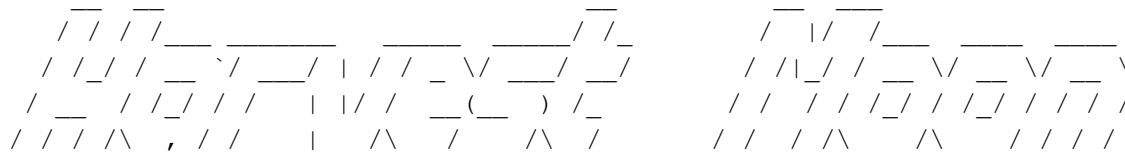


# Harvest Moon Guide

by HMking

Updated to v3.0 on Feb 12, 2004

This walkthrough was originally written for Harvest Moon on the SNES, but the walkthrough is still applicable to the GBC version of the game.



Version: Retirement (2.0)

\*\*\*\*\*

\*CONTENTS\*

\*\*\*\*\*

## I. INTRO

- A. GUIDE INFO
- B. HOW I FOUND HM SNES
- C. STORY
- D. CONTROLS
- E. MY LEGAL JUNK
- F. UPDATES
- G. NOTES TO READER

## II. HM WORLD

- A. CHARACTERS
  - 1. HUMANS
  - 2. ANIMALS
- B. WHAT A GIRL WANTS
- C. SECRETS, RUMORS, & HINTS
- D. TOOLS
- E. POWER BERRIES

## III. WALKTHROUGH

- A. YEARS
  - 1. YEAR ONE
  - 2. YEAR TWO (SORT OF)
  - 3. YEAR THREE (KIND OF)
- B. IT'S THE END OF THE GAME AS WE KNOW IT

## IV. OTHER

- A. GAMEGENIE CODES
- B. PRO ACTION REPLAY CODES
- C. FAQ
- D. URBAN MYTHS (RUMORS)
- E. AMAZING STORIES

## V. CLOSING

- A. CLOSING STATEMENT
- B. OTHER GUIDES BY E.C.
- C. SPECIAL THANKS

~~~~~@~~~~~

## I. INTRO

## A. GUIDE INFO

HARVEST MOON SNES FAQ & WALKTHROUGH

AUTHOR: Jeremy D. of E.C. (Duenos14@aol.com)

DATE STARTED: 7/8/03

VERSION: RETIREMENT (2.0)

## B. GAME INFORMATION

GAME NAME- HARVEST MOON SNES

GENRE- RPG (ROLE PLAYING GAME) / SIM (SIMULATION)

THE GAME PEEPS- NATSUME

My input on the game:

Graphics-10/10: for the technology at the time this game came out, the graphics are outstanding.

Story- 8/10: over all pretty good. I don't think that it's all that realistic, but oh well.

Control- this one is pretty hard to rate. Because if you have not played the other harvest moon games, you will have no problems with the controls. But if you've played all of the harvest moons, you will find the controls to be annoying and stupid. So we'll just rate it from the first time player point of view-10/10

Sound- 10/10: one word. Perfect. The sound is really great.

Overall-9/10: this is overall a wonderful and fun game. It will keep you occupied for hours. Not game hours... real time hours! :)

Note: replay value sucks. It's almost nonexistent!

C. STORY           Your parents leave for two and a half years and you , insert name here, must take the job of restoring the family farm.

Overall Concept: You got 2 1/2 years to save the farm and start a small family of your own. Cool huh?

To see the possible endings and all that jazz, check out the "It's The End Of The Game As We Know It" Section. This section wins the longest name award!!!

## D. CONTROLS

Whistle for your dog- L Button

Run- Hold B

Use Tools- Y

Walk- Control Panel

Pick up item- A

Throw or Give Item- A

Talk- A

Select Tool- X

Pause (See what time, day, and how much money you have)- Select Button

Whistle for your horse- R Button

Other-You can only use Start Button when you first turn on the game like you would use the "A" button.

#### E. MY LEGAL JUNK

Nothing from this guide may be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without the permission of the author. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. To receive permission, email me at Duenos14@aol.com or IM me at Duenos14. All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. Copyright 2003-2004 HMKing

#### F. UPDATES

I know that no one really reads this section, but its really here for me so I can see what I did last version.

7-8-03: STARTED THIS GUIDE.

7-9-03: ADDED "WALKTHROUGH" SECTION  
ADDED "UPDATES" SECTION  
ADDED "NOTE" SECTION  
UPGRADED GUIDE TO VERSION 2.0!

12-6-03: RESTARTED THE GUIDE\*  
DEGRADED THE GUIDE TO VERSION 1.2.0  
ADDED "URBAN MYTHS" SECTION  
ADDED ON TO THE FOLLOWING SECTIONS:  
CHARACTERS, SECRETS, GAME INFORMATION  
MADE NEW VERSION UPDATING FORMAT\*\*

12-7-03: FIXED A BUNCH OF SPELLING AND PARAGRAPHING ERRORS  
ADDED MORE TO THE GUIDE INFO SECTION  
ADDED SOME SUB SECTIONS UNDER THE "CLOSING" AND "WALKTHROUGH" SECTIONS.

02-07-04: DECLARED GUIDE OFFICIALLY RETIRED

02-08-04: BEGAN AND FINISHED THE RETIREMENT VERSION

#### G. NOTES TO READER (666)

-I fixed all of the problems that were mentioned here two versions ago. That's good new I think.

-I seriously need your input about this guide!

-NEW!-

-hehehe.... I uh... discovered an extremely massive mess up in the guide's layout. I had sections named wrong and sections out of place. But I'm sure some of ya already knew that. CURSE YOU FOR NOT TELLING ME!

#### II. HM WORLD

IN EVERY GAME, THERE IS A WORLD. I AM HERE TO INTRODUCE YOU TO THIS WORLD!

#### A. CHARACTERS

CHARACTERS ARE CERTAINLY IMPORTANT. DO YOU AGREE? CAN'T HERE YOU! OH WELL. HERE I HAVE LISTED ALL THE GAME'S CHARACTERS. IMPORTANT AND NOT IMPORTANT. CHARACTERS WITH A "\*" NEXT TO THEM ARE POSSIBLE BRIDES.

##### 1. HUMANS

Jack- your character.

Shipping boy- helps the shipping man pick up your food and stuff. Just like you, he's a rookie.

Shipping man- same as shipping boy except he helps the shipping boy instead of himself.

Maria\*- a God loving and fearing person. She the organ player at the church.

Eve\*- drunk girl. Works at bar at night.

Ellen\*- animal lover. Has a bird and she gives you her dog.

Nina\*- plant lover. Works at plant shop.

Ann\*- makes machines and works at her father's tool shop.

Flower shop owner- owns flower shop. Lives with nina.

Tool shop owner- is going out with flower shop owner. Ann is his daughter.

Mayor- mayor of the town. Has a mansion in the top left part of town.

Mrs. Mayor- mayor's wife (note- mrs. Mayor isn't her real name. Im making a bad joke)

Fortuneteller- helps the woman give birth. Go to her to see what the girls like. Or see The "what a girl wants" section of this guide.

Fortuneteller's granddaughter- a little girl with orange head. Lives with fortuneteller.

Preacher's son- live in church. Preacher is his dad.

Preacher- live in church and preaches on sunday.

Bar keeper- ellen's uncle.

Ellen's dad- drunk hillbilly who looks like he's not correct in the head.

Ellen's mom- ellen's mom. Works at bar.

Peddler- find him at the public market on weekends.

Hawker- rips you off. Gives you bell tree for like 20,000g!

Livestock owner- gives you animals. For a small ( or sometimes large) price.

Carpenter and his assistant- remodel your house. For a large price.

Fisherman-lives in a tent and lets you fish for free.

Eve's grandpa- lives on mountain and refuses to go to town.

Baby- the baby form of your son.

Kid- kid form of your son.

## 2. ANIMALS

KORO-YOUR DOG. KORO IS IT'S OFFICIAL NAME.

HORSE- YOUR HORSE!

COW- THE MOST EXPENSIVE ANIMAL IN THE GAME! PRODUCES MILK.

CHICKEN- PRODUCES EGGS.

## B. WHAT A GIRL WANTS

NAME: NINA

LOCATION: FLOWER SHOP, MOUNTAIN

GIFT IDEAS: FLOWERS (MUST BE BOUGHT), CAKE

NAME: MARIA

LOCATION: CHURCH

GIFT IDEAS: FLOWERS

NAME: EVE

LOCATION: BAR ON WEEKNIGHTS, SPA ON WEEKENDS.

GIFT IDEAS: BERRIES AND FRUITS AND STUFF THAT YOU FIND ON MOUNTAIN (NO MUSHROOMS)

NAME: ANN

LOCATION: TOOL SHOP

GIFT IDEAS: FLOWERS, CAKE

NAME: ELLEN

LOCATION: IN FRONT OF LIVESTOCK SHOP

GIFT IDEAS: FLOWERS, MILK, EGGS, CAKE

## C. SECRETS, & HINTS

I TOOK THE RUMORS PART OUT, BECAUSE IT WAS OUT OF PLACE, SO I MOVED IT.

THIS WHOLE SECTION IS OUT OF PLACE, BUT IT TAKES FOREVER TO MOVE SECTIONS AROUND..  
SO MUCH COPYING AND PASTING!!!

"\*" -Secret or Hint

-PUT YOUR DOG ON TOP OF A BABY CHICKEN AND IT WILL EAT YOUR DOG! COOL HUH? \*

-HOLD ONTO AN EGG TILL ITS NIGHT TIME. ONCE ITS NIGHT, THROW THE EGG AT A HOUSE IN THE

TOWN. YOU'VE JUST EGGED A HOUSE. ITS A DUMB SECRET BUT IT ADDS A SECRET TO THE LIST.\*

-TAKE YOUR DOG AND PUT HIM IN THE CAVE IN THE MOUNTAIN AND LEAVE HIM T HERE AND YOU'LL

NEVER SEE HIM AGAIN. UNLESS YOU WANT TO.\*

-ON THE MORNING OF THE HARVEST FESTIVAL, FIND A MOLE. BRING IT TO THE FESTIVAL AND GIVE IT TO ELLEN'S MOM. EW. YOU'LL SEE HOW YUCK IT IS!\*

-GET AN ADULT COW AND MAKE IT PREGNANT. THEN USE THE MEDICINE ON THAT SAM COW. IN THREE DAYS, YOU WILL HAVE A BABY COW. \*

NO RUMORS YET. DON'T WORRY I'LL MAKE UP SOME GOOD RUMORS! THEY'LL BE GOOD!

#### D. TOOLS

Watering can: The watering can must be used in a water pit and then on some seeds in the ground (You don't need to water grass).

Grass Seeds: Very expensive all you have to do is buy them, dig away ground, throw the seeds and it grows by itself.

Normal Ax: The normal ax takes 6 swings to chop up a stump. It takes about 18 to chop away a whole tree.

Normal Hammer: It takes 6 pounds to break up a boulder, and 1 pound to break a regular rock.

Sprinkler: My opinion I think the watering can is better. If you use the watering can you get more vegetables. When you get married THEN buy a sprinkler.

Turnip Seeds: Though not as good as potatoes it does grow faster. Turnips grow in 4 days.

Potato Seeds: Better than radishes, though grows longer. It grows in 6 days.

Tomato Seeds: Better than Potatoes though it also grows longer. It grows in 10 days.

Corn Seeds: Yes, yes this is the last time. Better than Tomato seeds though it grows longer. It takes a WHOPPING 13 days to grow.

Normal Hoe: Hoes dig the grounds so you can plant seeds. Hoes are also good to find Moles, money, and other surprises.

Normal Sickle: The Sickle cuts grass. That's all it just cuts grass.

Needle: The needle is used to cure sick cows.

Cow feed: The cow feed is used to feed your cows in winter or if you don't have grass.

Chicken Feed: Same as cow feed.

Milker: The milker milks your cows when they mature. Remember to talk to them, and if you don't have a brush get one.

Brush: The brush is used to brush your cow and keep her happy.

Paint: Paint is used to paint your house.

Bell: The bell is used to herd your cows. This tool is useless. You only need it when you have to sell a cow.

Golden Ax: Better than the normal Ax you get it from the Golden Pond in the Mountain.

Golden Hammer: Better than the normal hammer, you can get it for lending your normal hammer to the Carpenter.

Golden Hoe- Better than the normal hoe you get it for feeding the starving dwarf.

Golden Sickle- Better than the normal sickle you get it for complimenting the sickle to the dwarf when the tree in your field turns hollow.

Where to buy these tools:

Watering can- Get it free from the Flower Shop lady.

Grass Seeds- Grass seeds can be bought at the Flower Shop for 500 G.

Normal Ax- The normal ax is in your shed at the beginning of the game.

Normal Hammer- Same as normal ax.

Sprinkler-The sprinkler can be bought at the General Store. The price will be here in a later version.

Radish seeds- Radish Seeds can be bought at the flower shop for 200 G.

Potato Seeds-Same as radish seeds.

Tomato seeds-The tomato seeds can be bought at the flower shop. The price will be here in a later version.

Corn seeds-Same as tomato seeds.

Normal Hoe- Same as normal ax.

Normal Sickle- Same as normal ax.

Needle-The needle can be bought at the Livestock store for 1,000 G.

Cow Feed- The cow feed can be bought at the Livestock store for

Chicken Feed- Same as Cow Feed.

Milking Machine- The milking machine can be bought at the General store for 1,800 G.

Brush-The brush can also be bought at the General store but for only 800 G.

Paint- Get it in the General Store for only 2,000 G after you remodel your house 2 times.

Bell- Get it for buying your first Cow.

#### E. POWER BERRIES

1. Plow your field a lot and you will get one
2. Chop all the tree stumps
3. Sell chicken to the hawker in first or second fall
4. Bring a fish or moon flower to harvest flower
5. Break chicken statue with upgraded hammer and place a real chicken in its place.
6. Win the second egg festival
7. Plant snow flower
8. Chop the wood in the secret area in the mountains (the one that opens up after the earthquake). There is a hole. Go in and eat the berry
9. Throw first fish caught in the pond

10. Plow field again.

### III. WALKTHROUGH

IN THIS WALKTHROUGH, THERE ARE SMALL GAPS IN THE DATES. THAT IS BECAUSE THOSE ARE JUST NORMAL WORKING DAYS.

#### YEAR ONE-

##### SPRING-

DAY 1- YOU MEET YOUR NEIGHBORS AND GET GRASS AND A WATERING CAN. AND YOU SHOULD RECEIVE A DOG!

DAY 2- GO TO THE STORE AND BUY SOME RADISHES. WHEN YOU GET HOME, PLANT THOSE RADISHES AND WATER THEM. THEN GET YOUR GRASS AND PLANT THEM.

DAY 3 THROUGH DAY 6- WATER YOUR RADISHES. THEN HEAD OVER TO THE MOUNTAIN AND PICK SOME BERRIES AND HERBS. MAKE SURE YOU PUT THEM IN SELLING BIN! DO THIS EVERY DAY FROM THE 3RD TO THE 6TH. IF YOU HAVE ANY TIME, BUY SOME SEEDS AND PLANT THEM AND WATER THEM.

DAY 7- YOUR FIRST SET OF RADISHES SHOULD BE READY TO SELL. SINCE YOU HAVE A BIT OF MONEY, BUT SOME POTATOES AND GROW THOSE FROM NOW ON. IF I WERE YOU, I'D SAVE UP ALL THE MONEY I MAKE FROM NOW ON UNTIL YOU HAVE ENOUGH TO BUY A COW.

HERE'S THE FIRST BIG GAP!!!!!!

DAY 14- BUY A CHICKEN AND USE ITS FIRST EGG TO RAISE ANOTHER CHICKEN. THEN USE THE REST OF ITS EGGS TO MAKE MONEY. ONCE THE SECOND CHICKEN IS HATCHED AND THEN GROWN, USE ITS EGGS TO MAKE MORE CHICKENS! KEEP WATERING THEM POTATOES YOU BOUGHT!

ANOTHER GAP!

DAY 18- IF YOU HAVE ENOUGH MONEY, BUY A COW AND A BRUSH. IF YOU DON'T, KEEP SAVING UP TO BUY ONE. BUT IF YOU DO BUY THE COW, START TO SAVE UP TO BUY A MILKER MACHINE.

I'LL STOP POINTING OUT THE GAPS NOW. I THINK YOU CAN HANDLE THEM WITH OUT WARNING.

DAY 23- IT'S THE FLOWER FESTIVAL! DANCE WITH A GIRL YOU LIKE AND BUY HER A BOTTLE OF PERFUME.

#### SUMMER-

DAY 1-BUY SOME CORN AND TOMATOES. REMEMBER TO WATER THEM!

DAY 3- IF YOU CAN, BUY SOME MORE GRASS.

DAY 10- YOUR TOMATOES SHOULD BE READY TO SELL! SO SELL 'EM! AFTER YOU SELL THEM, WATER THE PLANTS. THEY WILL GROW BACK! COOL HUH?

DAY 13- YOUR CORN SHOULD BE READY TO SELL! SO SELL 'EM! SO SHOULD YOUR TOMATOES! SELL THEM TOO. REMEMBER TO WATER!

DAY 28- IF YOU ARE CONSISTENT WITH YOUR CROPS AND WATERING THEM, YOU SHOULD HAVE A LOT OF MONEY SAVED UP BY NOW! IF YOU WANT, GO SHOPPING AND BUY SOME GRASS!

DAY 30- TODAY IS THE LAST DAY THE SHIPPER WILL COLLECT YOUR STUFF.

#### FALL-

DAY1- SINCE YOU CAN'T GROW MUCH OF ANYTHING IN THE FALL, SELL ALL YOUR CHICKENS ( YES. ALL OF THEM). THIS WILL HELP YOU BE ABLE TO BUY MORE COWS!



DAY 2 THROUGH DAY 11- FEED YOUR ANIMALS AND THEN HEAD UP TO THE MOUNTAIN. THERE YOU SHOULD PICK SOME MUSHROOMS AND SELL THEM. DO THIS EVERY DAY!

DAY 12- TODAY IS THE HARVEST FESTIVAL. GO AND HAVE A GOOD TIME!

DAY 13 THROUGH DAY 30- DO WHAT YOU DID FROM DAY 2 THROUGH DAY 11.

WINTER-

DAY 1- THE FIRST DAY OF WINTER (AKA- THE BORING, NOTHING TO DO BUT SLEEP THROUGH MOST OF THE DAYS SEASON)

TODAY YOU SHOULD FIND YOURSELF A HORSE!

DAY 2 THROUGH 29-

HERE'S WHAT I THINK YOU SHOULD DO ALL THROUGH OUT THE WINTER AFTER YOU FEED YOUR ANIMALS: YOU SHOULD START YOUR QUEST FOR LOVE! SEE THE "WHAT A GIRL WANTS" SECTION TO SEE WHAT YOU SHOULD DO. THROUGH OUT THIS TIME, YOU MIGHT GET YOUR SELF A GIRL TO MARRY! I NORMALLY HAVE A GIRL BY NOW, SO I SLEEP THE WHOLE TIME... JUST LIKE IN REAL LIFE! EXCEPT SADLY, I HAVE NO GIRL.

DAY 30- AT NIGHT, THE NEW YEARS FESTIVAL TAKES PLACE.

WELL, THAT'S WHAT YOU SHOULD DO FOR YOUR FIRST YEAR! REMEMBER THIS: SOME EVENTS THAT ARE IN THE GAME MAY TAKE PLACE AT DIFFERENT TIMES THEN I LISTED. ALSO REMEMBER: WATER YOUR PLANTS!!!!!!!

YEAR 2-

BASICALLY, WHAT YOU DO DURING THE FIRST YEAR, IS WHAT YOU SHOULD DO FOR THE SECOND YEAR.

YEAR 3-

THE GAME WILL END AT THE END OF SPRING. IF YOU DID A GOOD JOB TAKING CARE OF YOUR FARM, YOUR DAD SHOULD GIVE YOU A GOOD APPROVAL IF YOU DON'T, HE DOESN'T. So don't come yelling at me!

B. IT'S THE END OF THE GAME AS WE KNOW IT

ALRIGHT SO YA WANT TO KNOW HOW YOU CAN GET A GOOD RATING AT THE END OF THE GAME? SO DO I! I CAN NEVER DO IT, YET I AM STILL A MASTER OF THIS GAME. ACTUALLY, I DID IT ONCE. HERE'S WHAT YOU SHOULD DO TO MAKE THAT GOOD RATING:

- NEVER STOP SELLING
- HAVE LOTS OF ANIMALS
- GET MARRIED
- HAVE A KID OR TWO
- BECOME GOOD FRIENDS WITH EVERYONE
- MAKE LOTS AND LOTS OF MONEY!!!

IV. OTHER

A. GAMEGENIE CODES

CODE EFFECT

-----

DDCD-3763- START WITH 0G  
08CD-3763 - START WITH 750G  
EECD-3763  
EECD-37A3- START WITH 655,350G

B. PRO ACTION REPLAY CODES

CODE EFFECT

-----  
THE FOLLOWING CODES ARE "UNLIMITED AMOUNT OF..." CODES SO I ONLY  
LIST WHAT THEY ARE AN UNLIMITED AMOUNT OF.

7F1F040FFF  
7F1F0527FF - GOLD  
7E0927 0030 - GRASS SEEDS  
7E092A 0030 - POTATO SEEDS  
7E092B 0030- TURNIP SEEDS  
7E0928 0030 - CORN SEEDS  
7E0929 0030 - TOMATO SEEDS  
7E0918 0063- STAMINA

THE FOLLOWING AREN'T "UNLIMITED AMOUNT OF..." CODES

7F1F1C 0008 - ALWAYS 8 AM  
7F1F1B<01-1E> -DATE MODIFIER

01: 1  
02: 2  
03: 3  
04: 4  
05: 5  
06: 6  
07: 7  
08: 8  
09: 9  
0A: 10  
0B: 11  
0C: 12  
0D: 13  
0E: 14  
0F: 15  
10: 16  
11: 17  
12: 18  
13: 19  
14: 20  
15: 21  
16: 22  
17: 23  
18: 24  
19: 25  
1A: 26  
1B: 27  
1C: 28  
1D: 29  
1E: 30

7F1F1F0F  
7F1F2027  
7F1F210F  
7F1F2227  
7F1F230F  
7F1F2427  
7F1F250F  
7F1F2627  
7F1F270F

### C. FAQ

Say you're stuck in a part of the game or you notice something strange about the game. Do you want to know how to do or what it is? Look in this section to see! I answer questions that a Harvest Moon player might ask.

1) What's up with that monkey that I see in the spa from time to time?

-I don't know. It's probably just there to make you laugh! If you didn't laugh then you have fifteen seconds to live. 14...13...12... lol

2) What's the purpose of the Bell Tree that weird guy sold me for 20,000G?

-First of all, you got ripped off! Second, when you press "A" near it, it does what your bell does. It calls in your cows. I'm not sure if the cows automatically go into the barn or if they just hang by the barn. I'll update this when I find out.

3) Why can't I buy animals (cows and chickens)?

-You need two things to buy animals. MONEY: Gotta get ya some... gotta get ya some.. ooh ooh gotta get ya some.... Lol . toby keith. You need 5,000G to buy a cow and 1,000G to buy a chicken. GRASS: You need to save up enough grass. I think two 3x3 squares of grass cut up is enough to buy chickens. Not sure about cows though.

4) How do I get married?

-This is another "Takes Two Steps To Do" processes. LOVE: you need to get five hearts for a girl. FEATHER: After you check the girl of your dreams' diary and see that there are five hearts in it, go to the Peddler on a weekend. He'll sell it to you. Once you get it and equip it, use it next to the girl who likes you and you two will get married on the following Sunday.

5) What are these Power Berry things?

-You get them for doing certain things (see "Power Berries" section). I think if you collect all the berries, your ending changes. They also increase your stamina.

6)How do I upgrade my tools?

-You do several different things. When someone asks to use a tool, let them! After you discover the elf land under ground, talk to one of the elves and he'll ask you if you like one of your tools. Say yes and he'll upgrade it. After the big rock is cleared in the mountain, throw your axe into the pond. When someone pops out, say no. The lady will think you're so honest and she'll give it to you! One day, an elf will be half dead on your front lawn. Give him some food and he'll upgrade one of your tools.

7)What's that chicken statue on the way to the town?

-Well, when your hammer gets upgraded, hit it with the hammer. A Power Berry will appear! Wahoo!

### D. URBAN MYTHS (Rumors)

Just like the show, I list the myths and let you think 'bout it. Then I'll tell ya if it is fact or fiction, true or false, correct or incorrect... you get the idea...

-Lil Peeps-

There are little people that live under ground.

Verdict: Fact, true, correct.

Explain: well, if you wait for the earthquake, an opening in a tree will be made and you can visit the land of the elves.

-A Familiar Fairy Tale-

The fairy tale is Jack and the bean stalk (get it... your character's name is jack... yeah... it is pretty bad!)

Here's how it goes:

Step1- buy a cow

Step2- tell the livestock guy that you wish to sell the cow

Step3- before he comes, that hawker guy or whoever will want to trade it for magical beans. TRADE AWAY!!!

Step4- plant the magical beans on the summit

Step5- on the following Sunday, go back to the summit and climb up the bean stalk. Up there will be a chicken that lays gold eggs! Take the egg and sell it to the peddler for 10,000g.

Verdict- true. I've tested this one myself. It will work no matter what.

#### E. AMAZING STORIES

This is a list of things that have happened to people in their HM game

##### DISASTER STORIES:

Once in the summer, I had filled about ten squares of land with corn. I also had my cows and chickens out so I wouldn't have to feed them the next morning. Well, I was careless and I didn't check the next day's weather.

There was a storm... A BIG BIG BIG STORM!!! It destroyed most of my crops and all of my chickens. And all my cows were sick. That one storm cost me a ton of money!!!

Submitted By: Jeremy D. (that's me!)

##### GOOD STORIES:

This story is like the good version of my disaster story. I had tons of corn planted and all of my animals were out. Except for one little chicken that I kept in my house for no reason in particular. Well the storm hit and I was so scared of what would happen!!! This was after the disaster story, so I had reason to be scared! Well the next day I went out and none of my corn was hit, and only one of my cows was sick! The only bad thing was that my chickens were dead. BUT! I still had the little chicken in my house! Using that one chicken, I rebuilt my chicken empire in half a season! SO REMEMBER FOLKS! EAT MOR CHIKEN!

Submitted By: Jeremy D.

#### V. CLOSING

##### A. CLOSING STATEMENT

THE END!

##### B. SPECIAL THANKS

Game info Sources:

[cghm.8k.com/hmworld](http://cghm.8k.com/hmworld)

-Character Info

-Places Info

[Gamewinners.com](http://Gamewinners.com)

-various info on the guide

This document is copyright HMking and hosted by VGM with permission.