Harvest Moon: Back to Nature Crop Guide

by chito10

Updated to vFinal on Dec 19, 2001

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Harvest Moon: Back to Nature
Crop Guide - Final Version
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VERSION HISTORY
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05/09/01 - Version 1.0
This is my first version posted.
05/13/01 - Version 1.0.1
I made some additions to the Spring Season of the First Year.
05/14/01 - Version 1.1
I added some info on Summer (First Year) and made other changes.
06/22/01 - Version 2.0
I am sorry for the long absence. I got busy with school and didn't have time to
make any changes. I revamped the FAQ and made more additions.
06/24/01 - Version 2.0.1
I added a Table of Contents and added info on Fall (First Year).
07/08/01 - Version 2.0.2
I added another site to the list of places where this FAQ can be found and made
some more changes to the Table of Contents.
07/16/01 - Version 2.1
I finished up the section on Fall (First Year) but I may add more later.
09/06/01 - Version 2.2
I made some adjustments to Fall (First Year) and made some comments on Winter
(First Year). I hope to finish this FAQ by next month.
11/04/01 - Version 2.2.1
Well so much for my promise on the last update. I have made some small
adjustments to this FAQ, including adding the Spring section of the Second Year.
12/19/01 - Final Version
I wanted to make some changes to this FAQ, like add a calendar to plan out
planting days and posted info on flowers and the new crops. This should be my
final update, unless I need to change some things. I also made a correction.
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Harvest Moon has always been a favorite of mine ever since playing the original on the SNES. I find that the PSX version has a lot of unique qualities that

make this game more that a "farming" game. However, many of the things you can do require money. I have search the net looking for guides on HMBTN but I haven't found any good info on growing crops. I created this guide to help assist others in growing the "best" crops in the game. Now, I know that not everyone will agree with my opinions but I find that these methods help you earn a little more cash at the beginning of the game. So, I introduce to you, the Harvest Moon: Back to Nature Crop Guide.

I just want to note that there may be some SPOILERS in this guide. I am warning you in advance.

THE CROP GUIDE

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SPRING (FIRST YEAR)

This year is the hardest part of the game (for now). You start off with very little money (500G) and need to accomplish a lot before the season is over. The game starts off on the second day of Spring, giving you about 28 days to water (the last day is meant for harvesting). You will also need to earn a good amount of money to start off in the summer. Here is the rundown of all the

[NOTE: During the first Spring, you can only water a field efficiently by using the Fat-C method. X represents the soil that has been tilled while O represents untilled soil.

XXX XXX XXX XXX XXX XXX

While you can create a field that has a 3x3 tilled field, the center crop will be unreachable until you harvest the rest of the outside plants. You gain more money by doing this and then replanting the non-renewable fields.]

 * All Revenue earned during the first Spring is based using the Fat-C (8 crops).

Now before I talk about the plants, I have added a calendar here for each spring to identify when you can buy plants at the Supermarket and with Won.

S M T W T F S LEGEND:

crops that can be grown the first year.

X 2 X 4 5 6 7 X - Any date with an X represents when the Supermarket H 9 X 11 12 13 14 I is closed for that day. I 16 I I I 19 20 21 I I I Any date with an I I represents when the Supermarket

H 23 X 25 26 27 28 and Won are not available because of holidays.

X 30

Turnips

Where to buy them? At the Supermarket

Are the renewable? No

Cost per bag: 120G

Selling price per crop: 60G

Days to grow: 4 days

Maximum harvest per season: 7 harvests

Revenue per bag: $8 \times 60G = 480G$ Profit per bag: 480G - 120G = 360G

Profit per bag per day: 360G / 4 days = 90G

Maximum profit per season: 360G x 7 harvests = 2520G

[Let me explain what I did here. It costs 120G to buy one bag of turnips at the Supermarket. For every turnip I put in the bin (to sell), Zack (the buyer) pays me 60G. It takes 4 days of watering for turnips to ripen. (In other words, if I plant turnips on the 2nd day, they will ripen by the 6th.)

There are 30 days in a season. Any crops that are not harvested by Spring 30 will wither away on Summer 1 and that is true for crops that grow any season. That means you technically only have 29 to water crops (leaving day 30 for just harvesting). Given that, if you start planting turnips on Day 2 (the day you start) and watering them everyday, you can plant turnips 7 times on the same piece of land during the season after you harvest them. Now, you have 8 crops growing. That means you will earn 8 times 60G for each bag of turnips you plant. That is where the revenue comes in. Now, take away the cost of the bag and you can determine profit.

Of course, profit can be deceiving. It is best to compare crops by determining how much they will "effectively" make a day or during the entire season. Profit per day is determined by dividing the total profit per bag by the number of days it takes for the crop to grow. Another way of comparing crops is to determine how much profit they will make in a season, which is determined by taking the profit per bag and multiplying it by the total number of harvest that can be acquired in a season. You'll understand where this leads to in a minute.]

Potatoes

Where to buy them? At the Supermarket Are the renewable? No

Cost per bag: 150G

Selling price per crop: 80G

Days to grow: 7 days

Maximum harvest per season: 4 harvests

Revenue per bag: $8 \times 80G = 640G$ Profit per bag: 640G - 150G = 490G

Profit per bag per day: 490G / 7 days = 70G

Maximum profit per season: 490G x 4 harvests = 1960G

Cucumbers

Where to buy them? At the Supermarket Are the renewable? Yes

Cost per bag: 200G

Selling price per crop: 60G

Days to grow: 9 days, then 6 days to regenerate

Maximum harvest per season: 4 harvests

Maximum profit per season: (8 crops x 4 harvests x 60G) - 200G = 1720G

[NOTE: Cucumbers are renewable crops. That means that one bag will continually grow more crops until the season ends. In this case, it takes cucumbers 9 days for it to fully grow, then 6 days for it to "regenerate" the crop.

Since you only by one bag at the end of the season, it would be "difficult" to determine figures based on buying bags of seeds (like profit per bag). Instead of doing this, I just determined the maximum profit of the crop in one full season of growth. I will do this for all renewable crops.]

Cabbages

Where to buy them? Won at the Inn Are the renewable? No

Cost per bag: 500G

Selling price per crop: 250G

Days to grow: 14 days

Maximum harvest per season: 2 harvests Revenue per bag: 8 x 250G = 2000G Profit per bag: 2000G - 500G = 1500G

Profit per bag per day: 1500G / 14 days = ~107G Maximum profit per season: 1500G x 2 harvests = 3000G

[NOTE: ~ means "approximately". I don't want to get into showing decimals.]

My Recommendations

Summary:

MAXIMUM PROFIT PER SEASON

Turnips: 2520G Potatoes: 1960G Cucumbers: 1720G Cabbages: 3000G

As you can see, cabbages have the largest profit per season making them the "best" crop. However, this doesn't always show the BIG picture. Remember that it takes 14 days for these cabbages to grow. That means you will earn a lot of money, but will have to wait quite some time to earn it. During your first Spring, you want to earn money fast to use it to buy other crops and earn more cash. I suggest getting turnips first to earn money quickly, then plant a bag of cabbage (or two) on the 16th day (remember to water them daily) to get the money for them on the 30th to use for Summer.

There is also another thing to note. In the game, there are "special" crops they you can grow but only by accomplishing a certain task. In order to be able to plant the "special" crop for Spring, which are Strawberries, you need to sell (not just grow) 100 of each Spring crop (100 Turnips, Potatoes, Cucumbers, and Cabbages). That may not be so important your first year. My suggestion is to plant 4 Fat-C fields. One is for cucumbers (yes, I know they don't make enough profit but you will need three cucumbers for a special event) and the other three can be whatever you want.

Notes for First Spring -

There are hidden items called Power Berries that help increase your stamina permanently. You can get up to three (out of ten) of them before the Spring ends. Here is how to get them:

- [1] On the very first day of the game (you can do this at any time), take your axe. Exit through the lower exit of the ranch (the one next to the chicken coop). Follow the straight path (ignore the stairs). Keep following the path and cross the bridge. After crossing the bridge, you will encounter a field with a lot of flowers growing (they are mostly yellow Moon Drop flowers with two white Toy Flowers). In that field, you will find a lone cedar tree. Attempt to cut it down with your axe (you may have to hit the tree at different points, a couple of times to activate this scene). The tree will begin to talk and will give you the option of cutting him down. Choose the option to NOT cut it down and you will get a Power Berry for your kindness.
- [2] Behind the waterfall (next to the hot springs) is a cave. If you dig, using the hoe, you may find a hole with some stairs that will lead you deeper into the cave. You can dig up a Power Berry, but your chances of encountering it increases as you get deeper into the cave.
- [3] Buy a chicken. If you feed it once a day, she will start to lay eggs after 2 days. You can put these eggs in the incubator, sell them directly, or boil them in the hot springs and sell them for more money. However, to get a Power Berry, take one egg (or any crop that can be grown on your farm, but eggs tend to be a lot cheaper) a day for five days and throw it into the pond (directly behind the waterfall). If done correctly, the goddess will come out and thank you. On the fifth consecutive day of doing this, she will reward you with a Power Berry. NOTE: She will not come out during rainy days or festival days. In that case just skip that day and continue.

Special Power Berry - This berry doesn't increase stamina but it will allow you to work in the rain with a smaller chance of getting sick. To get this berry, go to the large lake in Mother's Hill (in the same area where you cross the bridge to get to the field of flowers) between 11 AM and 6 PM (I am not certain about the times though) with three cucumbers (I am not certain of the times but it's around these times). Go to the left portion of the lake (right next to two large trees) and toss in a cucumber. The location of where you throw the cucumbers into the lake and the time are important, otherwise Kappa (the water imp) will not appear. After tossing all three cucumbers in, he will present you with the special power berry. It looks just like a regular power berry but it's not.

The mayor will come by on the 15th (about a week before the Cooking Festival, which is the 22nd of Spring) and will ask you to grow and deliver 3 turnips to him by the 21st. You don't have to agree to it. He does tend to be friendlier if you do agree to do it. Just remember to deliver the turnips if you say yes. [NOTE: I mentioned before that taking the mayor's tour will help, but it turns

out that taking the tour may not help much.]

I also have another suggestion to make life easier. Upgrade your watering can to the gold status when Spring ends. You can do this without missing a day of watering. On the 29th of Spring, start your day by watering your crops. Get a gold ore from the cave and take it and 3000G to Sairaba (the blacksmith). He will take three days to upgrade the watering can. That means you won't get it until the 2nd of Summer. However, since the Swimming Fesitval takes place on the 1st of Summer, you won't be able to buy any bags of seeds until the 2nd of Summer (everything is closed on festival days). The golden watering can makes life much easier.

Hopefully with your last harvest of cabbages you will have enough money to start off Summer. If you have acquired the Golden watering can, you will make more money this time around. You can now grow a full 3x3 crop and be able to water the middle crop (Just remember to hold the square button down until your character turns red then release. This will allow you to water them all in one shot.) For the renewable crops, you may need to cut down one of the middle corner plants (leaving a crop field looking like the Fat-C) when a plant ripens to reach the center crop. This will give you an extra boost in money (but not much).

NOTE: I will assume (from now on for the time being) that I will plant a 3x3 field with renewable crops, then cut one of the middle center plants after it ripens to get some extra cash. Also, all non-renewable crops will be planted as 3x3, instead of by the Fat-C.

S M T W T F S LEGEND:

Onions

Where to buy them? At the Supermarket Are the renewable? No

Cost per bag: 150G

Selling price per crop: 80G

Days to grow: 8 days

[NOTE: There is a typo in the manual. It takes 8 days, not 7, to grow]

Maximum harvest per season: 3 harvests

Revenue per bag: $9 \times 80G = 720G$ Profit per bag: 720G - 150G = 570G

[NOTE: We are now use 9 crops per bag instead of 8.]

Profit per bag per day: 570G / 8 days = ~71G

Maximum profit per season: 570G x 3 harvests = 1710G

Tomatoes

Where to buy them? At the Supermarket

Are the renewable? Yes

Cost per bag: 200G

Selling price per crop: 60G

Days to grow: 9 days, then 4 days to regenerate

Maximum harvest per season: 5 harvests

[Usually we can get 6 harvests, but since the Supermarket is closed for the Swimming festival, we lose one day (and one harvest) of Tomatoes.]

Maximum profit per season: (8 crops x 5 harvests x 60G) - 200G + 60G = 2260G

[I just want to clarify something here. Once 9 days of watering have passed, we will have 9 tomatoes ready to harvest. However, in order to reach the middle one, we must use the sickle to cut down one of the middle center plants, after we harvest the outside tomatoes.

XCX

CXC

XCX [C represents where we can cut off the plant. Only cut down one, though.]

Since we will only be getting 8 renewable crops from now on, I set my equation above to determine the revenue with 8 crops and 5 harvests at 60G a piece, then subtracted the cost of one bag and added the extra money earned by selling that extra tomato. There is a way to get the middle crop without cutting down a plant, but that will mentioned in a future update.]

Corn

Where to buy them? At the Supermarket

Are the renewable? Yes

Cost per bag: 300G

Selling price per crop: 100G

Days to grow: 14 days, then 4 days to regenerate

Maximum harvest per season: 4 harvests

Maximum profit per season: (8 crops x 4 harvests x 100G) - 300G + 100G = 3000G

[NOTE: We can take this corn and throw it into the Feed Shed right next to the Chicken Coop to make chicken feed for our chickens. Each corn will make 10 bags of feed. We can also buy the corn for 10G/bag at the Poultry Farm. Either way, you won't earn more feed or lose money by throwing corn to the Feed Seed.

1 corn is worth 100G = 10 bags of chicken feed * 10G/bag at the Poultry Farm.

Just remember that any corn that goes into the Feed Shed does not get counted for your total corn sold. You need to sell 100 corn and 100 of the other Summer Crops to get to sell Pumpkins. It is best to sell the corn and buy the chicken feed until you reach 100.]

Pineapples

Where to buy them? Won at the Inn

Are the renewable? Yes

Cost per bag: 1000G

Selling price per crop: 500G

Days to grow: 20 days, then 6 days to regenerate

Maximum harvest per season: 2 harvests

Maximum profit per season: (8 crops x 2 harvests x 500G) - 1000G + 500G = 7500G

My Recommendations

Summary:

MAXIMUM PROFIT PER SEASON

Onions: 1710G Tomatoes: 2260G Corn: 3000G

Pineapples: 7500G

Just like cucumbers, pineapples are the "best" crop but the wait will take quite some time. 20 days! Since you have the golden watering can (hopefully), you can afford (in terms of both time and money) to make 8 3x3 fields with two fields having each crop. Of course, you can dump the onions all together and make a good amount of cash with the other crops. However, you won't get the pumpkins until you sell 100 of each crop. If you want money, plant many pineapples and be patient. (Don't forget to water!)

Notes for First Summer -

There are a lot of events and many things that can be accomplished during the summer days, including some more Power Berries.

[4] You can win a Power Berry by winning the Swimming Festival on the first day of Summer. There are so many methods that can be used. I still haven't determined the best method for winning. Just remember to make sure you take breaks between swimming so that you won't run out of breath by the end. Keep your face meter at the 2nd phase (I believe that is the orange color with the face having a straight mouth). When you are at the point where you are about 2/3 done with the race, you can win by continually swimming from that point on without taking a break for breathing. Even though Kai may be ahead for most of the race, he will usually take a pause before finishing. This will be your chance to win. There are other methods, but this usually works for me.

Other things to look for:

If you plant some flowers in your field, some bees will come buy and start to make honey on your apple tree. This honey is worth 50G. However, if you give Louis a bottle of honey, he will notify Zack that these are very rare bees that

produce honey. From that point, the honey will be worth 60G. The honey can be harvested all year round.

If you have been nice to Ann during the first Spring (Her heart meter needs to be purple, somewhere between staying at purple and becoming blue. In other words, once she is at purple, you still need to give her a couple of more gifts.), she will send (on the 2nd of Summer) you an invitation to her birthday party on the 17th. You need to make sure that you have room in your sack to hold the invitation (and you will need to hold it for about 15 days). If you have a cabinet (which requires you upgrading your house once, but to do that, you need to build the chicken coop), you can place the invitation there. I would suggest buying the large rucksack so you are not forced to run back and forth to the bin when you harvest. Of course, you can wait to read the mail entirely until the 17th to get it later. [I haven't tried that yet, but it should work.] One thing to note. Once I didn't get the actual invitation (just the message). I don't know if it was some sort of glitch, though. You need to have the invitation with you to enter the inn. Once you are in, you will leave the inn at 6PM, so do your harvesting before then.

Kai will come by your ranch when you harvest corn for the first time. If you sell him one for 50G, his rating towards you will go up. "Rating", as I call it, determines if the villagers will be friendly and most likely will lead to learning their recipes. Just note that you will only start to learn recipes once your house is upgraded once. Also, not all villagers have recipes. If you sell the corn at 200G, he won't be too happy and his rating will drop. At 100G, he will just thank you. I believe there is no rating change. It's your choice.

If you have been good to the Mayor, he will ask you to deliver a slice of apple pie to Ellen on a Sunday. Go to the inn, talk to Doug behind the counter and he will give you a slice of apple pie. Deliver it to Ellen and she will offer a tip. If you accept, Elli will get upset. If you refuse, Elli will come in with another piece of apple pie and will offer it to you. On the next day or the day after, the mayor will come by. If you remembered to deliver the pie, he will buy you a piece of cake and thank you. Your ratings also up with Elli, Ellen, Doug, and the Mayor. If you forgot, the Mayor will be upset and explain something. Your ratings with the four I mentioned, will go down.

FALL (FIRST YEAR) *************

Things are going to get quite busy this season. I suggest getting the largest rucksack and the basket from the supermarket if you intend to get through this season without too much stress. You should have enough money from the pineapple harvests. The planting procedures will pretty much be the same as the Summer. You should have also invested in some farm upgrades and have a cow or sheep (or both). Just keep enough cash to get seeds for this season.

One thing I want to mention is the Harvest Sprites. They will be essential when you are asked to help in the Orchard Harvest. In order for them to help water or harvest crops, they need to be at three hearts, I think. They will start off with two hearts, so just give them some flowers or flour (no spelling errors here, either will work well) until they reach three hearts. Don't forget their birthdays' either since they tend to increase a heart. They usually won't do a good job at first (usually missing watering some spots or not harvesting all the vegetables) but they improve (either with practice or by getting more hearts). Don't forget to reward them (with eggs, flowers, anything cheap) so they won't feel neglected. Set up a team of three for three days (or a week), then have the other team of four do it for another three days. Have one (or two) water

and the others harvest (when the harvests are ready). Experiment and see what works. Just remember to be patient with them.

This season will be one of the busiest seasons. There is a lot of plants that can be foraged in the forest, which can total almost 1000G a day! Not only that, your Apple Tree will start to produce apples (and honey if you planted some flowers earlier). You will be able to harvest three apples a day. Don't miss the opportunity to make some cash, because you will need the money to upgrade your farm and raise some more livestock.

S M T W T F S LEGEND:

Eggplant

Where to buy them? At the Supermarket Are the renewable? Yes

Cost per bag: 120G

Selling price per crop: 80G

Days to grow: 9 days, then 4 days to regenerate

Maximum harvest per season: 6 harvests

Maximum profit per season: (8 crops x 6 harvests x 80G) - 120G + 80G = 3800G

Carrots

Where to buy them? At the Supermarket Are the renewable? No

Cost per bag: 300G

Selling price per crop: 120G

Days to grow: 7 days

Maximum harvest per season: 4 harvests Revenue per bag: 9 x 120G = 1080G Profit per bag: 1080G - 300G = 780G

Profit per bag per day: 780G / 7 days = ~111G

Maximum profit per season: $780G \times 4 \text{ harvests} = 3120G$

Sweet Potatoes

Where to buy them? At the Supermarket Are the renewable? Yes

Cost per bag: 300G

Selling price per crop: 120G

Days to grow: 5 days, then 3 days to regenerate

Maximum harvest per season: 9 harvests

Maximum profit per season: (8 crops x 9 harvests x 120G) - 300G + 120G = 8460G

Green Peppers

Where to buy them? Won at the Inn

Are the renewable? Yes

Cost per bag: 150G

Selling price per crop: 40G

Days to grow: 7 days, then 3 days to regenerate

Maximum harvest per season: 8 harvests

Maximum profit per season: (8 crops x 8 harvests x 40G) - 150G + 40G = 2450G

My Recommendations

Summary:

MAXIMUM PROFIT PER SEASON

Eggplant: 3800G Carrots: 3120G

Sweet Potatoes: 8460G Green Peppers: 2450G

Well, it's obvious that Sweet Potatoes are the best crop for Fall. Not only do they take 5 days to grow (and 3 days to re-grow), they sell for 120G, which is the same value for carrots. For this season, you can have 2 3x3 fields for each crop but if you really want to earn a lot of money, I suggest having 3 3x3 fields. This will consume a lot of time, but the money will just roll in.

Notes for First Fall -

I mentioned before that this season will keep you quite busy. There are major events in this season that may determine the outcome of some villagers (like Cliff). If you haven't already done so, you should start giving gifts to the Harvest Sprites to help you water your crops.

During the 14th of Fall, Duke (the owner of the Orchard) will come by to ask for help on his orchard. He will ask you to come by his Orchard and pick grapes for him. Each grape you pick and give to him will earn you 50G. There are a total of 16 grapes to harvest, but you don't need to harvest all of them. Here is an "illustration" of the orchard:

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======= LEGEND:
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= $\,$ - represents the vineyard where the grapes are on

^{= ----=}

⁼ ----X X----= = represents the fence

^{= -}X-X- -X-O-=

Enter Duke's house between the times of 10 AM to 1 PM during the 15th and 20th of Fall (a total of 6 days). Manna will greet you and will ask you to stay behind until 5 PM to pick grapes. The location of the grapes are listed above. Pick 8 of them, and talk to Duke to give him the grapes. Pick the last 8 and give them to Duke. Once you give him all 16 grapes, you will exit the vineyard (at exactly 5 PM). One thing to note, Duke will ask you to find someone in the village to help you in harvesting grapes. If you talk to Cliff (he is always at the Church during the day and at the Inn at night), he will be willing to help. If you don't ask for Cliff's help, he will leave the village during Winter. However, if you do ask for Cliff's help, he will help part-time at the Orchard all year round, after the 6 days are over.

[NOTE: Cliff won't pick any grapes during the harvest. You will have to pick all 16 grapes. The problem is, Cliff tends to get in the way, especially when trying to the two grapes between the right two trees (shown as "O" in the diagram). Get those two grapes first or you may have trouble getting them.]

Also on the 14th of Fall, Rick will stop by and ask you to take care of five chickens while he and Popuri tend to their sick mother, Lillia. He will come only if you have upgraded your Chicken Coop and have at least 5 empty slots in the coop. He will also provide chicken feed for the 5 chickens, and as an incentive, any eggs they produce can be sold. You will hold the chickens for 3 days (the 15th to the 17th and pick them up on the 18th). Not a bad deal.

Finally, it's time to rest. Yeah right! Even though you won't be growing crops outside (since the field is covered with snow), you will spend a lot of time gathering wood, ore, fish, and more. You CAN harvest crops in a Hothouse but to get the Hothouse, you need to upgrade your Chicken Coop, House, Barn, and your House again to have the option of creating the Hothouse (at 30,000G and 580 pieces of wood). If you can have the hothouse purchased by Fall 27th (I believe), you will have the hothouse built by the Winter 1st. Good luck!

Since there are no special crops that can be grown only during the winter, there is no need for a crop section. I suggest that if you do have a hothouse, devote one 3x3 field (there are a total of 4 3z3 fields that can be placed) to pineapples (to make a lot of money) and devote another 3x3 field for corn (to place in the machine next to a chicken coop for chicken feed).

S M T W T F S LEGEND:

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X - Any date with an X represents when the Supermarket is closed for that day. 

X H X 12 13 14 15 H - Any date with an H represents when the Supermarket and Won are not available because of holidays. 

X H X 26 27 28 29 H
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I will now introduce you to the crop that can be grown ONLY inside the hothouse.

Orangecup Flowers

Where to buy them? Won at the Inn Are the renewable? No

Cost per bag: 1000G

Selling price per crop: 60G

Days to grow: 8 days

If you make the calculations, you will learn that you will actually lose money growing these crops. Grow these to give to the villagers (especially Elli).

Notes for First Winter -

The lake at Mother's Hill will be frozen, giving you access to the cave in the middle of the lake. There you will find the rarer ore that will be used for creating the three special machines (mayonnaise maker, cheese maker, and yarn maker) and create jewelry. Check other Harvest Moon FAQs for more info.

There are also chances to get up to 4 more Power Berries in this season.

- [5] When getting ore in the Winter Mine, you may dig up a Power Berry similar to the Mine behind the waterfall (see number [2] for details).
- [6] On the frozen lake, on the left side of the island of the Winter Mine, a Power Berry is hidden (the angle of the camera keeps it hidden from our view). Press the X button on the left side of the island and you will find it.
- [7] A Power Berry can be found while fishing in the ocean (at the pier). Although this berry can be found at any time during the year, you will have more time to fish during the winter. If you acquired the Fishing Pole (a better version of the Fishing Rod), you may have an easier time finding it. (To get the fishing pole, have 50 fish in your fish pond between Spring and Fall, then Greg, the fisherman, will drop by to give you the pole).
- [8] If you upgraded to your first house by the time of the first Fall, you will notice the TV shopping network airing on Saturdays. Eventually (at about the ninth week when they first start), they will sell a Power Berry for 5000G.

When it snows for the first time outside, there are three events that can occur. These events will usually occur any time it snows. If you miss it the first time, don't worry.

- 1) The first event involves Cliff (which may only happen if you asked him to help in the orchard). Sometime after 9AM (I believe), head to the town square. You will find that Cliff has fainted. When you help him, you will receive a picture and will be sent to the Hospital. Leave and return to the Hospital and give Cliff back the picture. You will more about Cliff in this event.
- 2) Sometime after 10AM, enter the forest where Gotz the woodcutter lives. Enter the forest from the Poultry Farm and not from the backside of your farm. Gotz will warn you about a blizzard approaching. If you head towards Mother's Hill, a snowstorm will come and you will find yourself in Gotz's house. He will scold you and tell you about his family.
- 3) After 6PM, head up to Mother's Hill (the actual mountain). There you will

find the Flower of Happiness that is mentioned in one of the library books. The game will automatically jump to the next day (so you can't save). Talk to Basil and Ellen (Elli's Grandmother) about seeing the flower.

[NOTE: In each event, you will increase their happiness rating towards you. See the Notes for First Summer for an explanation about that.]

The Winter Thanksgiving Festival will occur on the 14th of Winter. If the five eligible girls are at purple hears and above, they will come to your farm during the day. The times they come will be 6AM, 8AM, 10AM, 1PM, and 3PM, in order of happiness (with the happiest girl coming at 6AM). You will receive a Chocolate bar for girls with purple and blue heart or you will get a Chocolate Cake for girls above the green heart. Keep at least two girls at the purple or blue stage to get the chocolate needed to complete two recipes. If all girls are above blue, you can lower ratings by giving them trash from fishing or with weeds, but don't overdo it.

SPRING (SECOND YEAR)

Well, you made it through the first year, hopefully with very little problems. Another year begins, but this time you are more well prepared. Hopefully, you should have completed the updates to the most important tools, if not all of them. You should have at least one cow and one sheep by now (or more). I would suggest you have all three "special" tools (which are the Mayonnaise Maker, Cheese Maker, and Yarn Maker).

One thing to note, I suggest that if you already built the Hothouse in the Winter, buy all the seeds you need for the Spring, since the Supermarket will be closed on Spring 1. This will allow you to start planting on the very first day. I personally bought three of each crop (three cucumbers, three turnips, three potatoes, and three cabbages (get these from Won)).

Well, in this section, I will make note of the "special" crops that will be available once you sell 100 of each plant for that season.

I will also recalculate the profit for the Spring since we can now water a full 3x3 area (instead of using the Fat-C method that was used in the first year).

Turnips

Cost per bag: 120G

Selling price per crop: 60G

Days to grow: 4 days

Maximum harvest per season: 7 harvests

Revenue per bag: $9 \times 60G = 540G$ Profit per bag: 540G - 120G = 420G

Profit per bag per day: 420G / 4 days = 105G

Maximum profit per season: $420G \times 7$ harvests = 2940G

Potatoes

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Cost per bag: 150G
Selling price per crop: 80G
Days to grow: 7 days
Maximum harvest per season: 4 harvests
Revenue per bag: 9 \times 80G = 720G
Profit per bag: 720G - 150G = 570G
Profit per bag per day: 570G / 7 days = ~81G
Maximum profit per season: 570G x 4 harvests = 2280G
Cucumbers
-----
Cost per bag: 200G
Selling price per crop: 60G
Days to grow: 9 days, then 6 days to regenerate
Maximum harvest per season: 4 harvests
Maximum profit per season: (8 crops x 4 harvests x 60G) - 200G + 60G = 1780G
Cabbages
Cost per bag: 500G
Selling price per crop: 250G
Days to grow: 14 days
Maximum harvest per season: 2 harvests
Revenue per bag: 9 \times 250G = 2250G
Profit per bag: 2250G - 500G = 1750G
Profit per bag per day: 1750G / 14 days = 125G
Maximum profit per season: 1750G x 2 harvests = 3500G
"Special" Spring Crop
Strawberries
Where to buy them? At the Supermarket
Are the renewable? Yes
Cost per bag: 150G
Selling price per crop: 30G
Days to grow: 8 days, then 6 days to regenerate
Maximum harvest per season: 4 harvests
Maximum profit per season: (8 crops x 4 harvests x 30G) - 150G + 30G = 840G
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Moondrop Flowers

Where to buy them? Won at the Inn

Are the renewable? No

Cost per bag: 300G Days to grow: 6 days

NOTE: You can access these seeds when you plant the seeds that Karen gives you. To access this event, get Karen's heart at least at purple during Spring. You may not see this event until the second year. She will come by and give you a box of Moondrop seeds. Grow them and she will get happier. The next day, you will get a letter in your mailbox saying that Moondrop seed will be available at the Supermarket. This is a typo. They can be purchased with Won.

Toy Flowers

Where to buy them? Won at the Inn

Are the renewable? No

Cost per bag: 500G
Days to grow: 12 days

Notes for Second Spring -

It's time to get the final two Power Berries.

[9] Plant 90 flowers (a total of 10 3x3 fields). Once all 90 flowers have fully blossomed, Anna, Mary's mother, will come by and ask if she can pick some flowers. If you allow her to do so, she will reward you with a Power Berry. Although this can be done in any season, other than Winter, you are better off doing it now.

[10] Place bets on the horse race. If can accumulate 1001 medals, you can buy a Power Berry for that price. You can bet on your own horse. Just make sure that you ride your full grown horse (he will be full grown within a year of when you acquired him) often to have enough stamina to win the horse race.

SUMMER (SECOND YEAR)

Keep at it! Make sure you are still selling the crops you need to get up to 100 crops to sell the special crops.

"Special" Summer Crop

Pumpkins

Where to buy them? At the Supermarket

Are the renewable? No

Cost per bag: 500G

Selling price per crop: 250G

Days to grow: 14 days

Maximum harvest per season: 2 harvests Revenue per bag: 9 x 250G = 2250G Profit per bag: 2250G - 500G = 1750G

Profit per bag per day: 1750G / 14 days = 125G

Maximum profit per season: 1750G x 2 harvests = 3500G

Pink Cat Flowers

Where to buy them? Won at the Inn

Are the renewable? No

Cost per bag: 200G
Days to grow: 6 days

NOTE: These are the cheapest and fastest flowers to grow.

Notes for Second Summer -

Keep buying more livestock (like Cows and Sheep). Yow want to enter a different hen and enter an adult cow for their proper festivals. You earn more money if your animals earn the Gold status. Their "upgrades" (eggs to mayonnaise and milk to cheese) are also worth more.

FALL (SECOND YEAR)

Can you believe that you are halfway done with the game?

"Special" Fall Crop

Pumpkins

Where to buy them? At the Supermarket

Are the renewable? No

Cost per bag: 500G

Selling price per crop: 80G

Days to grow: 5 days

Maximum harvest per season: 5 harvests

Revenue per bag: $9 \times 80G = 720G$ Profit per bag: 720G - 500G = 220G

Profit per bag per day: 220G / 5 days = 44G

Maximum profit per season: 220G x 5 harvests = 1100G

Magic Red Flowers

_____ Where to buy them? Won at the Inn Are the renewable? No Cost per bag: 600G Days to grow: 10 days Notes for Second Fall -If you aren't married by now, you make think about doing so. NOTES FOR THE FUTURE -By now, I really hope that earning money shouldn't be a problem by now. Your livestock you supply more than enough money for you to live off of. I really hope that you have succeeded in making some money for yourself (and your family, if you decide to get married). Take it easy or go wild making more cash. Good luck and enjoy the ending. CREDITS Have any questions or comments? E-mail me at chito10@hotmail.com. Please put "Harvest Moon FAQ" to the subject line. If you want to post this on your site, e-mail me. I will most likely say yes. These are the only places where this guide should appear: http://www.gamefaqs.com (This is where I will post the most up to date FAQ) http://www.psxcodez.com https://www.neoseeker.com http://www.hmfaq.zzn.com People I want to thank for contributing: Andrew Ongkojoyo <laguna loire84@hotmail.com> for info on Kappa Sergio Castillo <dragonflare3@hotmail.com> for correcting me about the Mayor

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