

Harvest Moon: Back to Nature Crop Guide

by chito10

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Harvest Moon: Back to Nature
Crop Guide - Final Version
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VERSION HISTORY

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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CREDITS

INTRODUCTION

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

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: $360G / 4 \text{ days} = 90G$

Maximum profit per season: $360G \times 7 \text{ harvests} = 2520G$

[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.]

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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: $490G / 7 \text{ days} = 70G$

Maximum profit per season: $490G \times 4 \text{ harvests} = 1960G$

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Cucumbers

Where to buy them? At the Supermarket

Are the renewable? Yes

Cost per bag: 200G

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

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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: $(8 \text{ crops} \times 2 \text{ harvests} \times 500\text{G}) - 1000\text{G} + 500\text{G} = 7500\text{G}$

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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

