

# Harvest Moon: Back to Nature Glitch FAQ

by Hafiz Rahman

Updated to v1.3 on Jul 2, 2002

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## G L I T C H F A Q

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Current Listed Glitches: 40

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Version : 1.3 Title : Harvest Moon: Back to Nature  
Author : Hafiz Rahman Developer : Victor Interactive  
E-Mail : kuadrantiga(at)yahoo.com Publisher : Natsume Inc.  
Website : geocities.com/kuadran3 Platform : Sony PlayStation  
Homeland : Indonesia Version : North American  
Date : July 1, 2002 Best View : WordPad; 10 Pts.

The ASCII art title was meant for Back 'to' Nature, not Harvest Moon '2'.  
Just to avoid misunderstanding.

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### INTRODUCTION and VERSION HISTORY

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Hi. If you wanna know the real glitches found here in Harvest Moon, because  
you experienced it and you have a problem with it, or you just want to know  
what might happened to you when you do certain things, then go ahead, read  
on the FAQ. Oh, and no, I don't make this as a classic-style FAQ like I did  
in my general HM FAQ, because if I do that, there will be only one question  
there. You know, 'Tell me all about glitches in Harvest Moon!' and that

will already cover all of the contains of this FAQ.

Hey, maybe Natsume do read this FAQ, and they will know what's wrong with their game. It's always nice to help, ain't it? Maybe this FAQ will give us a better Harvest Moon in future. Or maybe I'm just dreaming ^\_^

And I hope that you, anybody, will sent me some glitches that aren't listed here. Just because I haven't experienced them, doesn't mean they shouldn't have to be listed here. So, my address is <kuadrantiga@yahoo.com> if you want to sent them in, or if you want to ask about something, of course. As usual. Now read on the FAQ.

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## Version History

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### Version 1.3 July 1, 2002

- I've added a whole lot lame asides and stale jokes here and there. Because, uh, I thought that's kind of fit into our Glitch topic. No, I mean, because I'm bored.
- And so, I'M VERY SORRY if my lame asides hurt your feeling or something. Never meant to do so.
- Oh, and we've got 40 now!
- The trivia is done, is closed, is decided.
- There's this new "how to identify glitch" section, because of some reason.
- The credits section, despite nobody reads them, has been updated.
- The disclaimer again was cut down. Because it made me sound like a jerk, in which kind of pointless because I already am.
- Oh, and now the <geocities.com/kuadran3> is not officially mine. It is now owned by this Ayanami Rei. Or something resembles her. If you're into the sort of character, I think it pays a visit. As you can see she has made the place a whole lot more interesting than before.

### Version 1.2 April 04, 2002

- Added some information on glitch #31 thanks to Neo Zero!
- Added some new information on glitch #11 and #18, thanks to Timmy Petersson!
- Added a new glitch (#32) sent by <GRANDELA8@aol.com>. Thanks!
- Of course, glitch #33 is also there, I found (or realized) it recently.
- Added my website address, which is right at the very top of the page. Or here <geocities.com/kuadran3> if you don't wanna scroll right up :)
- The disclaimer was way much more trimmed. Slim, and I like it.
- And the Introduction was too.
- Added the TRIVIA section, please check it out.
- Did some spellchecking and rewriting and such.

### Version 1.1 January 12, 2002

- The FAQ gets somewhat a lot response from people who had lot of different glitch problems. I DON'T, however, have the time to put them all from e-mail to this FAQ. Once I get the time to re-check my mailbox again, I might put them all in this place. Please forgive me.
- The layout was somewhat changed, some of the text was lined up and had been rewritten from the original one.
- A lot of new glitches listed, and their source was added as well.
- The Counterparts section was built. It is the place to clean the programmer's name out from their glitch mistakes :)
- Version History section was also built as well. You are here now.

### Version 1.0 July 9, 2001

- The first draft with only about 8 glitches listed.

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| H O W T O I D E N T I F Y |  
| G L I T C H E S |  
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Okay, kids. I've got enough e-mail in which I thought I shouldn't need to receive if I ever to explain this thing. I don't know about you, but it's kind of funny when people asked me whether this particular thing is a glitch or not; just because I write a Glitch FAQ at that. So here, some brief clue for your glitch hunt:

- 1) If your game freezes and you can't continue your data even if you have smashed your console to the wall, then it's a glitch.
- 2) If any character suddenly have different / mixed-up faces and polygons, like a chicken head in place of your dear Elli's, then it's a glitch.
- 3) If you throw the dogball somewhere out of your reach, it is also a glitch. But take note that this is a very TIRED glitch please don't send me another one.
- 4) If any character went crazy, like they're talking to you even though they are NOT there, it is a glitch. Or maybe you just need some sleep.
- 5) Now, over all the above things, if your mind said it's weird then it's weird. Weirdness doesn't always make a glitch, but asking my confirmation doesn't make as well.

Which conclude, my very simple thought about a glitch is when everything's not going to way it should be. Just like that. If you just can't decide, please, I don't think reading this whole FAQ will help as well. Thank you.

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| T H E |  
| G L I T C H E S |  
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Glitch #1: The Door Trap  
Source: Self experience

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This is the most popular yet hated glitch in Harvest Moon. If somehow, you bring your dog or hen in your hand and drop them right on the door (any door), they might get stuck and you cannot get them back, because when you press X you open the door instead of picking up the animal. The only thing you can do is to wait, pray that your dog or hen will eventually find their own way to free themselves. Try whistling your dog, and try picking up them from different place and angle, where you do not face the door.

This one happened to me when I was going to show my puppy to Cliff. Yup, it get stuck in his room's door in Ann's house. Finally, I can pick it up again after trying from different place. So this is the idea. After all, this glitch is harmless and it is avoidable.

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Glitch #2: The Bad Luck in Winter Thanksgiving Day  
Source: Message Board

~~~~~

I don't really think that it is a glitch, but this one is not supposed to be happened. Somehow, if you're unlucky enough, you might experience a snowstorm in Winter Thanksgiving Day. That means you cannot get out of your house and you cannot get any chocolate from any girl.

The only thing you can do is, again, wait. I mean, wait until the next year. Or maybe, if your last saved game is at least two day before the Winter Thanksgiving Day, you might want to load 'em back because the weather is still possible to be changed. But if your last saved game is a day before Winter Thanksgiving, then you can not change the weather.

This one never happened to me, but it does happened to some people out there, especially people in Message Board.

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### Glitch #3: Yet Another Bad Luck in Winter Thanksgiving Day

Source: Charry of Message Board

~~~~~

This one is really weird, and rarely happened. Actually, only one person reported that it was happened to her. It was happened in Winter Thanks, and the girls of the game (who was supposed to give the chocolate) had purple or better heart. But weirdly, none of the girls came to the farm. The person waited until the day ends, but still, he got nothing.

I really don't know why this happened and how to fix it. Maybe if you load the game from the previous day, it will disappear, but I'm not sure. But if you've tried everything and it is still happened, the only conclusion is to use your GameShark.

I never experienced this, but the one who reported this is Charry, a message board member, and she reported this quite long ago. So, Charry, if you ever happen to read this, this is yours. Thanks.

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### Glitch #4: The <whatever-you-COULD-put-in> Soup

Source: FAQ, Message Board

~~~~~

Yes this is it. In the Harvest Festival, you can bring anything you'd like to throw into the bowl. You can bring green peppers, tomatoes, hens, or even your dog. So this one is for you who have raised your little puppy nicely and then you want the villagers to taste it a little. As far as I know (and as far as I experience), the dog won't be gone if you throw it in. You can find it the next day in Rose Square, that strong doggie.

There's no conclusion for this glitch since it is harmless. It is just there for fun. Try it. And yes, I have tried it, and that's how I found out that you'll see the dog back in Rose Square the next day. People don't like its taste, I think. Oh, just like the dog soup, chicken soup won't help as well.

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### Glitch #5: Fish Them Out and See What They Really Cook for You

Source: Self experience

~~~~~

Hehehe, the title might sounds weird but since the glitch is also weird, it won't be a big problem nonetheless. It is still happened in the Harvest Festival. You can fish into the bowl there, if you're standing in the right place on the ladder. Sometimes you will get small fish, but you will be most likely to get fish bone. See what they really cook for you?

Again, there's no conclusion for this glitch. It is harmless, and fun! Maybe Natsume really make this glitch, because you know, they are Serious 'Fun'. I have tried this and get some small fish. And if I'm not wrong, the trash bin that is usually there in Rose Square was gone, so you can't throw the fish bone into it.

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### Glitch #6: The Hot Spring Stairway's Guardian

Source: Self experience (and confirmation by Alex B!)

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It was happened in the stairway to the Hot Spring. And it was happened to me couple month ago. It was morning and I was trying to take a little rest in the spring after some works. Suddenly, I was stuck in the middle of the stairway. I cannot move up to the spring, nor get back down to the cross-road. It's just like something's guarding the way. All I can do is moving RIGHT and LEFT, to the slope. But I can't move further, though. I was so desperate there because I think the game got screwed up and I have to reload again. So, all I did was keep moving right and left. And suddenly, when the day got dark, when I didn't really watch the game, the

glitch was gone and I was up there near the Hot Spring!

No one seems to experience this but me. So all I can say is just be patient and keep on moving right or left until the glitch's gone. I'm sorry, I don't know what really happened when the glitch's gone, but it is gone at night time.

I know, you might not believe in me, but this glitch is true, and please don't you ever think that I write this just to fill in the FAQ. This one is true. And of course, it is NOT (again, it is NOT) a real Guardian or something. It is just titled that way, because I think it sounds cool. Somebody had emailed me and tell me that there is NO Guardian, it is just that I have stuck in some kind of slope or something. Yes, he was right.

Now, the confirmation:

" Hi,

I was reading Glitch number 7 and you said it didn't happen to anyone else. It happened to me. My sister told me to give Ann some bamboo shoots at 7:30am and I got stuck. But I could move forwards at an angle. And When I tried I walked right through the cliff!!! "

See? Now anybody else sending me e-mails with "WHat GUarDIAN YoU StOOpiD LIaR" as subject will happily join my innumerable list of blocked senders.

Glitch #7: He Ate the Ball?!

Source: John Wachowsky

~~~~~

It was happened when the victim (^\_^) threw his dogball to his dog. The dog caught it, and voila, the dogball disappeared! I don't know why this happened nor the conclusion to get the ball back. All I knew is to wait for Won to sell yet another ball. This was sent by John Wachowsky, so thanks!

Glitch #8: DogBall goes Asexual Reproduction

Source: FAQ, Self experience

~~~~~

This glitch is different, since it is very useful. You might have heard this one, but in another name, which was the Dogball Duplication Trick. Put your dog behind you and stand near a wall. Hold your dogball in your hand and throw it up so it bounce off the wall. Make sure it falls right behind you and in front of your dog. Now quickly turn around and pick up the ball right when your dog is also picking it. Now you have two ball, in your hand and in your dog's mouth! Now, isn't it an amoeba's self-dividing thingies?

No, there's no conclusion for this one, since you won't need any. I have tried this, and I think it is pretty nice. The only downside is, well, you can read it down there in Glitch #24!

Glitch #9: Bored Chicks

Source: Self experience

~~~~~

Hey, get rid of that thinking in your head! This time I'm talking about real chicken. Your chicken. You know, in some really rare times, your chicken won't lay any egg even though you have fed them the day before. It is not your fault, but I don't know why this happened neither. Perhaps, they were just get bored after all. Keep on feeding them and tomorrow their eggs will be back again.

[ In real world, some chicken farm had some kind of unwritten law, that's ]  
[ "do not take all the eggs or else the hens won't lay any the next day" ]  
[ and maybe, just maybe, this has got something to do with this glitch. ]  
[ Maybe your chicken will always lay eggs if you don't take them all, or ]

[ in reversal, will they never lay any egg when there is still their pre- ]  
[ vious egg? I don't know, for this are just wild guesses... ]

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#### Glitch #10: The Ghost of Popuri

[Information and title courtesy of krems]

Source: krems of Message Board

~~~~~

Popuri was finally married with Kai. So then, she left the village altogether with the guy. But then, in any festival, Popuri was still in the village. And if you go upstairs in Lillia's house, Popuri is there! Have you ever thought what really happened between Kai and Popuri? Heh, just kidding. I guess this is just something missed by the programmer. I don't know why Popuri is still in the village while she was supposed to be somewhere in Denmark or Alexandria (or Zanarkand) with Kai.

---

#### Glitch #11: Ruined Weddings

Source: FAQ

~~~~~

After you had your short wedding scene, your wife will ask you how will she address you from now on. Whatever you chose, then the screen black out and the game stopped. This is because you are playing the PAL version of the game. In that version, the game always stopped when you marry someone. So maybe it is time to return the game to get some refund or some new NTSC version.

...or maybe not. Timmy Petersson had informed me that in the newer PAL versions of the game, this glitch is corrected. Thanks :)

---

#### Glitch #12: The Sleeping will Die, the Rest will just Live

Source: Alfan Mansur

~~~~~

No, it's not about you. It is about your chicken. It is a nice glitchy trick. Now, before I went too far, let's get going. If your chicken is sick, and you don't have the medicine, then you have to buy it from Poultry Farm, right? But then, what if the Poultry is closed? Your chicken would be dead if you don't cure it at that day. So? Easy. Just keep on working and do anything else but don't go get some sleep yet. Make it until 5 AM and go into your chicken coop. Pick up your sick chicken and wait. Just wait until 5:50 AM and eventually the screen'll black out and you will be proceeded to the next day. You will be in your house, still holding on your chicken. So you have one day longer to get the medicine to cure it. Isn't it nice? Just don't sleep to keep it alive. But eh, you can't pick up your cow or sheep, so don't bother to do so...

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#### Glitch #13: The Missing Watering Can

Source: E-mail

~~~~~

Somebody had reported to me about this and sadly I can't remember who. The glitch was that the person cannot find his watering can, anywhere. So that I really don't know what happened or how to fix it. Perhaps the tool is still at Saibara, or in the toolbox. But I really don't know.

---

#### Glitch #14: The Missing Horse

Source: Message Board

~~~~~

Another glitch that has been reported a long while ago in Message Board, that is the missing horse. The person lost his horse and he can't seem to find it anywhere in his farm. All my (wild) guesses is that maybe he forgot that Barley had took it back, or the horse had disappeared after it got stuck in Gotz's work (maybe he is upgrading his farm at the time), or maybe it is just a really strange unreasonable rumor.

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Glitch #15: The Lazy Sprites

Source: e-mail (?), additional confirmation by Zak Deardorff

~~~~~

The report is that the person cannot ask the harvest sprites to do their work. It was in winter and he/she talked to them many times, but they just don't offer the job. I really don't know why this happened but I guess it is because all of the sprites had finished their work in farm not quite long ago. I think the Harvest Sprites won't accept any job one or two day after they finished their previous job, like they need to take a break or something. But then I really don't know for sure, perhaps it is just yet another strange glitch.

From Zak: "It's probably because their hearts are below 2 hearts."

---

Glitch #16: The Dusk Teleports Me Up!

Source: Self experience

~~~~~

Try it. Stay awake until 5.50 AM in the morning and just wait. Suddenly, the screen will get flashed and after a little while you will be in your house, eating your breakfast like nothing's been happened. Not harmful, just interesting to know.

---

Glitch #17: Trashes Over and Over Again

Source: Anang Iswahyudi

~~~~~

Anang Iswahyudi has reported this glitch. I can't remember the details but the point is that he went fishing day and night, another day and another night, but then all he got is just trashes and trashes. All my guess is that probably he threw up the trashes back to the water again once he caught it, so then he caught it again and again. As far as I know we have to put the trash into the trash bin in Rose Square, or into our basket once we have it, so that it would help us to get better chance to caught some fish. Perhaps we all should try it.

---

Glitch #18: People is Different, but this is Just Too Weird

Source: FAQ

~~~~~

I mean, fine, people might have different tastes and so, like Saibara who loves ore. But that's normal since he is a blacksmith after all. But have you ever know (or realize) that a girl named May loves trashes you could get from fishing? Or that Karen will not hate you if you give her food fiasco? Maybe we could include the Sprites that loves flour for no reason too. Of course it is NOT a glitch but it is just too weird and I really want to put it here for some reason ^\_^.

...and then again, Timmy Petersson also informed that, at the very least, once you are married with Popuri, she will even like you more for any weeds you give her. Perhaps she is starting to be a vegetarian or something :)

Here is the additional notes by "Rob Ledbetter":

"looking at glitch #18, I got to thinking about the game's simulation element. Each person has his or her own personality, and it goes without saying that the occurrences that happen in the game should clue you in as to what people are like. Since Karen is not that great a cook, it is no suprise that she would relate to your food fiasco. Also, Mary likes poison mushrooms, because she has that appreciation for learning, seeing the gross gift as a biological specimen. So, if you want to try to predict how the people in the game might react to different gifts, think about how their experiences, their strengths and weaknesses. The

correlation shows that the programmers gave human dynamics a lot of thought, and the result is a core group of characters that have a suprising amount of depth..."

---

Glitch #19: The Invisible Counter

Source: Self experience

~~~~~

See, in the game, your character really do have some kind of Stamina Points or so. The Stamina determines how many times you could use your tools or do some other works before you get fainted. At first you have 100 Stamina Points (or is it HP?) and for each Power Berry you ate you will have 10 points more. It is TRUE although it doesn't seem to be shown to you directly in the game. Of course it is not a direct glitch but it is some kind of weakness of the game since it will be pretty nice if Natsume let us know how many stamina points left, by giving us some kind of stamina points counter (like they all have in any RPGs). So that we could plan what will we do next and prevent the faint easier. There's also another invisible counter, like how many fish you have sold. It is actually needed when you're going to catch the Sea Bream (where you have to sell 200 fish first). I think it will be better if we could just know how many fish we have sold, so that we don't have to note them down manually on our own.

[ Or maybe, they were all really intended, y'know, for the sake of the ]  
[ game's difficulty / challenge points... ]

---

Glitch #20: The Discipline Pastor; Or is He?

Source: Self experience

~~~~~

We all should know that in Music Festival, pastor Carter asked us to come by to the church RIGHT SHARPLY at 6 PM. So then, following my curiosity or just coincidence, I came by at about 6:30 PM or so. I thought the door would just be locked or something, but weirdly I could get in and the festival started as if nobody did come late ^\_^. So my suggestion is don't take his word seriously, he is a tolerate person anyway ^\_^.

---

Glitch #21: Fooled by the Market

Source: E-mail (much, much of them)

~~~~~

Many people had emailed me, telling that they are already shipped all the crops needed to get the special crops, but the Supermarket doesn't seem to sell the secret crops yet. I really don't know why it happened but I have some thought and conclusion. Perhaps when you were fulfilled the requirements, the season changes so that the Supermarket has to sold the present season's seed, not the previous season where you get the secret crops. Or if it isn't, then all you have to do is to WAIT until the next season before the Supermarket starts to sell it. Hope this helps.

---

Glitch #22: DogBall Trouble Strikes Back

Source: E-mail

~~~~~

Yet there is another trouble came from those little pinky round thing. Somebody had emailed me saying that his horse was stuck to the dogball so it couldn't walk anywhere. It is because he was coincidentally threw the dogball right to the legs of his horse, and so it stucks. All I can suggest is try to whistle your horse, perhaps you will help him out. Or throw another dogball anywhere near your horse if you have it, since it will make the first ball disappear. Or just wait until the Horse Fez came. Hopefully your horse would be taken to the Race safely and came back freely again. However the most suggested way is to throw another dogball



which will also leads us to the next glitch...

---

Glitch #23: DogBall Wants to be Alone part 1

Source: Self experience

~~~~~

Just like godzilla (if somehow you're interested), a single dogball don't want another dogball nearby. Put a dogball on the floor, and get another ball in hand. Throw it out nearby the first dogball and poof! The first ball disappeared. Perhaps if you take some minutes to practice this trick you will be able to get some extra money as a illusionist instead of just a plain farmer -\_^.

---

Glitch #24: DogBall Wants to be Alone part 2

Source: Self experience

~~~~~

And also, if you put a dogball in your cabinet, you won't be able to put another ball in the same space where you put your first ball in. You will have to put the other ball into another space of the cabinet. See, a space of cabinet could hold up to 99 flowers of the same kind, but why not the ball? Nobody does know for sure.

---

Glitch #25: Unreal Animals

Source: Self experience

~~~~~

See, I was trying to have some cute animals like rabbits and foxes as my pets, so I bring them down into my house and keep it there. The bad thing is that after I get out of my house, they are all disappeared.

This is somewhat disappointing, at least for me, since this would be pretty nice especially when your last pet has been eaten by the villagers during the Harvest Festival {Just Kidding! Refer to Glitch #4!}

---

Glitch #26: Just Simple Thing Missed...

Source: Self experience

~~~~~

If you're going to get some sleep by checking your diary and STILL holding something (like basket or anything), you will still be able to sleep and still holding that item at the next day when you're awoken. Well, actually you can make use of it, refer to Glitch #12.

---

Glitch #27: Not a Glitch, but Interesting Nonetheless...

Source: Self Experience

~~~~~

See if they really want to make this game as real as possible, then why there is ALWAYS the same sound of a cutting knife continued with oven timer when we cook different kind of meals? No matter what we cooked, Chocolate Cake, Sashimi, Strawberry Milks, Boiled Eggs, why did the sound remains the same? Chop, chop, chop, TING!

---

Glitch #28: Stuck in Gotz's Work

Source: Message Board

~~~~~

So this shouldn't be #28, this is harmful but I just kinda missed it. This glitch happened like this. If you ask Gotz to work on your farm, and your animal was playing around his work, there are chances that it might get lost forever inside the work (especially after the expansion finished). So be careful there. Some people had a trouble losing their dog or horse misteriously, I guess this is why.

---

Glitch #29: Confused Basket

Source: Message Board

~~~~~

The explanation said that your basket could hold up to 30 crops in one time. How about non-crops item? For any sellable item (like honey, eggs), the game will consider and group them as the crops too, so having 30 eggs inside the basket will fill it up just like when you have 30 turnips or 15 turnips and 15 eggs.

Now, how about non-sellable item, like trashes, can or fishbone? Well, you can throw them in the basket, but they won't be considered as crops (because you can't get money from it), and no matter how much you throw them in, the basket will still be empty.

You can make use of it for your fishing purpose. It seems like the game was designed so that if you throw thrashes you get from fishing back to the water or on the ground, it will be harder for you to get fishes. But since basket is DIFFERENT with ground or water, you can throw the thrash to the basket, and it will help you very much in getting much bigger fish, especially on the beach.

---

Glitch #30: Festival is Our Day; Don't Bother Us

Source: Self

~~~~~

I'll make it fast and straight. During festival, you cannot give anything to anybody at place. The people are just programmed to say what they are thinking about the festival, and they will completely ignore your effort. So don't waste your time.

---

Glitch #31: No Time Zone

Source: Self, e-mail, including from "Neo Zero"

~~~~~

I believe this should be obvious for most of us, but tell me, isn't it weird when the times moves so fast outside but completely frozen inside a building or the cave? Maybe the programmer DID realize it and actually mean to help us when they made this, but if they don't, man, they do missed a huge shot glitch.

Here's some addition from "Neo Zero":

"Time stops completely inside buildings and the cave. It has actually always been this way with all the Harvest Moon games. This is actually the first one I've seen where time stops in the cave, though, it's usually only inside buildings. This helps you pack a little more time into your day, letting you slow down inside houses and such. =)"

---

Glitch #32: Presto, I'm a Magician!

Source: Nicolas

~~~~~

Here's the glitch taken directly from his/her mail:

"here's another glitch for you. I exchanged a chicken that I was holding. when the exchange was done the chicken was still in my hands. When I set it on the ground the chicken disappeared. The official Harvest Moon disappearing chicken trick. I also found that sheep and cows disappear if you trade them to another farm on the day of their festivals before Barley brings them back the next day. The farm you trade them to has them on its inventory but when you go into the barn they're gone! If you don't feed your invisible livestock they will lose their hearts. A way to get them back: send them to the festival again and wait until the next day. Barley will have brought them back visible again. it's a nice trick to not have such a crowded barn but you can't milk or shear them so it's not a profitable situation.

---

Glitch #33: Baby with Everstone

Source: Self

~~~~~

Err, the title won't ring any bell if you're not playing Pokemon. Everstone is the stone that cancels the act of evolution. And so, in this game, why can't the baby just GROW? Have you got any idea how many helpless daddy dying just to see their son WALKS? :)

---

Glitch #34: The Basket will Haunt You

Source: ssmmarwaha

~~~~~

Here goes, directly from the mail:

" I finally bought the basket and I was very pleased with it. I took it everywhere and fished with it. But one day, the dog ball came and I accidentally threw it into the basket. Curses! I tried to empty it, but nothing came out. I got angry at my basket and I took it to the supermarket.

Why? Well, this was a long time ago. Maybe I wanted a refund? Anyway, I set it down next to Jeff and left. Every time I went to the market, there it was, sitting next to Jeff. About a month later, it appeared back at my farm!!! I have tried putting it in the mine, too, but it came back.

Thanks for reading this!"

---

Glitch #35: ...and the Others that is not the Least Thing...

Source: "Tiger\_18"

~~~~~

(Directly from e-mail, with my useless reply or some sort)

1. The Basket

If you leave it outside during a hurricane or blizzard, it's still there and it doesn't move an inch.

Re: Yea, but so does your tree, your house, your mill, and not to mention your beehive.

2. The Doghouse

Neat decoration, eh?

Re: Yea, and so does all the laser beam on FFVIII's Ragnarok, and all the polygons they make for FFX's airship.

3. Produce

...how come when you get honey, the bottle is included?  
and...same thing with the milk can!

Re: Because, over all the other things, it's a village where a goddess could easily be summoned by a rotten cucumber!

4. Zack

when he comes to get your produce... he zaps it [i mean, how'd he get everything there? do you see him carrying a sack?]

Re: Uh, something he learnt from the Avalanche? Or from the Power Ranger?

5. Greg

the fisherman [i can't see him at night, just kiddin] he just stands at the dock, he doesnt fish at all

Re: Uh, did you realize whose shiny rod was that in your rucksack? :)

6. Louis

the bee researcher eh?... then why's he always in gotz's house? ain't he supposed to be researching?

Re: and, uh, ain't a farmer supposed to take care of the crops instead of messing with neighbors? :)

7. Oh here's something funny....

[i dunno if this is a glitch but...]  
try raising the blue feather to Gray...  
he'll think you like him... hehe

Re: Yea, the sort of thing you could expect from a person named ga., I mean, Gray. Oh, I forgot there are lots of kids here. So I would just say it's because Harvest Moon came from Japan.

8. Tree stumps and the stone near the bridge  
they regrow everyday =)

Re: Uh, that's..., well, good point :)

9. Legendary fish

why doesn't he take the fish? he just throws it away  
and he grabs a photo-copied picture of the fish!  
[it's black and white! so it looks xeroxed]

Re: Because a good fisherman didn't fish to kill. They fish for the pride, which can simply be obtained from the body-print from the certain fish or some sort. No murder involved. </serious\_fishing\_gamer>

10. lil stones

nothin can break them except your hammer

Re: and how about lil May? Not even a hammer- uh, yeah. There are kids around and stuff. Sorry.

11. Marry Ann and....

if you marry her, enter the house at...let's say....12 and she'll ask you what you wanna eat [she won't cook anything!] and talk to her when she's in front of the fridge, she'll say she burned herself "again!"

Re: Luckily I didn't marry Ann, nor do I have the desire to, so I'll pass.

12. If you check the bridge, you'll see that the fall is frozen  
then, when you go to the waterfall, it's still running

Re: Haha, that's supposed to be the Anti-Freezing Magical Harvest Goddess magic! Or rather, the programmer's "we want to let you people meet your oh-so-adored deity even in the coldness of winter" rant. Or something.

13. Pineapple is much more expensive than a gold ore

Re: Uh, when you can obtain infinite amount of gold inside the cave in your backyard with a little luck and some help from your ol' hoe, you can't expect high value as much as when it comes to a faraway fruits grown for weeks with all the tears, bloods and daily watering. So I guess that makes sense.

---

Glitch #36: Er, what?

Source: IceTray87

~~~~~

" One day in the Fall i put my basket down and it instantly turned into a weed. The funny thing is, I can put sellable items in the weed and use it just like my basket. I can put it down, pick it up, dump it, everything. "

Re: Cool. But, hey, so that means all the things I keep on pulling out of my field gruesomely for years are actually baskets! And I paid Jeff truckloads for one instead! Oh, I'm gonna sue!

---

Glitch #37: Ah, the classic one

Source: Neo Bond

~~~~~

" I just read your glitch faq about Harvest Moon: Back to Nature for Playstation and I'm reporting a glitch that happened to me. Everytime I save the game, the next day my player is invisible and the game freezes. "

Re: Poor guy. If you wanna some new copy Natsume's e-mail is [custserv@natsume.com](mailto:custserv@natsume.com).

---

Glitch #37: Apple?

Source: MacAuliffe

~~~~~

" A glitch I repeatedly come across is,when you go to pick apples,the third one, or one closest to the back,always requires some moving around and repositioning before you can pluck it from the tree, this glitch costs a bit of time, something we don't have to spare in this game, you can always get it but it takes a bit of repositioning."

Re: Yea, definitely agree with you. I remember I had to reload my data for at least eighteen times in a row because each time my character woke up, he WASTED SOME VERY VALUABLE SECONDS by EATING sandwiches even though he'll still be tired anyway in the afternoon!!

...And there I just then remembered that there's still around two and a half years to go before the evaluation...

---

Glitch #38: Apple?

Source: Michelle Taylor

~~~~~

" hi, i had alot of trouble when it came to feeding my poor starving chicken before i modified the hen house the food would just fall on the floor, there was an invisible barrier type thingy stopping me from putting the chicken feed in. i couldn't even get the message up when you look at the feed spots. i had to leave the hen house and come back in, hoping that it worked, it usually did. that's all ive had happen to me in my game."

Re: Uh, I suppose you really love your poor starving chicken, so why don't

you join us, the proud owner of upgraded chicken coop? Believe me it won't cost as much as you thought before~! And feeding matters would never be that hard again!

(uhm, just kidding :) Seriously, try to face it (the feed spot, not the matter) diagonally, hold your d-pad until you somehow get into it.

---

Glitch #39: Yowzer. A literally INVICIBLE marketer!

Source: Daniel Flores (actually, dANIEL FLORES, but I guess that's just another CAPS LOCK incident)

~~~~~

" When I went into the grocery once, Jeff wasn't at the counter. And when I tried to buy something his face showed up on the text box where it's supposed to be but Jeff wasn't in the room at all..."

Re: So, you must have that rumored special version, the one with eBAY replacing the usual supermarket all of us have! Congratulations!

---

Glitch #40: Who said the weatherman always right?

Source: Zak Deardorff

~~~~~

" I found a hard-to-miss glitch every couch potato should see. On the 30th of every month, say, Fall, it will say 'Here's tommorow's weather forecast! Crisp clear Fall day!' or something like that when tommorow is Winter! And once it said on the 30th of Spring, that tommorow was rainy, and I hate working in rain so I hired the sprites. And then the next morning, a hurricane came! So wierd!"

Re: Yep, unfortunately the couch potatoes at Natsume didn't have much time to pay enough attention to the memory-cycle of their game. Or something. Just wanted you to know that a couch potato isn't supposed to talk about techie stuff like VIDEO GAMES, that's all.

---

| T H E |  
| C O U N T E R P A R T S |  
-----

Somehow, I feel quite bad since I've talked about the programmer's fault about this game. Well, most of us felt like that too, right? So I guess here is the place to show that the programmer isn't that bad. This will be the place where I will show you something that could be "glitchy" in the future but then discovered by the programmer and, guess what, they could avoid the mistakes! Cheers! Uhm, okay. I'll be calm...

---

Counterpart #1: You've Missed it? Check it Again!

Source: FAQ, Message Board, Self experience

~~~~~

This is just about when you left your basket in any level of the mine. You see, even if you forgot to bring it back, you still can have it back if you go back to the exact level where you left it. Isn't it nice? The programmer had give some extra memories in your data to remember that you have something left in the mine. It was quite a little thing, you know. I believe it will be very bad if you lost your basket if you forgot to bring them back and then you will have to spent more money to buy another one.

---

Counterpart #2: Lesson number one: Don't be such a Thief

Source: Khalifatullah W.W.

~~~~~

See the Yodel Ranch's cow and that milker in your hand? Well, you can NOT

get any milk from them even if you tried too. And you won't get any wool from their sheep either. My, isn't that smart? I mean, at first I just hoped that this could be a little nice getting-free-milk trick, but it isn't. Big hand to Mr. Programmer.

---

Counterpart #3: Lesson number two: Things That You Hate is Probably Things That is Useful for You

Source: Message Board, Self experience

~~~~~

Most people get mad when Won arrived again for the thousand time to offer them his dogball. Now let's see. If you were the programmer of the game, and then you realize that the little pink dogball could just lost easily anywhere under or behind something, what would you do? You will do something so that the player could get another ball, right? That's what the programmer did. So I guess that's why the programmer 'told' Won to come and come again to your home, in case you're in need for a new dogball at the time. Isn't it nice? I hope you could just see the real heart of our programmer ^\_^

---

Counterpart #4: Lesson number three: Use the Tools for Exactly what it was Made for

Source: Self experience

~~~~~

Hey, ever thought using your ax to your animals? No, don't you ever do that because that might lower their happiness. Plus they will squeaks with their funny sounds. So don't. Of course we have to say that it is smart that the programmer realizes that we might try to do that kind of thing so they gave us that response. However, I just want to add some little things. We don't get any response even if we hacked away villagers with, let's say, a Sickie. We can hack them away but nothing happened. How about, instead of having no response, make the people say something before we do that kind of thing so we were prevented from doing that. There are many kids playing this game and I just feel something's wrong imagining the kids keep watering Elli or plowing Ann. So I guess it would be better if, as an example, when I press Square to axe somebody, my action was canceled and the person get mad at me. Of course, the person loses his friendship points at me as well. So how about it, Mr. Programmer?

---

| T H E |  
| T R I V I A |  
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IT IS NOW CLOSED! THE TRIVIA IS CLOSED UNLESS I GOT ANOTHER QUESTIONS!  
<that is, it's here for ol' time sake>

Some things that keeps bothering me, whether it would be a glitch or something like that, and I really need the help of you guys to check this out for me:

1. What if you put your dog on the frozen lake in, like, the Winter 30th, and leave it there until Spring comes where the ice melts? Will your puppy get drowned, simply lost, or perhaps, weirdly floats above the water?
2. See no.1, just change the "dog/puppy" with "hens".
3. See no.1 and 2, just change the "on the frozen lake" with the "inside the winter mine".

!! THE HELPUL SOULS WITH THAT DESPERATELY NEEDED CONFIRMATION:

!! - "Danjr"

!! You do not lose your dog when leaving him on the lake through

!! winter! After winter he reappears on your farm next to his dog-  
!! house.  
!! - "Tiger\_18"  
!! if you put your hen in the frozen lake, it will come back to your  
!! coop and lose 1 heart [like when you leave it anywhere]  
!! - "Sephiroth"  
!! the dog isn't floating in the water either is drowned in the water but  
!! is automatically transport to it's doghouse at the farm.....

## Adore them, admire them. They're our Glitch Heroes! ##

-----  
| T H E |  
| C R E D I T S |  
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For this FAQ, I want to say thanks to:

1. Allah SWT, for everything. Everything.
2. Natsume, since this was their game. And their glitches of course.  
But not for their silly, slow, pointless, annoying service that is the  
Flash Animation on their page.
3. Charry, because the Yet Another Bad Luck in Winter Thanksgiving Day is  
her glitch.
4. John Wachowsky, because the He Ate the Ball?! is his glitch.
5. krems, for the Ghost of Popuri. Nice point, dude.
6. Mateui, because the Ruined Wedding was taken from his Marriage FAQ.  
Check his FAQ for a great way of marriage, it was great and complete!
7. Alfan Mansur, because he was the first one who found out the glitch #12.
8. Khalifatullah W.W., for the Counterpart #2.
9. Anang Iswahyudi, the fisher-, I mean, trashman.
10. Nicolas, the magician. With some help of electronic gadgets known as  
"memory cards", he'll make your child's b-day unforgettable!
11. Timmy Petersson, presumably our dear European contributor.
12. Neo Zero. Hear him saying, "I'm a Harvest Moon hardcore haha!" j.k.:)
13. Rob Ledbetter. Ever tried, like, Japanese love-sims? Just thought  
you'd enjoy that kind of depth they have to offer.
14. ssmarwaha, for that frightening reminder.
15. danjr, the lone warrior battling for such trivial matter that is  
trying to prove that a dog could SWIM! Ladies and gents, our hero!  
Thanx, for being the first one for the trivia and stuff.
16. tiger18, for taking the time for my stupid trivia, and for that  
particular glitch(es) number 35, which was easily the most fun part of  
my whole time for this work. Sorry for the stupid asides, really.
17. IceTray87. Never heard of basket<>weed exchange, but I won't make him  
more depressed as I realized that even an account as unique as IceTray  
has been taken by someone else first. Feel for you, man.
18. Neo Bond. Without yours, no glitchlist is complete. Here, take the  
pride.
19. MacAuliffe. Even though, it'll ruin all your well-arranged schedule to  
get find yourself some time to read this. J.k., pal.
20. Michelle Taylor. If even a starving polygons made her sad, I believe  
she'll give anything to be the leader of UNICEF. Go Michelle!
21. Zak Deardroff. For basically telling me that I'm a couch potato.
22. Sephiroth. The last warrior out of three. Like Zell Dincht!  
(no, I mean, of course, you're like Sephy and all. My mistake).

-----  
Oh, then again, if any of YOUR contribution isn't credited here, just as  
CB! would say, ~blame the memory, but not the heart~



(or rather, blame toastyfrog! <toastyfrog.com> Yeah!)

~ End...

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