are very hard to get and expensive. There are a total of 10 berries for you to carry:

[1] You will get one through fishing in the ocean.

[2] You will get one through mining in the mine found behind the Waterfall (It is found near the hot spring area).

[3] You will get one through mining in the mine found in the island

- during Winter season. It is the mine that is surrounded by lake.
- [4] Go to the mine found on the island surrounded by the frozen lake in Winter. Go behind the mine and hit X button to examine it. You should find one.
 - [5] Go to the tree stump nears the bridge in Area #2 of Mother's Hill. (Your Ax must be Copper Ax or better)
You will get a prompt from the tree not to chop it down. Pick "Do not chop" and you will get a Power Berry.
 - [6] Win the Summer Swimming Race. The winning formula is taking 5 deep breaths (hit X button 5 times) and take a rest of 3 seconds.
 - [7] Get 1001 medals and you will be able to buy the Power Berry.
 - [8] Buy it from TV Shopping Network for 5010G. (Inclusive of telephone charges at Doug's Place) BTW, you must watch the entire show!
 - [9] Get five harvested crops like Tomatoes and Onions. You can only do this during Sundays nighttime. Just simply drop one of the crops with positioning Hero behind the waterfall.
You will meet the Goddess. Do this 4 more times and she will give you a Power Berry after the fifth crop has been deposited in the pond.
 - [10] You need to plant more than 90 flowers (!) and Anna will visit your farm around 1pm to 3:30pm. I have managed to get a Power Berry in Summer by planting 99 Pink Cat Flowers.

(Tip 4: Special Berry from Kappa)

[it is true; heard from Chef of the Harvest Sprites]

This is NOT a power berry. It is a special berry, which doubles the stamina of Hero. First of all, you need to get 3 cucumbers. You can buy a packet of cucumber seeds for 200G. Bring the 4 cucumbers (in case you miss one ^_^;) and go up to the lake of Mother's Hill. Next go to lakeside and approach near the lake. You will find 2 trees on the extreme left of lake. Position Hero in front of the trees and dropped 3x cucumbers on the lake. You will meet Kappa and he will award you a berry, which halves the energy consumption!

(Tip 5: Watch the TV everyday!)

It is very easy to get a whole of information from the "News" and "Weather Forecast". The weather forecast will reveal information regarding the next day's weather. The news will reveal about the upcoming festivals. The television channels will be available until 12am. The program, 'Life in the Farm' is a show that beginners to Harvest Moon show not missed!

Of course, make sure you watch the following programs too after the first week in your game play!

Delicious Hour [Tues]

The host, Naru will introduce you a new recipe every new session. It also includes during festival seasons. You can also know what are the variations that you can make to the recipes.

TV Shopping [Sat]

A lot of people may ask the following question: "How do I get utensils for my kitchen?" The answer is to view the entire program. You must read the entire message. During the program, you will know the product and the price of the utensils. They cost rather a lot as a simple Kitchen Knife can be sold for 3000G! After you read the program, make a trip to Doug's Place in the village (It is really good for those who are wooing Ann.) and examine the black object near the counter where Doug is standing. That's the telephone! Examine it and pay 10G. Next you will be prompted whether to buy the item or not. Make sure you

watched finish the entire program or else you can't make the phone call.

For your information, below is the flow of utensils available for sale:

Utensils/Products	Price
Kitchen Knife	3000G
Frying Pan	2500G
Cooking Pot	3000G
Mixer	2000G
Whisk	2000G
Rolling Pin	2000G
Oven	5000G
Seasoning Set	5000G
Power Berry	5000G

Of course, you won't be able to receive the goods immediately. The goods will only be delivered to your doorstep on three days later after you have made the purchase. If in the case of bad weather like Hurricane, you will receive the good on the next fine day. The Power Berry seems to be delivered a little bit later...

(Tip 6: Make friends!)

Friends are important, as they will try to help you when you are in need of help. The villagers of Mineral village are friendly and easy to make friends with. Besides if you visit them often, you will get to know more about them... They will be more willing to talk to your character and they will give you recipes! (Of course, you need to cook a dish in order to add to the total number of recipes. You need to have the kitchen, utensils and seasoning set along with the ingredients.)

(Tip 7: Build fences!)

Building fences are really a huge problem at the beginning of game. This is due to the mess that you need to clear up! Clear a small area in front of the barn and the stable. This is because it saves you the trouble of getting the cows, pony and sheep back to the barn...

The main material for the fence is lumber blocks obtained from the lumber spout found in between the barn and stable. Take as many blocks as possible and deposit them on the brown soil. If you deposit on the green grass, they will be destroyed!

Make an enclosed area of 9 x 8 for the cows and sheep. Make a separate enclosed area of 6 x 5 for that hard-to-tame horse in the beginning.

(Tip 8: Feed your livestock and brush them often!)

In Harvest Moon: Back to Nature, you will find your livestock gain hearts if you do really take good care of them. If you do not, they will not produce good products for you to harvest.

==~ Tips in taking care of Cows ~==

I will talk about the cows first. Cows are expensive! They cost 6000G each, which is definitely a lot for you to spend early in the game. But they will reap in more with their milk. You need to buy a MILKER from Saibara the Blacksmith (2000G) to get their milk. Talking and brushing them with the brush (which can be bought from Saibara for 800G) also make the cow happy. You need to get the fodder from the feed spout if you leave them in the barn... For those who want to save the trouble of taking fodder from the feed spout, you need to build fences with grass on that enclosed area. They will be fed automatically but there are a

couple of disadvantages... You need to bring them back to the barn when it rains otherwise they will fall sick! (It applies to the sheep)
You need to buy Animal Medicine from Barley of Yodel Ranch for 1000G and use it using Square button on the cow/sheep.

==~ Tips on taking care of sheep ~==

IMO, Sheep isn't much productive as compared to chickens and cows. Their wool takes around 7 days to grow and you can only earn a bit of money out of it. Like the cow, sheep love to be brushed, talked and feed. You need to get a pair of Clippers from Saibara the Blacksmith for 1800G to get the produce, wool. Like the cows, they feed on fodder too. Refer to the above section for more tips.

==~ Protect of livestock against wild animals! ~==

They will also face the danger of being attacked by wild dogs but you can do the following if that happened:

- 1) Get your dog to help!
 - 2) Enclosed the area with fences. (Refer to the tip #7)
 - 3) Use your sickle, hammer, axe and hoe to attack the wild dogs.
- The bell (500G) is quite handy as it allows your cows and sheep to response. This helps to make your job easier to return them back to the barn...

==~ Taking Care of Chickens ~==

Chickens love to quack and be carried. You want them to produce eggs, make sure that you have gotten sufficient feed from your feed spout. Each chicken needs a chicken feed daily. The chicken feed can be bought from the Poultry Farm for 10G each or you can get 10 feeds by throwing a corn against the windmill. The quality of eggs will improve as your chickens gained more hearts. To increase the gaining of hearts, feed them everyday. You can get golden eggs if you win the Chicken Festival.

Easy Feeding of Chickens:

[This can only be done if you have the large rucksack, upgraded Henhouse, Mayonnaise Maker and the basket]

Once you have entered the henhouse, place the bin in front of the maker. Get 9 chicken feeds from the feed spot. Deposit 5 feeds in the feed boxes. Go to the feed spout and collect another feed. Deposit the remaining 5 into the other feed boxes.

(Tip 8: Weather Hazards)

You can be expected weathers to be fine all the time throughout your game play, hence make sure you watch the weather forecast everyday. You will avoid bad weather days by resetting the game or re-doing the previous day's activities in a different manner.

Weather hazards like typhoon, hurricanes and snowstorms can be very damaging. They could damage your fences and your crops. If you place a chicken there, prepare to hatch another one. If the horse or the dog is being placed outside their housing, they could lose some hearts during that weather. It will be more damaging as it also affects the hothouse, which is made of glass. There is nothing that you can do during these weather hazards. Even the Harvest Sprites can't help you...

(Tip 9: Easy money in spring)

Get Turnips. They are cheap (120G for 9 seeds) and you need to water them for 3 days and harvest them on the fourth day. Hence packed up with a lot of Turnip seeds and harvest them!

(Tip 10: Honey from the beehive)

Actually, I have mentioned this in the main walkthrough as some of the readers may not read it. You can start getting honey in summer of your first year. You need to plant a 3x3 patch of Pink Cat Flowers. You will find bees making a beehive at your Apple Tree (near the fish pond) and collect the honey. Next bring it to Gotz's house and give it to Louis. The next day he will visit your apple tree and says that he would ask the shipper (Zack) to increase the price for each bottle of honey by 10G. The honey serves a great gift for your baby...

(Tip 11: Getting the Fishing Rod)

Hopefully, you can get the fishing on the first week of your game play. To get a fish rod, you must have at least an empty slot in your Equip (where you find tools such as Hoe and Ax) screen. Next go to the Mineral Beach during Fridays, Saturdays and Sundays from 7am to 10am or 7pm to 10pm. You will find a fisherman (named Greg). He will ask you whether you like fishing or not. Pick that you like to fish and he will give you a fishing rod. Refer to the basic tutorial for more details regarding fishing.

(Tip 12: Getting the Fishing Pole)

The fishing pole is a better fishing rod, which allows you to catch fish more easier. You can also catch legendary fishes with either one of the equipment: the Fishing Rod or Fishing Pole. To get a fishing pole, you must have at least 40 fishes inside your fish pond. You will find Greg the following morning and he will give you a Fishing Pole. (PS: make sure that you have extra slot under the Equip screen)

(Tip 13: Legendary Fish)

Refer to Tip 12 or Tip 13 on how to get fishing equipment. I would prefer to use the pole (as it is easier to catch fish).

In Summer ONLY:

Squid - You need to get a small fish. (You can easily get one from the lake by fishing) Next go to the ocean and throw the fish into the water. Cast your reel and fish for a day and you will get it sooner or later.

In Fall ONLY:

Carp - You need to get the other five legendary fishes before you can start to fish for this one. During fall, go to the lake and cast your fishing reel...

In Winter ONLY:

Angler - You need to fish at the ocean during winter between 10pm to 8am. You can get this with a fishing rod.

Catfish - You need to go to the mine found in the middle of the lake. Dig the mine until you have reached the tenth hole. You will find an entrance to a hidden pond. You can get this legendary fish by fishing with the fishing pole.

Any Season:

Char - You must get the Grilled Fish, Sashimi, Sushi and Chirashi Sushi recipes. Please refer to the recipe section under the Item Bestiary for more details. After gotten all the four recipes, go to the 'Goddess Pond' (the waterfall) and fish for this legendary fish.

Spring, Fall or Winter:

Sea Beam - This is perhaps the toughest but the most challenging legendary fish to catch. You need to catch and sell more

than 200 fishes. I still haven't been caught this fish yet. I have tried in all seasons and I still got no chance in getting it... According to the GS code, it will not appear in Summer.

/ VII \

Walkthrough

The walkthrough consists of two key sections. One of them is based on how to date the girls more effectively to build up the love indicator. The other one is the main walkthrough, which focus on the key sub-quests. In other words, you need select one from the first section before you can get a 'complete' walkthrough.

==~ VII.1 Dating the Girls Guide ~==

In the game, you have two main goals: one is to rebuild the farm and find the lost 'girl'. This girl can be any one of the five girls under the description below. You need to woo them by talking to them, give them presents and make their love indicator grow.

(-- The Love Indicator --)

The love indicator is the heart that is found on the lower right hand corner of the message box. The love indicator will be improved based on how much attention you have paid to the girl in terms of talking:

Black - Neutral
Purple - You are on good terms with the girls.
Blue - You are on very good terms with the girl.
Green - Your love for the girl has been noticed
Yellow - The girl has some interest on you...
Orange - You are on a date with the girl...
Red - LOVE!

To build up the love indicator, just present them with the desired gifts, which is being explained in details under the girl's individual guide. If you are on the right track of improving the heart meter, the 'heart' will beep more often and becomes larger!

(-- Gifts Responses --)

During certain events, make sure that you choose your responses wisely in dating the girl. For example, when Popuri asks you what you think of her wanting to leave would be, if you say she should stay, she'll get mad at you, and her love rating for you will go down!

When you give gifts, when they only say "Thank you" that doesn't necessarily mean they like the gift they have. If you sees their face blushes, they will definitely like the gift!

Talking to them in between while giving them gifts helps to build up their love towards you. Give them different types of gifts will have better results compared to giving them the same items all the time.

(-- Marriage --)

So, when do you know that you are ready for marriage?
Once you have made her heart indicator red, you can propose her with a Blue Feather, which can be bought from the Supermarket as soon as you made her heart indicator orange and above. The Blue Feather costs 1000G. If the proposal is a failure, the blue feather will be returned back to the Supermarket and you need to pay for another 1000G.

When you propose to her (equip Blue Feather and hit the Square button while talking to her), she will say something, which makes you puzzled whether she agrees to marry you or not. Just check the calendar and you should find the wedding ceremony being held a week later (the date will be marked with a heart symbol). It will be 8 days later if the 7th day happens to be a festival.

The wedding ceremony will be triggered automatically as you reached the wedding date. But please remember to ask the Harvest Sprites to help in taking care of your farm for that day. Of course, you need to do it the day before.

After the wedding ceremony, you will be prompted with a prompt like what you want your wife to address you as:

Dear
Honey
Darling

If you check the status window [hit the START button], you will find an icon of your wife under the Recipe icon. Now you got an objective and that is to build up the heart meter. I have start from a heart rating of 10 ^_^;)

After marriage, your wife will stay inside your house... (Of course!)

Days	Time Period	Place	Weather
Mondays to Sundays	6am to 12pm	Living Room	[Any]%
Special Occasions*	12pm to 2pm	Dining Table	[Any]%
Mondays to Sundays	12pm to 6pm	Living Room - Kitchen	[Any]
Mondays to Sundays	6pm to 8pm	Living Room	[Any]%
Mondays to Sundays	8pm to 10pm	Bedroom	[Any]
Mondays to Sundays	10pm to 6am	Bedroom (in bed)	[Any]%

% - if the baby is still in the cradle stage, you will find your wife carrying it.

The special occasion events (e.g. your birthday, wife's birthday, baby's birthday and wedding anniversary) will be triggered automatically at 12pm inside the house.

(-- Baby --)

In Harvest Moon: BTN, you can have a child as a bonus to rack up your score when it is being evaluated in the 3rd year of game-play. To have a baby, you need to do the following:

- Give your wife gifts for a month! -
(The heart rating must be at least 10!)

You need to give your wife a [Like It] or [Love It] gifts in order to speed up the pregnancy progress. Around a week or so, your wife will start to say something that she don't feel like eating or something. Go to the clinic and you will find her at the Clinic, which reveals about her pregnancy...

- Continue to give your wife gifts for two months -
(The heart rating must be at least 10!)

You will get a cut-scene automatically triggered at your house with

your wife's kin(s) coming to your house along with the Doctor and Elli. Talk to the kin(s) and attempt to enter the bedroom...

(You will be knocked out?)

Now the baby is born. Talk to everyone first before talking to your wife. You will be thus prompted to give a name to your child. Please note that the plants and animals will be automatically taken care of...

Now you will see your wife carrying the baby walking around your house. Talk to her and give her gifts. You can't give gifts to your baby currently as it is still under the intensive care of your wife. Around a few days later (For my case, it is around 3 days), your baby will fall sick. I would recommend you to take the baby to see the Doctor... (Another day is gone...)

- Continue to give your wife gifts for two months -

Well, the baby has grown a bit and could crawl. You can give him gifts to build up his heart meter. He LOVES Hot Milk and Honey. BTW, don't neglect your wife! You can talk to him but can't carry him *sigh* While the baby is at its cradle stage, don't move it when you are having celebrations at the dinner table. The heart will fall from 1 to nothing and back to 1 but eventually nothing. However after it was able to crawl, give it a Hot Milk and you will get a 1 heart back!

[Cradle Stage]

Days	Time Period	Place	Weather
Mondays to Sundays	6am to 12pm	Living room	[Any]
Special Occasions	12pm to 2pm	Dinning Table	[Any]*
Mondays to Sundays	12pm to 6pm	In the bed...	[Any]
Mondays to Sundays	6pm to 8pm	Living room	[Any]
Mondays to Sundays	8pm to 6am	Sleep	[Any]

* You can't give gifts to the baby while he is in this stage. Don't touch him during celebrations or the heart rating will fall!

Two months later...

[Crawling Stage]

Days	Time Period	Place	Weather
Mondays to Sundays	6am to 8pm	Living Room	[Any]
Mondays to Sundays	8pm to 6am	Bedroom	[Any]

The baby looks pretty cute and weird IMO. But its expression is easily noticeable whether the baby likes the gifts or not. Honey and hot milk is your best gifts for the baby!

(-- Festival Changes --)

Of course, there will be some speech changes in the kin and your wife. Your wife will no longer following the same time schedule as before, as she will staying at home except during festival seasons. There are some changes that are observed by me:

-- Spring --

1st -> New Year Festival [6pm onwards] (year 3 onwards)

It will be applicable as normal. You can choose to dance with your wife by talking to her at Rose Square. This can only be done if you have danced with Karen on year 2.

- 3) After you have gotten Cliff the job at Aja Winery, visit the vineyard in the 3rd year, you will find Ann bring lunch for Cliff. This is followed by a cut-scene...
- 4) During your third year, you will get a cut-scene while visiting the Inn. You will find Ann giving Cliff a menu...

After you triggered this cut-scene, you will need to wait for the 'marriage cut-scene'. This marriage cut-scene is simply an invitation from Cliff to you at the start of a day. You can do anything for that day unfortunately.

-- Key Quests --

Below is a detailed list of important quests that you are bound to encounter in the course of dating Ann:

[Quest 1: Your opinions of Ann]

Requirements:

N/A (visiting Doug's Place for the first time)

You will get a prompt from Doug, the owner of the Inn. He will ask what are your opinions of Ann. Pick "She is cute" [2nd option] to get on good terms with Ann.

[Quest 2: Being a middleman for settling quarrels...]

Requirements:

The weather must be fine. Your heart indicator with Ann must reached blue and above. Go to Doug's Place around 11am to 12pm. She will give you a prompt. Pick the 2nd option.

[Quest 3: Spring Goddess Festival; spring 8th]

Requirements:

Your heart indicator must be blue and above. You need to talk to her before the Spring Goddess Festival. Talk to her and pick "Ask her to accompany you" [top option] to invite her. On the actual day, she will come to your farm (in the Goddess outfit) and wait for you until you are done with your work at the farm until 10am. Once you are done with the farm work, talk to her and you will be heading for the Rose Square. After the festival is over, she will take you to the 'Goddess Waterfall'...

[Quest 4: Spring Thanksgiving Day; spring 14th]

Requirements:

You must have a kitchen and the ingredients to bake cookies. Hence it is considered out of reach in the first year. But make sure you do it in the next few years! Give a cookie to her.

[Quest 5: Tomato Festival; summer 12th]

Requirements:

You must get at least a purple to join with any of the teams where you can find the girls. BTW, Mary and Karen are not participating.

Teams	Members
Star Team	Doug; Ann; Cliff (You)
Sheep Team	Stu; Elli; May (You)
Chicken Team	Rick; Popuri; Kai (You)
Unknown Team	Manna; Duke; (You)

Of course, choose to join Ann's team since you are dating her. If you win, your relationship between her and her father will improve. Please refer to the walkthrough on some tips on how to win this mini-game.

[Quest 6: Ann's Birthday Party; Summer 17th (1st Year ONLY if you have missed the first birthday party)]

(It will be Summer 22nd if yours is on Summer 17th)

Of course, you need to get invitation...

{Getting Invitation to Ann's Birthday Party}

Ann is pretty special as compared to other girls in village. If your heart rating with Ann is purple and above, you will be able to go to her birthday party on the first year of your game-play. Just go to your mailbox during Ann's birthday and you will get a certificate called "Invitation". Next you need to get a present for her and go to the wrapping corner and wrap up the gift. Now bring the invitation and the gift to Doug's Place.

[Quest 7: Summer 24th; Fireworks Display at Mineral Beach]

Requirements:

I supposed at least a blue heart and above allows you to watch the fireworks with your girl. If you have anything else lower, try to date Kai ^_^;). Talk to her and pick the top option...

[Quest 8: Moonlight Day; Fall 13]

Requirements:

After 6pm, go up to the peak of Mother's Hill. You will be able to meet the girl who likes you most there. Hopefully, it is Ann [Otherwise you are on the wrong track ^_^;]

[Quest 9: Winter 14th; Winter Thanksgiving Day]

Requirements:

During Spring, it will be guys giving girls chocolate. For this festival, you will be receiving chocolate from the girls that like you. The present varies as it depends on the heart indicator. Stay outside your farm and wait for presents ^_^;)

[Quest 10: Wedding Day]

Requirements:

Ann's love indicator must be red and you must have gotten the bedroom upgrade. Just equip the Blue Feather [which can be bought from the Supermarket once the heart meter is orange (1000G)] and hit Square when facing her. She seems a bit reluctant... Check your calendar whether there is a love symbol marked on a date. Wait for a week or so, (it will be delayed if there are any festivals between the weekend) you will find this wedding ceremony being triggered automatically. The day after the wedding ceremony, you will get a cut-scene of Ann asking how you intend to address her as...

[Quest 11: Indication of Pregnancy]

Requirements:

Visit the clinic when she starts to say that she feels nauseous. You will get a cut-scene of Ann visiting the doctor...

As for the remaining baby quests, it is the same as other girls. Most of the festivals will remain unchanged besides a few like Spring Thanksgiving Festival; Moon-Viewing Day; Winter Thanksgiving Festival and Starlight Festival.

Wife's Quest:

If you married to Ann, you will be able to find her at the Harvest Moon resting on the green one day in Summer...

Overall Rating: 5/5

Fun/Enjoyment: 5/5

Either options will do fine... Pick your wound is excruciate. She will give you a band aid. Exit the clinic and head towards her house. (The area that is on the left-hand side of Supermarket) You will find Elli's younger brother, Stu has fall down and crying. Give your band aid to Stu and Elli will like you more.

[Quest 2: Farm = fun? Give her your answer!]

Heart indicator - it must be blue and above, first year of Spring

As you walked pass the Clinic, you will have a cut-scene with Elli. Elli will ask you about farming life, make sure that you pick farming is fun!

[Quest 3: The Delivery of Apple Pie]

Heart Indicator - black and above.

Well, this cut-scene does not affect your relationship with Elli only but it also affect Ellen and Mayor's attitude towards you. Somewhere in Summer 1st year, the Mayor will come and visit your farm and ask you to deliver an apple pie to Ellen the next day as he was on visit to another village. BTW, he normally do that on Sundays. Go to Doug's Place and talk to Doug. You will be given an apple pie automatically. Get the apple pie and store it in your rucksack. Go to Ellen's house. Give the apple pie to Ellen and she will offer you a tip. Reject the tip and Elli will come with another apple pie. She WILL give that apple pie to you! The next morning, you will get a Cheesecake from the Mayor!

[Quest 4: Elli is a baby lover...]

Heart Indicator - purple and above...

Visit the Clinic and you will see a cut-scene between Elli and the Doctor. The Doctor and Elli will chat about babies...

[Quest 5: Sandwich treat from Elli!]

Heart Indicator - green and above

Elli says that herself is not a very good cook. Hence, she will come to your farm between 12pm to 1pm (fine weather) and treats you a sandwich for three consecutive days.

[Quest 6: Tomato Festival]

Heart Indicator - black and above

Join Elli's team [the weakest of all participating teams...]. If you win, Stu and Elli will celebrate with you all. If you lose, you will get a bad scolding from Stu.

[Quest 7: Summer 24th; Fireworks Display at Mineral Beach]

Requirements:

I supposed at least a blue heart and above allows you to watch the fireworks with your girl. If you have anything else lower, try to date Kai ^_^;). Talk to her and pick the top option...

[Quest 8: Moonlight Day; Fall 13]

Requirements:

After 6pm, go up to the peak of Mother's Hill. You will be able to meet the girl who likes you most there. Hopefully, it is Elli [Otherwise you are on the wrong track ^_^;]

[Quest 9: Winter 14th; Winter Thanksgiving Day]

Requirements:

During Spring, it will be guys giving girls chocolate. For this festival, you will be receiving chocolate from the girls that like you. The present varies as it depends on the heart indicator. Stay outside your farm and wait for presents ^_^;)

[Quest 10: Wedding Day]

Requirements:

Elli's love indicator must be red and you must have gotten the bedroom upgrade. Just equip the Blue Feather [which can be bought from the Supermarket once the heart meter is orange (1000G)] and hit Square when facing her. She seems a bit reluctant... Check your calendar whether there is a love symbol marked on a date. Wait for a week or so, (it will be delayed if there are any festivals between the weekend) you will find this wedding ceremony being triggered automatically. The day after the wedding ceremony, you will get a cut-scene of Ann asking how you intend to address her as...

[Quest 11: Indication of Pregnancy]

Requirements:

Visit the clinic when she starts to say that she feels nauseous. You will get a cut-scene of Elli visiting the Doctor...

As for the remaining baby quests, it is the same as other girls. Most of the festivals will remain unchanged besides a few like Spring Thanksgiving Festival; Moon-Viewing Day; Winter Thanksgiving Festival and Starlight Festival.

Wife's Quest: A naughty trick from Stu!

Under construction

Overall Rating: 4/5

Fun/Enjoyment: 2/5

Reaction to Pregnancy: 5/5

Cooking Skills: 2/5

~~~~~

Karen

~~~~~

[Fact File]

Karen is the daughter of the owner of the Supermarket. She enjoys company with Rick, Popuri and Lillia. She is mature and a bit bossy. Her parents, Sasha and Jeff seem to have problem in taking care of her. She has a sweet singing voice and great dancing talent.

[Karen's Likes and Dislikes]

To make her heart indicator grew, you need to talk to her often and give her gifts. There is a small tip in giving gifts. This also applies to other villagers. Give them a mixture of gifts.

Dating Karen requires of a lot of money. You can't get things that she like besides buying. She hates sweet stuffs and likes mature guys. She is pretty hard to please as her gifts are pretty hard to get.

- [Love It] Wine; Fries; Sashimi; Pizza; Popcorn; Truffles; Chocolate Cookies
- [Like It] Flowers; Eggs; Corn; Mayonnaise; Butter; Spa-boiled Eggs
- [Neutral] Turnips; Cabbages; Tomatoes; Rice Balls; Bread; Fish; Wild Grapes; Oil; Flour
- [Dislike It] Cookies; Apples; Green Herbs; Blue Herbs; Red Herbs; Copper Ore; Mystrile Ore; Silver Ore; Gold Ore
- [Hate It] Ice-cream; Cake; Chocolate Cake; Cheesecake; Adamantite Ore

-- Karen's Location --

IMO, she is the toughest to date. She could be found all over the place

in Mineral Village...

Days	Time Period	Location	Weather
Mon, Wed - Sun	8am to 10am	The mailbox outside Supermarket	[Good]
Mon, Wed - Sun	8am to 10am	Inside the Supermarket	[Bad]
Mon, Wed - Sun	10am to 1pm	Inside her home (Supermarket)	[Any]
Mon, Wed - Sun	1pm to 6pm	Inside the Supermarket	[Any]
Mon, Wed - Sun	7pm to 10pm	At the Mineral Beach	[Good]
Tue and Sun	8pm to 10pm	Doug's Place	[Any]
Tuesdays	1:30pm to 4pm	At the hot spring area	[Good]
Tuesdays	1:30pm to 4pm	Gotz's House	[Bad]

* Karen is very hard to locate hence making her to hardest to date. You will definitely encounter problems in locating her...

-- Key Quests --

Under construction

#####

Mary

#####

[Fact File]

Under construction

[Mary's Likes and Dislikes]

Under construction

-- Mary's Location --

Under construction

-- Key Quests --

Under construction

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Popuri

#####

[Fact File]

Under construction

[Popuri's Likes and Dislikes]

Under construction

-- Popuri's Location --

Under construction

-- Key Quests --

Under construction

== VII.2 The Main Walkthrough ==

For this section, you will find a complete guide that focus seasons by seasons. It will be nuts to make a day-by-day walkthrough. Throughout the walkthrough, it will also cover some of the sub-games and how to win that particular sub-game.

* N O T I C E *

Before I begin this walkthrough, make sure that you have at least read the basics tutorial guide once. You get hold of Harvest Moon's basic concepts otherwise you may be bombarded with numerous doubts.

Expectations:

As the walkthrough is simplified version, I myself expect you to chop branches and stumps for lumber everyday. Get at least 20 pieces of lumber per day. Upgrade your Ax ASAP to chop stumps. The speed of you getting lumber determines how fast and efficient you are to complete the game with a higher percentage. In other words, there is a lot of effort needed to get a high percentage.

PLEASE read the basic guide thorough, especially on the livestock and Tools section.

#####

I will try to go a bit more in-depth for the first year to help you to get started. (I am writing from memory for your information...)

~ First year, spring 2nd ~

The Mayor will come to your farm and greet you. He will tell you that at the end of third year, your performance on the farm will be evaluated. Next he will ask you whether you want to go on a tour around the village. Choose yes and you will be on good start-off on being friends with the Mayor and Ellen.

After the tour, you will meet up with Zack, the deliveryman who will pay you on the spot at 5pm where he collects the produce from the bin.

(It will be 8pm if you choose to go on a tour)

Now do cleaning on the farm with your sickle, hoe and Ax. You need to eliminate weeds by picking them up and throw. As for stones, don't destroy them instead keep them as a mini quarry for a part of your farm. You will need them later for your cooking. You will find orange branches where you can chop for lumber. Don't bother about those rocks, large stones and stumps as your tools needs experience. The more often you use the tool, the more experience you will gain for the tool. Next form a crop 'field' to grow crops, preferred in the following formats:

[X] [_] [X] [X][X][X] [X][X][X] [X][X][X]
[X] [X] [X] or [X][X][_] or [X][X][X] or [_][X][X]
[X] [X] [X] [X][X][X] [X][_][X] [X][X][X]

Do four of these and water them with your watering can. You can fetch water from the pond or the river stream. Now move across the wooden plank near the stream and you will find a hot spring area. Collect the blue herb and two bamboo shoots. Now go back to the henhouse (white building) and deposit those produce inside the bin. You need to do a lot of foraging for this season. Now go and get the last bamboo shoot (behind the hot spring) and go down the alley where you find Gotz's house. Now get a Blue Herb and a Moon-Drop flower. Enter Gotz's house and give the flower to Louis. It was his birthday!

Now collect the other flower and go up the pathway behind the house. You will find a cut-scene between Rick and Popuri. Talk to Rick and he will ask you to take (Popuri) home. If you intend to woo Popuri, go to the hot spring area and pick 'my sympathies' as your response.

Now move across the pathway towards northwest. Next move down the pathway where you find the winery and the blacksmith shop. Now move down the pathway and you will find fleet of buildings. They are Basil's house, the library, Ellen's house and Mayor's house. Now move towards right again.

You will find the Supermarket and the Clinic. Go inside the Supermarket, you will find Jeff; the owner of the supermarket has problems with the villages on credit terms. He is giving them too much credit! Next you will meet (Karen) there. Tell Duke (the owner of the winery) to pay up and it will raise your affection towards her. Exit and re-enter the Supermarket get 4x Turnips seeds.

Exit the Supermarket and go the Clinic. You will have a cut-scene with (Elli), the nurse working in the clinic. She will ask how's your wound, pick it is 'excruciate' and she will give you a bandage. Next go to the 'houses area'. You will have a cut-scene with her brother, Stu. He is injured. Give Stu the bandage and Elli will like you more!

Now exit the clinic and go right again and you will find the Church along with a small alleyway. [Perhaps, you will have a short cut-scene between Karen and Rick]. Go near the Church and you will find a small winding path that leads to a small tiny house. That is the house of the harvest sprites! You can find seven of them there. Talk to them and they are having a tea party in spring. Hence asking them to work is pretty hard...

Now go back to the area where you find the Supermarket. You will find a T-Junction at that area. Go and take the south path. You will find the inn, known as Doug's Place. Enter it. You will have a cut-scene of Doug asking you your opinions about his daughter (Ann). Pick 'She is cute' and you will be on better relationships with Ann.

Next exit the Inn and go to Rose Square. You will find (Mary) and Gray talking to each other. You will get your prompt from (Mary) when you visit the library. Pick that 'you love reading' to get on better relationships with Mary.

Now you need to make a TOUGH decision on deciding to woo, which girl that you have met? Give the girl the Moon-Drop Flower. Refer to the Girl's guide for more details.

(Hopefully, it hasn't reached 5pm)

Deposit the produce [the remaining bamboo shoot and blue herb!] into the bin. You will get 350G for the day.

Return back to your farm and enter your house. Get the Turnips seeds from the Toolbox. Equip the Turnips seeds under the hand area. Now go outside your farm and move the center of the a 'crop field'. Hit Square to scatter the seeds. You will find 4 dots appearing on each tilled land if it is done correctly.

Now go to the hot spring area (you will find Popuri here if you haven't choose to go back to the hot spring earlier) and take a dip at the hot spring. Place your controller on the ground and rest for 1 hour in the game time. Hit X to wake up and X again to exit the hot spring. Go up the path and facing the lake. You will find the Mother's Hill.

You will find a huge lake and a lot of tree stumps there. You will find a *small winding path* and move across the bridge. Next you will find a small ledge that allows you to enter the area in the middle.

Power Berry #1 - You will find a cedar tree on the right of the flowerbed. Attempt to hit it with your Ax. You will find a tree spirit pleading you not to chop the tree down. Choose 'not to' and you will get the first power berry.

Now go back to the hot spring area. You will find a waterfall there, which is called the Goddess Pond. Behind the waterfall leads to a mine, enter the mine with the Hoe equipped on hand.

Power Berry #2 - Now hit Square to mine. Occasionally you will find yourself collecting moneybags [worth 10G]. Look for ores! You can find stones, copper ores, silver ores, gold ores or Mystrile ores. You will find those rare and precious ores, as you go deeper into the mine. You will find a pit-hole with a ladder, which leads to a lower level of the mine. If you are lucky enough, you can get your second power berry.

Now return back to henhouse and deposit the ores. Go to the hot spring and go for a second dip [*takes another hour of game-time*]. Now you need to return back to the farm and carry on working (chopping branches, remove weeds and move stones) until you have reached 4:30AM. Go back to the spring area for another dip. [Another hour has passed by.] Sleep when time reaches 5:50AM.

==~ First year; spring 3rd ~==

Get your Watering can, Hoe and Ax as your primary tools. Check the weather forecast. Exit the house and you will have a cut-scene between you and Harris. Harris says that he has found someone suspicious and ask you to report to him when you find him. Next you will find a Chinese merchant [Won] coming to your farm and take a break.

Don't worry nothing will happen. ^_^;) Water your crops and clear more land for another four 'crop fields'. Do your necessary foraging. (I.e. collecting all bamboo shoots and blue herbs) Remember to get the two moon-drop flowers found near Gotz's house and give it to your girl. Of course, it would be better if you give them some 'love it' gifts.

Do the quests on getting the horse or the fishing rod. (Please read sub-quest for more details.) Give flowers + a special gift to your girl and chop more wood for lumber. Your objective is to get around 400 lumber by the end of the first week. You can get more lumber logs by fishing from the lake.

To be continued...

[Sub-quests]

Due to the nature of these cut-scenes, I can't classify them under a date. Therefore I have made a section for them. Please read them!

- Getting your pony (horse) from Yodel Ranch

It will not work on Mondays! You need to go towards that path during morning till 3pm and you will have a cut-scene with Barley and May. You will be prompted to take care of the horse. There you will be able to name your horse. You will find it at your stable on the day. Remember to talk to it during that day. I would recommend you to let stay it in the stable for a couple of days until you have set a fence for the horse.

- Goddess Meeting -> Power Berry #3

* Very important for a good head start in HM: BTN! *

IMO, this is really good if you want to get on fast terms with your future wife. At the first week of your game-play, do not sell all your turnips! (You need at least ten of them!). Go to the waterfall on Sundays from 8am to 10am. Deposit the turnip into the pond (position yourself behind the waterfall) and you will meet up with the Goddess! Give her another four times and she will give you a Power Berry. Next drop another 5 more turnips and she will ask you whether you have a sweetheart. Pick 'yes' and you will find your sweetheart coming to

bath in the hot spring. (LOL) Attempt to enter the hot spring for a while and exit. Note that there is a monkey inside the hot spring... s for the rest, it is up to you to guess ^_^;) It would turn out better if you managed to date the girl for the Goddess Festival...

- Getting Fishing Rod from Greg -> Power Berry #4

* Make sure that you have an extra slot to get the fishing rod. *
This quest can only be done if you managed to meet up with Greg the fisherman. You will find him at the docks during Fridays, Saturdays and Sundays from 8am to 10am and 8pm to 10pm. Talk to him and says that you like to fish and he will give you a fishing rod. After you have gotten the fishing rod, you can go for fishing! Just hit and hold Square, as the bait reaches the water. As the line starts to vibrate, release the Square button and you will get a fish or garbage. Getting fish from the ocean is very hard, as it has been infested with garbage. In other words, going to the lake in the Mother's Hill for fishing is a good idea but the downside is that you can't catch large fish. If you fish on the ocean, there are chances that you might catch a Power Berry.

- Give 3 eggs everyday to Doug's Place from (Ann) in first year
This cut-scene will happen as soon as you have gotten 3 chickens that lay eggs. Ann will come to your farm for business. Hopefully, your rucksack is upgrade to the medium, as you need to store at least 3 eggs. Go to the Inn without holding any egg and you will get a cut-scene of Ann taking and paying you the eggs.

* Under construction *
(Give me a break!)

/ VIII \

=====
Item Bestiary and Recipes
=====

(-(-(Item Bestiary))-)-)

Under this section, you will find an extensive list of items and equipment that are found in the game. I have spent countless hours in the research and find the costs of these items.

==~ Accessory ~==

[Method] Get one Orichalcum Ore in your rucksack. Talk to Saibara & pay 1000G for it. Wait for three days for collection. BTW, you can also get anyone of them in the Horse Racing Festival in Spring by exchanging your medals. You will get an accessory randomly when you choose to make one from Saibara.

[Season] All (for making)/ spring (for Horse Racing Festival)

[Where] There is three types of Accessories found in Harvest Moon: BTN and they are: Bracelet, Earrings and Necklace.

[Sell] 2000G

==~ Adamantite ~==

[Method] Mining at the Winter Mine

[Season] Winter

[Where] You need to go to Mother's Hill in Winter and cross the frozen lake to reach the winter mine. You will be able to mine it there.

[Sell] 50G

==~ Apple ~==

[Method] Forage

[Season] Fall
[Where] You can get three of these under your apple tree.
You can also buy SUGDW Apple from Won during spring in your
1st year of playing and sell it too ^_^;)
[Sell] 50G each

==~ Bamboo Shoot ~==

[Method] Forage
[Season] Fall
[Where] You can find three at the hot spring area.
[Sell] 50G each

==~ Blue Grass ~==

[Method] Forage
[Season] Fall
[Where] You can get one near the hot spring and the other one near
Gotz's house
[Sell] 100G each

==~ Cheese ~==

[Method] Convert one bottle of Milk to Cheese via Cheese Maker
[Season] All
[Where] First of all, you need to get milk from your cows via the
milker and your cow must reached the adult's stage. Different
types of milk will produce a variety of cheese based on the
quality:

	Cost	Grade of Milk required
Cheese S	(300)	[Milk S]
Cheese M	(400)	[Milk M]
Cheese L	(500)	[Milk L]
Cheese G	(600)	[Milk G]

[Sell] See the chart above for details.

==~ Copper Ore ~==

[Method] Mine at the mine found at Hot Spring Area (behind Waterfall)
[Season] All
[Where] First of all, equip your hoe and go to the mine.
[Sell] 15G

==~ Gold Ore ~==

[Method] Mine at the mine found at Hot Spring Area (behind Waterfall)
[Season] All
[Where] First of all, equip your hoe and go to the mine
[Sell] 25G

==~ Green Grass ~==

[Method] Forage
[Season] Spring
[Where] You can get one near the hot spring and the other one near
Gotz's house
[Sell] 100G each

==~ Egg ~==

[Method] You need to feed a chicken with a chicken feed the day before.
[Season] Any
[Where] You need to buy chickens. The grade of egg varies as it
depends on the number of hearts that chicken has. Below is
A mini-grade chart:

Type	Sell	Condition
------	------	-----------

Normal	50G	0~3 hearts
Good	50G	4~7 hearts
Excellent	50G	8~10 hearts
Golden	150G	Win the Chicken Festival

[Sell] See the chart above for more details

==~ Fish ~==

[Method] Fish at lakes, ocean or rivers

[Season] Any

[Where] First of all, you need to get a fishing rod. To get one, you need to meet Greg the Fisherman at the dock. You will find him there during Fridays, Saturdays and Sundays from 7am to 10am and 7pm to 10pm. Hit Square and hold it when the bait reaches the 'water' area. When it vibrates, release Square to catch one. There are a few variations of fish:

Type	Sell	Condition
Small Fish	50G	
Medium Fish	120G	
Large Fish	200G	ONLY at the Ocean

[Sell] See the chart above for more details.

==~ Honey ~==

[Method] Grow a patch of Pink Cat Flowers

[Season] Summer

[Where] Grow a patch of Pink Cat Flowers [3x3] and you will find a bee making a beehive at your apple tree a few days later. Collect the honey from the apple tree and give it to Louis.

[Sell] 50G / 60G [after you have given the honey to Louis]

==~ Junk Ore ~==

[Method] Mine at the mine found at Hot Spring Area (behind Waterfall) or the Winter Mine (during Winter)

[Season] All

[Where] First of all, equip your hoe and go to the mine

[Sell] 1G

==~ Mayonnaise ~==

[Method] Throw an egg into a Mayonnaise Maker OR you can make Mayonnaise via cooking; please refer to Recipes for more details.

[Season] Any

[Where] You need to make it from your kitchen (cooking) or the henhouse (mayonnaise maker). The grade of mayonnaise varies as it depends on the grade of the egg:

Type	Sell	Grade of Egg required
Mayonnaise S	100	Normal
Mayonnaise M	150	Good
Mayonnaise L	200	Excellent
Mayonnaise G	300	Golden

[Sell] See the chart above for more details.

==~ Milk ~==

[Method] You can get milk from an adult cow by using a milker. The milker can bought from the Blacksmith.

[Season] Any

[Where] You need to buy a cow (from Yodel Ranch) and a milker (from the Blacksmith). The cow will NOT produce milk if it isn't in the adult stage and it hasn't been fed the day before. The selling price of milk differs:

Type	Sell	Condition
Milk S	100G	The cow must have 1 to 3 hearts
Milk M	150G	The cow must have 4 to 6 hearts
Milk L	200G	The cow must have 7 to 10 hearts
Milk G	300G	Win Cow Festival in summer.

[Sell] See the chart above for more details.

==~ Mushroom ~==

[Method] Forage

[Season] Fall

[Where] You can find two of these at Mother's Hill and two near Gotz's house

[Sell] 70G

==~ Orichalcum Ore ~==

[Method] Mining

[Season] Winter

[Where] You need to go the Winter Mine by crossing the frozen lake in Mother's Hill.

[Sell] 50G

==~ Poisonous Mushroom ~==

[Method] Forage

[Season] Fall

[Where] You can find only one behind Gotz's house (near the logs)

[Sell] 100G

==~ Red Grass (Poisonous) ~==

[Method] Forage

[Season] Summer

[Where] You can get one near the hot spring and the other one near Gotz's house

[Sell] 100G

==~ Red Magic Red Flower ~==

[Method] Planting

[Season] Fall

[Where] After the flowers are start to grow, you will find some 'red' flowers among the blue flowers. The red flower's appearance rate is around 1:27.

[Sell] 200G

==~ Silver Ore ~==

[Method] Mining

[Season] All

[Where] You need to locate the mine behind the waterfall at the hot spring area.

[Sell] 20G

==~ Truffle ~==

[Method] Forage

[Season] Fall

[Where] You can find one at Mother's Hill.

[Sell] 500G

==~ Yard Ball ~==

[Method] Deposit Wool into the Yard Ball Maker

[Season] Any

[Where] First of all, you need to shear wool from a sheep using a clipper. Next you must have upgraded your barn and already build the Mayonnaise Maker and Cheese Maker to be able to build the Yard Ball Maker. The Yard Ball Maker cost 20,000G and requires an Adamantite Ore. The grade of yard ball differs as it depends of the size of the wool:

Type	Sell	Quality of Wool required
Yard Ball S	300G	Wool S
Yard Ball M	700G	Wool M
Yard Ball L	800G	Wool L
Yard Ball G	1000G	Wool G

[Sell] See the chart above for more details.

==~ Wool ~==

[Method] You need to use a clipper to shear wool from a sheep.

[Season] Any

[Where] First of all, you need to buy a sheep from Yodel Ranch and get the clipper from the Blacksmith to shear wool. The size of wool depends on the hearts indicator of the sheep:

Type	Sell	Condition
Wool S	100G	Sheep must have 0 to 3 hearts
Wool M	400G	Sheep must have 4 to 6 hearts
Wool L	500G	Sheep must have 7 to 10 hearts
Wool G	600G	Win the Sheep Festival in fall

[Sell] See the chart above for more details.

I would not bother to elaborate on the produce via planting as you can find a detail crop information at 'Crops Guide'.

(-(-(Recipes))-)

** Brief Introduction **

In Harvest Moon: BTN, you will be able to 'cook' with the crops that you have grown on farms or bought from the supermarket. Before you can start cooking, you must be gotten the following requirements:

You must get the house upgrade for your house, which will be available after you have upgraded your henhouse. For upgrading, please refer to the basic tutorial for more details. For most of the recipes, you need to have utensils! To get utensils and seasonings, you need to watch TV Shopping every Saturday! (You will miss one if it falls on a festival) For details on how to buy utensils and seasonings, please refer to the basic tutorial.

Of course, you need to get ingredients too. All of them can be grown and stored in your Icebox. BTW, store some stones that you have found in your farm. They are needed for cooking too!

If you got onto friendly terms with the villagers by offering them a gift, you can get a specific recipe from them along with the optional ingredients.

** Winning the Cooking Festival **

There is a cooking festival in Spring 22nd of spring. If you remembered, you will find Mayor Thomas making a visit to your farm and request for three of a kind of a harvested crop like Cucumbers, Corn, etc. It is pretty random, hence remember to store some inside your Icebox on the future years.

-- Mayor Thomas' Request List --

(I am not sure whether it is random or not)

1st year - 3x Turnips

2nd year - 3x Corn

3rd year - 3x Cucumbers

4th year - (I haven't reach this yet...)

In order to participate in cooking festival, you must get a homemade dish (i.e. made from a recipe) and take it along with you to the Rose Square between 10am and 5pm. BTW, did I say that you need to have a Kitchen?

On the actual day of the cooking festival, go to the Rose Square and talk to everyone. Your competitors are Sasha, Manna, Anna, Ann, Karen and Doug. If you do not win the competition (LOL), either Doug and Ann win the competition. They are great cooks! (Oh forget to mention Chef of the Harvest Sprite). BTW, did you see Karen take a piece of charcoal in every years of cooking festival?

-- How to win? --

To win the festival, you need to put A LOT of extra ingredients for your dish. However, there is also a point that you need to take note of: the chances of you winning a competition when you presented the same dish as any one of your competitors (exclude Karen) is very slim. Hence try different variations every year. Refer to the recipe guide below or more details on the additional seasonings. You will be probably be surprised when I beat Doug (who use the Pizza for the competition) with a plate of beefed-up fried rice in the 3rd year. Once you are ready to participate, take the dish on the equip slot and talk to Mayor Thomas. Next you need to wait for the Gourmet to taste your dish... ('Wonderful' - wins the competition!)

Before I begin with the list, I will like to elaborate on what the headings means:

[Ingredients] - this means the key ingredients to create the recipe

[Seasoning] - this means the seasoning required to create the recipe

[Utensils] - this means the utensils needed in order to create the recipe

[Optional] - this indicates the optional ingredients [I], optional utensils [U] and optional seasonings [S] that you can add to the recipe.

[Source] - This indicates the source where I found the recipe.

* - It is a 'cooked item' Please refer to its recipe on how get this. Some of cooked item can be used as ingredients for other recipe.

' - Tested and guaranteed to work!

` - Side notes about the recipe.

{ } - The chocolate can ONLY be obtained from girls with heart rating between purple to green during Winter Thanksgiving Day. Once you are married, you would not be able to get chocolate from girls!

NOTE: There is no difference between Apple and SUGDW Apple. You can only

get 1 SUGDW Apple in the game from Won for 500G.

#1 - Apple Jam - '

[Ingredients] Apple or SUGDW Apple
[Seasoning] Sugar
[Utensils] Pot
[Optional] [I] Wine; Honey
[Source] Louis, Gotz's housekeeper

#2 - Apple Pie - '

[Ingredients] Butter; Egg; Flour; Apple or SUGDW Apple
[Seasoning] Sugar
[Utensils] Knife; Oven; Rolling Pin; Pot
[Optional] [I] Wine; Apple; SUGDW Apple; Honey
[Source] Unknown

` As part of the game, you will be asked to deliver one of them for the Mayor to Ellen in Year 1.

#3 - Bamboo Rice - '

[Ingredients] Bamboo Shoot; Rice Ball
[Seasoning] NIL
[Utensils] NIL
[Optional] [S] Soy sauce; Salt
 [U] Knife
[Source] Delicious Hour

#4 - Boiled Egg - '

[Ingredients] Egg
[Seasoning] NIL
[Utensils] Pot
[Optional] [S] Salt
[Source] Delicious Hour; spring, third week

#5 - Butter - '

[Ingredients] Milk
[Seasoning] NIL
[Utensils] Mixer
[Optional] NIL
[Source] Delicious Hour, first week, summer
` Butter is often being used to bake 'cakes' recipes.

#6 - Cake - '

[Ingredients] Flour; Butter*; Egg
[Seasoning] Sugar
[Utensils] Whisk; Oven
[Optional] [U] Knife
 [I] Honey; Apple; SUGDW Apple; Pineapple; Wild Grapes;
 Strawberry
[Source] Unknown

#7 - Cheese Cake - '

[Ingredients] Cheese; Milk; Egg
[Seasoning] Sugar
[Utensils] Oven; Pot; Whisk
[Optional] [I] Honey
[Source] Unknown

#8 - Cheese Fondue - '

[Ingredients] Cheese; Bread
[Seasoning] N/A

[Utensils] Pot
[Optional] [I] Salt; Wine
[U] Knife
[Source] Doug (Ann's father)

#9 - Chirashi Sushi - '

[Ingredients] Rice Balls; Scrambled Eggs*, Sashimi*
[Seasoning] Vinegar
[Utensils] Knife
[Optional] [I] Cucumber
[S] Soy Sauce
[Source] Unknown

` This recipe is essentially when you want to get Char, the legendary fish.

#10 - Cookies - '

[Ingredients] Flour; Butter; Egg
[Seasoning] Sugar
[Utensils] Oven; Rolling Pin
[Optional] [I] Honey
[Source] Delicious Hour; second week of summer

` The recipe is needed to use as gifts for gifts during the Spring Thanksgiving Festival.

#11 - Chocolate Cake - '

[Ingredients] Flour; Butter; Egg; {Chocolate}
[Seasoning] Sugar
[Utensils] Oven; Whisk
[Optional] [I] Honey, Apple; SUGDW Apple; Pineapple; Strawberry; Wild Grapes
[U] Knife
[Source] Unknown

#12 - Chocolate Cookies - '

Recipe #1

[Ingredients] Flour; Butter; Egg; {Chocolate}
[Seasoning] Sugar
[Utensils] Oven; Rolling Pin
[Optional] [I] Honey
[Source] Sasha of The Supermarket (Karen's mother)

Recipe #2

[Ingredients] {Chocolate}; Cookies
[Seasoning] NIL
[Utensils] Oven; Rolling Pin
[Optional] [I] Honey
[Source] Unknown

#13 - Curry -'

[Ingredients] Curry Powder; Rice Balls
[Seasoning] NIL
[Utensils] Pot
[Optional] [I] Oil; Grape Juice*; {Chocolate}; Spinach; Turnip; Vegetable Juice*; Wine; Green Pepper; Wild Grapes; Boiled Egg*; Pumpkin; Truffle; Bamboo Shoot
[Source] Delicious Hour

#14 - Curry Noodles - '

Recipe #1

[Ingredients] Curry Powder; Noodles*

[Seasoning] NIL
[Utensils] Pot
[Optional] [I] Turnip; Cabbage; Sweet Potato; Egg; Bamboo Shoot;
Carrot; Eggplant; Green Pepper; Mushroom; Truffle;
Onion; Small Fish; Medium Fish; Large Fish
[S] Sugar; Salt; Miso; Soy Sauce
[Source] Unknown

Recipe #2

[Ingredients] Curry Powder; Flour
[Seasoning] NIL
[Utensils] Rolling Pin; Pot; Knife
[Optional] Same as Recipe #1 for Curry Noodles
[Source] Unknown

#15 - Dinner Roll - '

[Ingredients] Bread; Butter
[Seasoning] NIL
[Utensils] NIL
[Optional] [I] Honey
[Source] Delicious Hour

#16 - Fried Rice - '

[Ingredients] Oil; Rice Balls; Eggs
[Seasoning] N/A
[Utensils] Frying Pan
[Optional] [I] Bamboo Shoot; Cucumber; Boiled Egg; Scrambled Egg;
Mushroom; Spinach; Stir Fry; Wine; Grilled Fish;
Spa-boiled Egg; Green Pepper; Onion; Sashimi;
Cabbage; Carrot; Corn; Truffle; Small Fish; Medium
Fish; Large Fish
[U] Knife
[S] Sugar; Salt; Soy Sauce
[Source] Harris, the policeman

#17 - Fries - '

[Ingredients] Potato; Oil
[Seasoning] NIL
[Utensils] Frying Pan; Knife
[Optional] [I] Ketchup*
[S] Salt
[Source] The bottle found in sea

#18 - Fruit Juice - '

[Ingredients] Apple or SUGDW Apple; Pineapple; Strawberry or Wild
Grapes
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Honey; Apple; SUGDW Apple; Grape Juice; Pineapple;
Strawberry; Wild Grapes
[Source] Unknown

#19 - Fruit Latte - '

Recipe #1

[Ingredients] Milk; Apple; Pineapple or Wild Grapes
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Honey; Apple; SUGDW Apple; Grape Juice; Pineapple;
Strawberry; Wild Grapes
[Source] Unknown

Recipe #2

[Ingredients] Milk; Fruit Juice*
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Honey; Apple; SUGDW Apple; Grape Juice; Pineapple;
Strawberry; Wild Grapes
[Source] Unknown

#20 - Grape Jam - '

[Ingredients] Wild Grapes
[Seasoning] Sugar
[Utensils] Pot
[Optional] [S] Salt
[Source] Delicious Hour, first week of winter

#21 - Greens - ' (Otashi Greens)

[Ingredients] Spinach
[Seasoning] Soy Sauce
[Utensils] Pot
[Optional] Unknown
[Source] Manna of Aja Winery

#22 - Grilled Fish - '

[Ingredients] Medium Sized Fish
[Seasoning] N/A
[Utensils] Frying Pan
[Optional] Soy Sauce
[Source] Delicious Hour; last week of winter

#23 - Happy Eggplant - '

[Ingredients] Eggplant
[Seasoning] Miso paste; Soy Sauce; Sugar
[Utensils] Frying Pan
[Optional] N/A
[Source] Delicious Hour; second week of fall

#24 - Hot Milk - '

[Ingredients] Milk
[Seasoning] N/A
[Utensils] Pot
[Optional] [S] Sugar
[Source] Delicious Hour; first week of spring

` This is very important when you want to make your baby happy!

#25 - Ice Cream - '

[Ingredients] Milk; Egg
[Seasoning] Sugar
[Utensils] Pot; Whisk
[Optional] [I] Honey; Apple; SUGDW Apple; Pineapple; Strawberry;
Wild Grapes
[U] Knife
[Source] Barley of Yodel Ranch

#26 - Jam Bun - '

[Ingredients] Bread; Apple Jam* /Grape Jam* /Strawberry Jam*
[Seasoning] N/A
[Utensils] N/A
[Optional] [I] Apple Jam; Grape Jam or Strawberry Jam
[Source] Unknown

#27 - Ketchup - '

[Ingredients] Tomato; Onion
[Seasoning] Salt; Sugar Vinegar
[Utensils] Mixer
[Optional] N/A
[Source] Unknown

#28 - Mayonnaise S - '

[Ingredients] Egg (normal quality); Oil
[Seasoning] Vinegar
[Utensils] Whisk
[Optional] N/A
[Source] Unknown

#29 - Mayonnaise M - '

[Ingredients] Egg (good quality); Oil
[Seasoning] Vinegar
[Utensils] Whisk
[Optional] N/A
[Source] Unknown

#30 - Mayonnaise L - '

[Ingredients] Egg (excellent quality), Oil
[Seasoning] Vinegar
[Utensils] Whisk
[Optional] N/A
[Source] Unknown

#31 - Mayonnaise G - '

[Ingredients] Golden Egg; Oil
[Seasoning] Vinegar
[Utensils] Whisk
[Optional] N/A
[Source] Unknown

#32 - Mixed Juice - '

Recipe #1

[Ingredients] Strawberry; Pineapple; Wild Grapes; Carrot;
Cucumber; Cabbage; Apple
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Honey; Truffle; Corn; SUGDW Apple; Bamboo Shoot;
Eggplant; Grape Juice; Mushroom; Turnip; Onion; Green
Pepper; Tomato; Spinach; Cucumber
[U] Knife
[S] Sugar; Salt
[Source] Doctor of Mineral Clinic

Recipe #2

[Ingredients] Apple; Carrot; Pineapple; Strawberry, Wild Grapes
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Honey; Truffle; Corn; SUGDW Apple; Bamboo Shoot;
Eggplant; Grape Juice; Mushroom; Turnip; Onion; Green
Pepper; Tomato; Spinach; Cucumber
[U] Knife
[S] Sugar; Salt
[Source] Unknown

Recipe #3

[Ingredients] Fruit Juice*; Vegetable Juice*
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Same as Recipe #1 and #2
 [U] Same as Recipe #1 and #2
 [S] Same as Recipe #1 and #2
[Source] Unknown

#33 - Mixed Latte - '

[Ingredients] Milk; Mixed Juice*
[Seasoning] NIL
[Utensils] NIL
[Optional] N/A
[Source] Unknown

#34 - Miso Soup - '

[Ingredients] NIL
[Seasoning] Miso
[Utensils] Pot
[Optional] [I] Cabbage; Green Pepper; Potato; Spinach; Sweet Potato;
 Carrot; Corn; Pumpkin; Eggplant; Bamboo Shoot; Onion;
 Mushroom; Small Fish; Turnip
 [S] Salt; Soy Sauce
 [U] Knife
[Source] Delicious Hour

#35 - Mushroom Rice - '

[Ingredients] Mushroom; Rice Balls
[Seasoning] N/A
[Utensils] N/A
[Optional] [S] Salt; Soy Sauce
 [U] Knife
[Source] Delicious Hour; last week of fall

#36 - Noodles - '

[Ingredients] Flour
[Seasoning] N/A
[Utensils] Knife; Pot; Rolling Pin
[Optional] [I] Cabbage; Turnip; Sweet Potato; Bamboo Shoot; Carrot;
 Eggplant; Green Pepper; Mushroom; Onion; Truffle;
 Small Fish; Medium Fish; Large Fish; Egg
 [S] Salt; Sugar; Soy Sauce
[Source] Delicious Hour; second week of spring

#37 - Omelet - '

[Ingredients] Milk; Egg; Oil
[Seasoning] N/A
[Utensils] Frying Pan
[Optional] [I] Truffle; Bamboo Shoot; Cabbage; Eggplant; Pumpkin;
 Green Pepper; Mayonnaise; Sweet Potato; Small Fish;
 Medium Fish; Large Fish; Ketchup; Spinach; Onion;
 Cheese; Potato; Cucumber; Carrot
 [S] Salt; Soy Sauce; Sugar
 [U] Knife; Whisk
[Source] Delicious Hour; last week of spring

#38 - Pickled Turnips - '

[Ingredients] Turnips

[Seasoning] Vinegar
[Utensils] Knife
[Optional] [S] Soy Sauce; Salt; Sugar
[Source] Saibara the Blacksmith

#39 - Pickles - '

[Ingredients] Cucumber
[Seasoning] Salt
[Utensils] NIL
[Optional] [U] Knife
[Source] Unknown

#40 - Popcorn - '

[Ingredients] Corn
[Seasoning] N/A
[Utensils] Frying Pan
[Optional] [I] Butter
[Source] Kai of Seaside Lodge (opens in Summer)

#41 - Pumpkin Pudding - '

[Ingredients] Pumpkin; Milk; Egg
[Seasoning] Sugar
[Utensils] Oven; Pot
[Optional] [I] Honey; Wine
[Source] Unknown

#42 - Pizza - '

[Ingredients] Cheese; Flour; Ketchup*
[Seasoning] NIL
[Utensils] Oven; Rolling Pin
[Optional] [I] Bamboo Shoot; Pumpkin; Sweet Potato; Carrot; Eggplant;
Mayonnaise; Pineapple; Truffle; Egg; Mushroom; Green
Pepper; Onion; Corn; Potato; Tomato
[S] Sugar; Salt
[U] Knife
[Source] Unknown

#43 - Raisin Bread - '

[Ingredients] Wild Grapes; Bread
[Seasoning] NIL
[Utensils] NIL
[Optional] [I] Butter*
[S] Salt
[Source] Delicious Hour

#44 - Relaxation Tea - '

[Ingredients] Relaxation Tea Leaves
[Seasoning] NIL
[Utensils] Pot
[Optional] [I] Honey; Apple; SUGDW Apple; Pineapple; Wild Grape; Milk;
Wine; Blue Herb; Green Herb; Orange Cup
[S] Sugar
[U] Knife
[Source] Unknown

#45 - Rice Omelet - '

[Ingredients] Rice Ball; Egg; Milk; Oil
[Seasoning] N/A
[Utensils] Frying Pan; Whisk
[Optional] [S] Salt; Sugar; Soy Sauce; Miso Paste

[I] Truffle; Bamboo Shoot; Cabbage; Eggplant; Pumpkin;
 Carrot; Green Pepper; Mayonnaise; Mushroom; Sweet
 Potato; Small Fish; Medium Fish; Large Fish; Ketchup;
 Spinach; Cheese; Onion; Corn; Potato
 [Source] Delicious Hour; second week of summer

#46 - Roasted Potatoes - '
 [Ingredients] Sweet Potato; Small Stone (from farm)
 [Seasoning] Sugar; Salt
 [Utensils] Oven
 [Optional] N/A
 [Source] Chef of Harvest Sprites

#47 - Salad - '
 [Ingredients] Cabbage; Cucumber; Carrot; Tomato
 [Seasoning] N/A
 [Utensils] Knife
 [Optional] [I] Truffle; Mushroom; Strawberry; Turnip; Boiled Egg;
 Cheese; Green Pepper; Pineapple; Apple; SUGDW Apple;
 Mayonnaise*; Oil; Tomato; Corn; Potato
 [U] Knife
 [S] Salt
 [Source] Delicious Hour; 3rd week of summer

#48 - Sandwich - '
 [Ingredients] Bread; Cucumber; Tomato /Boiled Egg*
 [Seasoning] NIL
 [Utensils] Knife
 [Optional] [I] Truffle; Cabbage; Honey; Wine; Apple; SUGDW Apple;
 Carrot; Mushroom; Onion; Sweet Potato; Wild Grapes;
 Cheese; Corn; Cucumber; Mayonnaise*; Pineapple;
 Strawberry; Butter; Tomato; Boiled Egg*; Potato; Fish
 [S] Salt
 [Source] Ellen (old granny)

#49 - Sashimi - '
 [Ingredients] Medium Fish/ Large Fish
 [Seasoning] NIL
 [Utensils] Knife
 [Optional] [I] Medium Fish; Large Fish
 [S] Soy Sauce
 [Source] Unknown

#50 - Scrambed Eggs - '
 [Ingredients] Egg; Oil
 [Seasoning] NIL
 [Utensils] Frying Pan
 [Optional] [I] Butter*; Mayonnaise*
 [S] Salt; Soy Sauce; Sugar
 [U] Whisk
 [Source] Lillia of Chicken Lil's

#51 - Stew - '
 [Ingredients] Flour; Milk
 [Seasoning] Salt
 [Utensils] Pot
 [Optional] [I] Oil; {Chocolate}; Grape Juice; Pineapple; Spinach;
 Vegetable Juice*; Wine; Green Pepper; Honey; Wild
 Grapes; Spa-Boiled Egg; Apple; SUGDW Apple; Bamboo
 Shoot; Fish; Sweet Potato; Tomato; Turnip

[Source] Delicious Hour

#52 - Stir Fry - '

[Ingredients] Oil; Cabbage

[Seasoning] Soy sauce

[Utensils] Frying Pan; Knife

[Optional] [I] Potato; Tomato; Cucumber; Sweet Potato; Spinach;
Turnip; Bamboo Shoot; Corn; Mushroom; Eggplant;
Carrot; Green Pepper; Onion; Truffle

[Source] Delicious Hour; 4th week of summer

#53 - Strawberry Jam - '

[Ingredients] Strawberry

[Seasoning] Sugar

[Utensils] Pot

[Optional] N/A

[Source] Delicious Hour

#54 - Strawberry Milk - '

[Ingredients] Milk; Strawberry

[Seasoning] N/A

[Utensils] Mixer

[Optional] [I] Honey

[S] Salt; Sugar

[Source] Pastor Carter of the Mineral Church

#56 - Sushi - '

[Ingredients] Rice Ball; Sashimi

[Seasoning] Vinegar

[Utensils] NIL

[Optional] [S] Soy Sauce

[Source] Unknown

#57 - Sweet Potato -

[Ingredients] Sweet Potato; Egg; Butter

[Seasoning] Sugar

[Utensils] Pot

[Optional] N/A

[Source] Unknown

#58 - Tempura - '

[Ingredients] Flour; Egg; Oil

[Seasoning] NIL

[Utensils] Frying Pan

[Optional] [I] Poisonous Mushroom; {Chocolate}; Truffle; Turnip;
Cucumber; Cabbage; Egg; Carrot; Boiled Egg*;
Pineapple; Fish; Pumpkin; Green Pepper; Mushroom;
Potato; Eggplant; Sweet Potato

[U] Whisk

[Source] Delicious Hour

#59 - Tempura Noodles - '

Recipe #1

[Ingredients] Tempura*; Noodles*

[Seasoning] NIL

[Utensils] Pot

[Optional] [I] Cabbage; Turnip; Sweet Potato; Fish; Mushroom; Truffle;
Egg; Carrot

[S] Salt; Sugar; Miso; Soy Sauce

[Source] Unknown

Recipe #2

[Ingredients] Tempura*; Flour
[Seasoning] NIL
[Utensils] Pot; Rolling Pin; Knife
[Optional] Same as Recipe #1
[Source] Unknown

#60 - Tomato Juice - '

[Ingredients] Tomato
[Seasoning] NIL
[Utensils] Mixer
[Optional] [S] Salt
[Source] Recipe found in winter mine

#61 - Truffle Rice - '

[Ingredients] Truffle; Rice Ball
[Seasoning] N/A
[Utensils] N/A
[Optional] Soy Sauce; Salt
[Source] Delicious Hour; 1st week of winter

#62 - Vegetable Juice - '

[Ingredients] Cabbage; Cucumber; Carrot
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Truffle; Corn; Bamboo Shoot; Onion; Green Pepper;
Spinach
[S] Salt; Soy Sauce; Vinegar
[Source] Unknown

#63 - Veggie Latte - '

Recipe #1

[Ingredients] Milk; Cabbage; Carrot /Cucumber
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Truffle; Corn; Bamboo Shoot; Eggplant; Mushroom;
Turnip; Carrot; Spinach; Green Pepper; Cheese;
Egg
[Source] Unknown

Recipe #2

[Ingredients] Vegetable Juice*; Milk
[Seasoning] NIL
[Utensils] Mixer
[Optional] [I] Same as recipe #1
[Source] Unknown

#64 - Veggie Pancake - '

[Ingredients] Flour; Egg; Cabbage; Oil
[Seasoning] N/A
[Utensils] Frying Pan; Knife
[Optional] [I] Milk; Potato; Cucumber; Pumpkin; Cheese; Eggplant;
Spinach; Carrot; Bamboo Shoot; Mushroom; Mayonnaise;
Truffle; Small Fish; Medium Fish; Large Fish
[S] Salt; Soy Sauce
[Source] Gotz The Woodcutter

~ Scott's Debate: 80 recipes? Not possible... ~

Personally, I think that the list here is the complete list of recipes

with proof backup from Gameshark. Although in the game, there are sufficient slots for at least 80 recipes, but through gameshark I have only found 64 recipes (indirectly). For certain recipes such as Mixed Juice, there are many different recipes to get it but they will only be accounted as one. Some of food recipes such as Pasta, Roasted Corn and Set Meal can only be bought from the Inn (Doug's Place) or Seaside Lodge. You can't really cook them. There is a recipe that you can get but not considered as a recipe - spa-boiled egg from Ann when you deliver 3 eggs for a week.

Anyway, if you got any recipe or optional ingredients, you can e-mail me and credits will be given to you.

/ IX \

Game Shark Codes

Personally, I don't really like the idea of listing these codes under this FAQ as using GS codes are as good as cheating. Use them unless you are desperate in need for help!

Err...

(I supposed that I am also one of those who are in desperate for help!)

Some words of honesty...

I myself did actually use these codes to test out the recipes and get the power berry for 1001 medals at the Horse Race Festival.

For your information, in order to enter these GS codes, you need to get a Gameshark Cheat Device, which I presume that you can bought one from the shop where you buy your games. To enter the codes, I supposed that you need to follow the manual or instruction booklet that comes with the cartiage.

The following codes are not created by me. I have found these codes at Gameshark Code Creators Club and the URL of their website is:

<<http://www.cmgsccc.com>>

999 Lumber	80070D38 03E7
999 Fodder	80070D3A 03E7
999 Fish Food	80070D3E 03E7
999 Chicken Feed	80070D40 03E7
10 Power Berries	800712BC 000A

MAX level for every Tool:

Notes: The tool does not becomes from the default tool to a Mystrile Tool. It is the same as default as that the tool has gained 400% level experience under the Level screen.

400% Level Sickle	80071A40 FFFF
400% Level Hoe	80071A42 FFFF
400% Level Ax	80071A44 FFFF
400% Level Hammer	80071A46 FFFF
400% Level Watering Can	80071A48 FFFF

Infinite Money	80071A5C FFFF
Max Money	80071A5C 967F 80071A5E 0098
Infinite Medals	80071A60 FFFF
99999 Medals	80071A60 967F 80071A62 0098
Max Earnings	800711FC 967F 800711FE 0098
Zero Reduction Expenses	80071200 0000
Max Amount Shipped (GS 2.2 or Higher Needed!)	50001502 0000 800711C4 03E7
Max Amount Shipped All (Caetla Only)	800711C4 03E7 B0150002 00000000
Max Stamina	80071A12 003C

"Heart Indicator Modifier Codes"

Red Heart Popuri	800786B4 FFFF
Red Heart Elli	80077298 FFFF
Red Heart Karen	800767A0 FFFF
Red Heart Ann	80076EF0 FFFF
Red Heart Mary	80077BBC FFFF

Zero Dead Animals	80127232 0000
10 Hearts for Dog	8012724C 000A
10 Hearts for Horse	80127258 000A

==~ Equipped Item Modifier Codes ~==

The fun thing about using GS codes is that you can modify the commands that is unlikely to happen in the game. But sometimes it may cause the game to hang (duh). Hence use them at your own risk!

These codes applies to the equip screen under the equip portion. You will find seeds, 5 main tools and other equipment there. I would not advise you make use of the Max item codes unless it is for seeds otherwise the game might hang. (I haven't try to use the two above codes, this is just my assumption.)

==~ Equipped Item Modifier Codes ~==

Usable Item Slot	80071A84 00??
Slot 1	80071A90 00??
Slot 2	80071A96 00??
Slot 3	80071A9C 00??
Slot 4	80071AA2 00??
Slot 5	80071AA8 00??
Slot 6	80071AAE 00??
Slot 7	80071AB4 00??
Slot 8	80071ABA 00??

==~ Max Equipped Item Codes ~==

Usable Item Slot	80071A88 0063
Slot 1	80071A94 0063
Slot 2	80071A9A 0063
Slot 3	80071AA0 0063
Slot 4	80071AA6 0063
Slot 5	80071AAC 0063
Slot 6	80071AB2 0063
Slot 7	80071AB8 0063
Slot 8	80071ABE 0063

==~ Gameshark Codes for Toolbox ~==

You make use of these codes for the toolbox. It will be pretty ridiculous to make use of maximum codes unless for seeds. The game might hang if you use a non-equip item such as jewelry, crops, etc. Hence enter at your own risk! The list of modifier digits is found below the list.

==~ Toolbox 1 Item Modifier Codes ~==

Slot 1	80070EC2 00??
Slot 2	80070EC8 00??
Slot 3	80070ECE 00??
Slot 4	80070ED4 00??
Slot 5	80070EDA 00??
Slot 6	80070EE0 00??
Slot 7	80070EE6 00??
Slot 8	80070EEC 00??

==~ Toolbox 2 Item Modifier Codes ~==

Slot 1	80070EF2 00??
Slot 2	80070EF8 00??
Slot 3	80070EFE 00??
Slot 4	80070F04 00??
Slot 5	80070F0A 00??
Slot 6	80070F10 00??
Slot 7	80070F16 00??
Slot 8	80070F1C 00??

==~ Toolbox 3 Item Modifier Codes ~==

Slot 1	80070F22 00??
Slot 2	80070F28 00??
Slot 3	80070F2E 00??
Slot 4	80070F34 00??
Slot 5	80070F3A 00??
Slot 6	80070F40 00??
Slot 7	80070F46 00??
Slot 8	80070F4C 00??

==~ Toolbox 4 Item Modifier Codes ~==

Slot 1	80070F52 00??
Slot 2	80070F58 00??
Slot 3	80070F5E 00??
Slot 4	80070F64 00??
Slot 5	80070F6A 00??
Slot 6	80070F70 00??
Slot 7	80070F76 00??
Slot 8	80070F7C 00??

==~ Toolbox 5 Item Modifier Codes ~==

Slot 1	80070F82 00??
Slot 2	80070F88 00??
Slot 3	80070F8E 00??
Slot 4	80070F94 00??
Slot 5	80070F9A 00??
Slot 6	80070FA0 00??

```

Slot 7          80070FA6 00??
Slot 8          80070FAC 00??
==~ Toolbox 6 Item Modifier Codes ~==
Slot 1          80070FB2 00??
Slot 2          80070FB8 00??
Slot 3          80070FBE 00??
Slot 4          80070FC4 00??
Slot 5          80070FCA 00??
Slot 6          80070FD0 00??
Slot 7          80070FD6 00??
Slot 8          80070FDC 00??
==~ Toolbox 7 Item Modifier Codes ~==
Slot 1          80070FE2 00??
Slot 2          80070FE8 00??
Slot 3          80070FEE 00??
Slot 4          80070FF4 00??
Slot 5          80070FFA 00??
Slot 6          80071000 00??
Slot 7          80071006 00??
Slot 8          8007100C 00??
==~ Toolbox 8 Item Modifier Codes ~==
Slot 1          80071012 00??
Slot 2          80071018 00??
Slot 3          8007101E 00??
Slot 4          80071024 00??
Slot 5          8007102A 00??
Slot 6          80071030 00??
Slot 7          80071036 00??
Slot 8          8007103C 00??

==~ Toolbox 1 Max Item Codes ~==
Slot 1          80070EC6 0063
Slot 2          80070ECC 0063
Slot 3          80070ED2 0063
Slot 4          80070ED8 0063
Slot 5          80070EDE 0063
Slot 6          80070EE4 0063
Slot 7          80070EEA 0063
Slot 8          80070EF0 0063
==~ Toolbox 2 Max Item Codes ~==
Slot 1          80070EF6 0063
Slot 2          80070EFC 0063
Slot 3          80070F02 0063
Slot 4          80070F08 0063
Slot 5          80070F0E 0063
Slot 6          80070F14 0063
Slot 7          80070F1A 0063
Slot 8          80070F20 0063
==~ Toolbox 3 Max Item Codes ~==
Slot 1          80070F26 0063
Slot 2          80070F2C 0063
Slot 3          80070F32 0063
Slot 4          80070F38 0063
Slot 5          80070F3E 0063
Slot 6          80070F44 0063
Slot 7          80070F4A 0063
Slot 8          80070F50 0063
==~ Toolbox 4 Max Item Codes ~==
Slot 1          80070F56 0063
Slot 2          80070F5C 0063

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Slot 3 80070F62 0063
Slot 4 80070F68 0063
Slot 5 80070F6E 0063
Slot 6 80070F74 0063
Slot 7 80070F7A 0063
Slot 8 80070F80 0063

--~ Toolbox 5 Max Item Codes ~--

Slot 1 80070F86 0063
Slot 2 80070F8C 0063
Slot 3 80070F92 0063
Slot 4 80070F98 0063
Slot 5 80070F9E 0063
Slot 6 80070FA4 0063
Slot 7 80070FAA 0063
Slot 8 80070FB0 0063

--~ Toolbox 6 Max Item Codes ~--

Slot 1 80070FB6 0063
Slot 2 80070FBC 0063
Slot 3 80070FC2 0063
Slot 4 80070FC8 0063
Slot 5 80070FCE 0063
Slot 6 80070FD4 0063
Slot 7 80070FDA 0063
Slot 8 80070FE0 0063

--~ Toolbox 7 Max Item Codes ~--

Slot 1 80070FE6 0063
Slot 2 80070FEC 0063
Slot 3 80070FF2 0063
Slot 4 80070FF8 0063
Slot 5 80070FFE 0063
Slot 6 80071004 0063
Slot 7 8007100A 0063
Slot 8 80071010 0063

--~ Toolbox 8 Max Item Codes ~--

Slot 1 80071016 0063
Slot 2 8007101C 0063
Slot 3 80071022 0063
Slot 4 80071028 0063
Slot 5 8007102E 0063
Slot 6 80071034 0063
Slot 7 8007103A 0063
Slot 8 80071040 0063

--~ Quantity Dights for 'Equip' ~--

In order for these to work, you need to replace the '??' of the above codes with any one of quantity digits below:

00 - Nothing	1A - Milker
01 - Sickle	1B - Clippers
02 - Copper Sickle	1C - Brush
03 - Silver Sickle	1D - Bell
04 - Gold Sickle	1E - Animal Medicine
05 - Mystrile Sickle	1F - C.M Potion
06 - Hoe	20 - S.M Potion
07 - Copper Hoe	21 - Blue Feather
08 - Silver Hoe	22 - Turnip Seeds
09 - Gold Hoe	23 - Potato Seeds
0A - Mystrile Hoe	24 - Cucumber Seeds
0B - Ax	25 - Strawberry Seeds
0C - Copper Ax	26 - Cabbage Seeds

0D - Silver Ax	27 - Tomato Seeds
0E - Gold Ax	28 - Corn Seeds
0F - Mystrile Ax	29 - Onion Seeds
10 - Hammer	2A - Pumpkin Seeds
11 - Copper Hammer	2B - Pineapple Seeds
12 - Silver Hammer	2C - Eggplant Seeds
13 - Gold Hammer	2D - Carrot Seeds
14 - Mystrile Hammer	2E - Sweet Potato Seeds
15 - Watering Can	2F - Spinach Seeds
16 - Copper Watering Can	30 - Green Pepper Seeds
17 - Silver Watering Can	31 - Moon Drop Flower Seeds
18 - Gold Watering Can	32 - Pink Cat Flower Seeds
19 - Mystrile Watering Can	33 - Magic Red Flower Seeds
	34 - Toy Flower Seeds
	35 - Orange Cup Seeds
	36 - Grass Seeds
	37 - Ocarina
	38 - Fishing Rod
	39 - Fishing Pole

==~ Gameshark Codes for the Rucksack ~==

If you want to use codes to enable infinite items such as flour or jewellery, I would recommend you to place it here.

==~ Rucksack Item Modifier Codes ~==

[Group 1]

Item in Hand Slot	80071A8A 00??
Slot 1	80071AC0 00??
Slot 2	80071AC6 00??
Slot 3	80071ACC 00??
Slot 4	80071AD2 00??
Slot 5	80071AD8 00??
Slot 6	80071ADE 00??
Slot 7	80071AE4 00??
Slot 8	80071AEA 00??

[Group 2]

Item in Hand Slot	80071A8A 0???
Slot 1	80071AC0 0???
Slot 2	80071AC6 0???
Slot 3	80071ACC 0???
Slot 4	80071AD2 0???
Slot 5	80071AD8 0???
Slot 6	80071ADE 0???
Slot 7	80071AE4 0???
Slot 8	80071AEA 0???

==~ Max Rucksack Item Codes ~==

Item in Hand Slot	80071A8E 0063
Slot 1	80071AC4 0063
Slot 2	80071ACA 0063
Slot 3	80071AD0 0063
Slot 4	80071AD6 0063
Slot 5	80071ADC 0063
Slot 6	80071AE2 0063
Slot 7	80071AE8 0063
Slot 8	80071AEE 0063

==~ Quantity Digits to Accompany Item Modifier Codes ~==

The quantity digits listed here are applicable to the rucksack portion of the equip screen. Just simply replace the '??' in the above codes with the quantity digits to enable the code. BTW, there are some abbreviations used under this section:

[C] - Can be obtained via cooking
[Aja] - bought from Aja
[Inn] - bought from Inn
[SL] - bought from Seaside Lodge
[G] - Glitch (can't be used!)

[Group 1]

3A - Stone	3B - Big Stone
3C - Rock	3D - Stump
3E - Branch	3F - Lumber
40 - Weeds	41 - Turnip
42 - Potato	43 - Cucumber
44 - Strawberry	45 - Cabbage
46 - Tomato	47 - Corn
48 - Onion	49 - Pumpkin
4A - Pineapple	4B - Eggplant
4C - Carrot	4D - Sweet Potato
4E - Spinach	4F - Green Pepper
50 - Grass	51 - Moon Drop Flower
52 - Pink Cat Flower	53 - Blue Magic Red Flower
54 - Red Magic Red Flower	55 - Toy Flower
56 - Orange Cup Fruit	57 - Apple
58 - Bamboo Shoot	59 - Wild Grapes
5A - Mushroom	5B - Poisonous Mushroom
5C - Truffle	5D - Blue Herb
5E - Red Herb	5F - Green Herb
60 - Mystrile Ore	61 - Orichalcum Ore
62 - Adamantite Ore	63 - (Tomato Recipe)
64 - Basket	65 - Dog Ball
66 - Coin (bag of money)	67 - Power Berry
68 - Fodder	69 - Chicken Feed
6A - Fodder (bought)	6B - Chicken Feed (bought)
6C - Fish Food (bought)	6D - Rucksack Level 2 (medium)
6E - Rucksack Level 3 (large)	6F - Pockestation
70 - Wrapper	71 - Vase
72 - Knife	73 - Frying Pan
74 - Pot	75 - Mixer
76 - Whisk	77 - Rolling Pin
78 - Oven	79 - Seasoning Set
7A - ????	7B - ????
7C - ????	7D - ????
7E - ????	80 - Squid print
81 - Angler print	82 - Sea bream print
83 - Beehive	84 - Fish food
85 - Orange cut fruit	86 - Egg
87 - Spa-boiled Egg	88 - Mayonnaise S
89 - Mayonnaise M	8A - Mayonnaise L
8B - Milk S	8C - Milk M
8D - Milk L	8E - Cheese S
8F - Cheese M	90 - Cheese L
91 - Wool S	92 - Wool M
93 - Wool L	94 - Yard Ball S
95 - Yard Ball M	96 - Yard Ball L
97 - Honey	98 - SUGDW Apple
99 - Rice Ball	9A - Bread

9B - Bodgizer (Clinic)	9C - Bodgizer XL (Clinic)
9D - Turbojolt (Clinic)	9E - Turbojolt XL (Clinic)
9F - Wine (Aja)	A0 - Grape Juice (Aja)
A1 - Large Fish	A2 - Medium Fish
A3 - Small Fish	A4 - Gift (empty)
A5 - Oil	A6 - Flour
A7 - Curry	A8 - Set Meal (Inn)
A9 - Wild Grape Juice (Inn)	AA - Milk (Inn)
AB - Water (Lodge; Inn)	AC - Snowcone (Lodge)
AD - Veggie Pancake [C]	AE - Fried Rice [C]
AF - Stir Fry [C]	B0 - Miso Soup [C]
B1 - Stew [C]	B2 - Curry [C]
B3 - Salad [C]	B4 - Fruit Juice [C]
B5 - Vegetable Juice [C]	B6 - Mixed Juice [C]
B7 - Sandwich [C]	B8 - Pickled Turnips [C]
B9 - Fries [C]	BA - Pickles [C]
BB - Strawberry Jam [C]	BC - Strawberry Milk [C]
BD - Tomato Juice [C]	BE - Popcorn [C]
BF - Pumpkin Pudding [C]	C0 - Happy Eggplant [C]
C1 - Sweet Potato [C]	C2 - Roasted Potatoes [C]
C3 - Greens [C]	C4 - Scrambled Eggs [C]
C5 - Omelet [C]	C6 - Boiled Egg [C]
C7 - Hot Milk [C]	C8 - Butter [C]
C9 - Cheesecake [C]	CA - Cheese Fondue [C]
CB - Apple Jam [C]	CC - Apple Pie [C]
CD - Bamboo Rice [C]	CE - Mushroom Rice [C]
CF - Truffle Rice [C]	D0 - Grape Jam [C]
D1 - Sushi [C]	D2 - Chirashi Sushi [C]
D3 - Jam Bun [C]	D4 - Raisin Bread [C]
D5 - Dinner Roll [C]	D6 - Sashimi [C]
D7 - Grilled Fish [C]	D8 - Pizza [C]
D9 - Pasta [Lodge]	DA - Noodles [C]
DB - Curry Noodles [C]	DC - Tempura Noodles [C]
DD - Fried Noodles [C]	DE - Tempura [C]
DF - Cookie [C]	E0 - Ice Cream [C]
E1 - Cake [C]	E2 - Food Fiasco ['charcoal']
E3 - Milk G	E4 - Cheese G
E5 - Mayonnaise G	E6 - Yard Ball G
E7 - Wool G	E8 - Golden Egg
E9 - Empty Can	EA - Bottle (fries recipe)
EB - Boots	EC - Fish Bone
ED - Carp	EE - Char
EF - Catfish	F0 - Squid
F1 - Angler	F2 - Sea Bream
F3 - Chocolate	F4 - Chocolate Cookies
F5 - Chocolate Cake	F6 - Moon-view Dumplings
F7 - Bracelet	F8 - Necklace
F9 - Earrings	FA - Bandage
FB - Relaxation Tea Leaves	FC - Relaxation Tea [C]
FD - Fruit Latte [C]	FE - Vegetable Latte [C]
FF - Mixed Latte [C]	

[Group 2]

Replace ??? with the following quantity digits.

100 - Perfume	
101 - (Cliff's Photograph)	102 - (A letter)
103 - Invitation	104 - The Woodcutter and The King
105 - Picture Book of People Vol 1	106 - (dog)
107 - (puppy)	108 - Cat
109 - Chicken	10A - Chick

10B - Rabbit (white)	10C - Rabbit (brown)
10D - Squirrel	10E - Fox
10F - Monkey	110 - Snake
111 - Crab	112 - Butterfly (white)
113 - Butterfly (blue)	114 - Beetle
115 - Stag Beetle	116 - Cinada
117 - Dragonfly	118 - Cricket
119 - Ladybug	11A - Grasshopper
11B - Triangle Sandwich [#1]	11C - Deluxe Sandwich [#2]
11D - Rice Ball [#3]	11E - Red Bean Bun [#4]
11F - Pizza [#5]	120 - Meat [#6]
121 - Toast [#7]	122 - Egg (normal)
123 - Egg (good)	124 - Egg (excellent)
125 - Popuri's Egg	126 - Mystic Berry
127 - (Empty bottle)	128 - Group seeds - Spring [G]
129 - Group seeds - Summer [G]	12A - Group seeds - Fall [G]*
12B - toy chick [G]	12C - Cow reins [G]
12D - The gods in heaven [G]	12E - Ketchup [C]
12F - Rice Omelet [C]	130 - Salad [Inn]
131 - Apple Pie [Inn]	132 - Cheesecake [Inn]
133 - Cookie [Inn]	134 - Water [G]
135 - Roasted Corn [SL]	136 - Pasta [SL]
137 - Pizza [SL]	138 - Junk Ore
139 - Grapes [Aja]	13A - Dead Weeds
13B - Winter Stone	13C - Winter Branch
13D - Winter Lumber	13E - Water [G]
13F - Mayonnaise Maker [G]	

* It seems a bit funny when the name of the item is called 'Group seeds - Spring', yet it gives you the requirement of getting Spinach seeds for Fall. In other words, when you use this code, it will appear as 'Group seeds - Spring'. But after all, it is still a glitch.

Additional notes:

- Digits 63 onwards are discovered by myself ^_^;) Words that are in bracket are names that I give to the item [the actual name is very long...]
- Some of items will cause the game to hang like the Pocketstation modifier digit. Hence enter at your own risk.
- If you enter the codes with modifier digits from 140 onwards, the game will hang (duh).

BTW, don't request me for any more gameshark codes, as all the known codes that I known are being listed in this FAQ already. If you want to find more on how to use these codes, go and visit:

<http://www.cmgsccc.com> Gameshark Code Creators Club
<http://www.gameshark.com> Gameshark.com

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Cheats and Secrets
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This section contains information regarding the secrets and cheats for the game. Anyway, below is a short list of cheats:

Duplication Trick

I would like to stress that this is NOT a GS cheat. This cheat will ONLY work if you have two separate memory cards. You need to have two memory cards.

- (1) You must have saved your game in first memory card. Make sure that you have some animals in that save file.
- (2) Use the memory manager to copy your saved file from memory card 1 to memory card 2.
- (3) Load the game as usual. Choose 'Continue' and pick any saved file that you preferred to have more animals.
- (4) Once the game has loaded the saved file, go to the bedroom and examine the diary. Pick the fourth option i.e. 'Exchange Animals"
** Do not remove the memory cards! **
- (5) You will be able to perform a trade. Exchange all animals from the other saved file to the saved file that you are loading. I.e. if you are loading from the saved file in Memory Card 1, choose to transfer all animals from Memory Card 2 to Memory Card 1. You can sell the animals (talking to Barley or Lillia during their working hours) and earn quick cash!

(Please take note you can have only the maximum of 20 barn animals and 10 chickens).

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Contact The Author - E-mail Policy

All webmasters and readers to this FAQ need to read this before you attempt to contact the author. If the guidelines listed here are not found, I will not reply your e-mails.

==~ The Pain of being a FAQ Writer ~==

The reason for these numerous grammatical errors is due to WordPad's word wrap setting. You will find a 'View' command on the command toolbar of Word Pad. Select the 'Options' command under the 'View' menu. You will find a window, which contained the following options:

| Options | Text | Rich Text | Word | Write | Embedded |

Now you need to select the Text tab and you will find that the option boxes that say "Wrap to window" and "Wrap to ruler" are not selected. Instead by default, you will find "No wrap" option is being selected. This means that all the sentences will be spanned across the entire window and you will find the bottom scroll bar. This also makes FAQ writers cannot use the Tab key. Therefore to resolve this problem, we have to use the 'Enter' key to make the FAQ within a specific margin hence causing these numerous grammatical errors.

But I could admit that my previous FAQs are pretty bad, as I have typed the FAQ without using a FAQ processor if you take a look at my FF8 FAQ/Walkthroughs. Hopefully, you could understand me.

BTW, please do not rush me to finish up the FAQ. We, FAQ writers are not being paid for what we are doing. Besides I am a really busy fellow, as I need to go for school. I could only finish up my FAQs when I got free time but most of the time, I would rather spent it on playing games.

Okay, let's get onto the guidelines:

I have decided to re-enforce my guidelines with stricter rules:

(Webmasters)

If you intend to host this FAQ, make sure that you do get the latest updates from GameFAQs. I will not send any updates to anyone besides GameFAQs. If you want to be notified of the earliest updates as possible, you can add the following sentence or something similar:

"Please notify me of the latest updates"

I will e-mail to you when Jeff, the Webmaster of GameFAQs, has uploaded the FAQ for viewing. When request to host this FAQ, make sure you include the following:

- 1) Your website's name
- 2) Your website's URL

Next, you need to receive my authorization. Upon receiving my authorization, I will visit your website monthly to see whether you have upload the latest revisions of your FAQ. If you managed to do this within 2 months, your site's name will be added to the list of websites. After your website's name have been added, if you stopped continue updating the FAQ, I will demand you to remove the FAQ from your site and added your site's name to a blacklisted list!

You are not entitled to edit the FAQ. If you make any changes, I will add your site's name to the Plagiarist section!

(Readers)

When send me a question, please do the following:

Please use the same e-mail address that you intend to receive the e-mail. Make sure that the question you intend to ask is in as much details as possible. Please add the subject with the title of the game and its current revision. Don't send me e-mails with HTML format and attachments; simple text e-mail will be fine. Please do not use CAPSLOCK, as I will delete it upon initial viewing of the e-mail. If the guidelines are followed, you will be receiving your responses in three days to a week's time. (I am pretty busy for your information.)

If you have anything need to complain about the FAQ, please notify me and I will make the necessary changes. For those who intend to submit me information about this game, please follow the guidelines too.

If you cannot find the information, just make use of the WordPad's search mode to find it.

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Credits

==~ Credits ~==

This is the closing statement of the FAQ... Without the people listed here, I myself cannot complete the FAQ on my own. I would like to thank them for the information that they have supplied to me.

JEFF "CJAYC" VEASEY (cjayc@gamefaqs.com) <<http://www.gamefaqs.com>>
I would like to thank for his efforts in making GameFAQs a great site and thanks for making me a Contributors Page. Please visit his site at <http://www.gamefaqs.com>. Thanks for teaching me how to write a good FAQ.

STEVEN STRATO2123 (Strato2123@aol.com)

I have taken some information regarding the growth period and harvest

period of the crops. Borrowing some information from his recipes list.
I would recommend you guys to read his walkthrough if you find my
walkthrough a bit too hard to read ^_^;)

People at Message Boards

Although, I myself haven't posted a single message there but the debate
there seems interesting and best of all you allows you to find some
answers to frequently asked questions. Feel free to ask them, as I
myself is pretty busy most of the time.

==~ FAQ Recommendations ~==

HALBARAD a.k.a TIMOTHY MAUS (halbarad@fnord.com)

I would recommend you to take a good look at his detailed dating guide
of the girls, which includes a detailed list of likes and dislikes.

==~ Idiots ~==

People who uses the information here without my permission will have
their names and e-mails added here. Hopefully, I don't have to...

Thank you for reading
Harvest Moon: Back to Nature FAQ/Walkthrough
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