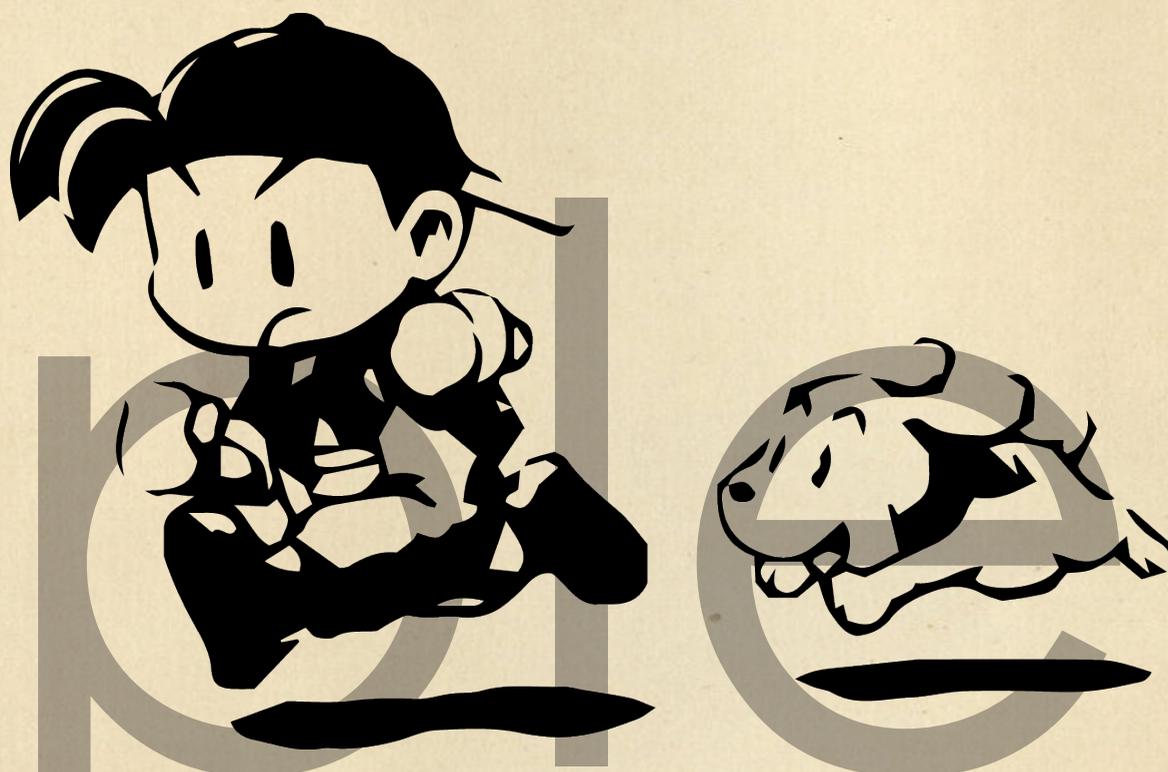


# Harvest Moon 64 Players Guide

Written By: Matthew E Gerry

Translations By: Emurii Rezendes



I would like to thank everyone from the Harvest Moon 64 gameFAQs forum and the amazing community on NintendoAge for all their help in this process. I would like to specifically thank Kirbyarm for the incredible work you did on this game prior to me. I likely would not have even started this guide if it wasn't for all the work you did and your gameshark codes made testing a thousand times easier. I would also like to thank zoinkity of assembler games for his help in deciphering some mips assembly I could not have decoded myself. Of course I need to thank emurii rezendes for her amazing and extremely fast translation work. I also want to thank sam van dam, somecrazyguy, rift, jianadaren, nillows and hm64 purist. Finally I thank my family for all your support while I was writing this guide. Rather than call me crazy for wanting to write a guide for a 17 year old game you supported my endeavor every step of the way.



*Where To Find Stuff:*

*How To Use This Guide*

*Getting To Know Jack*

*Having A Child*

*The Farm*

*Farming*

*Baby Animals*

*Adult Animals*

*Animal Affection*

*Animal Tips*

*Flowerbud Village*

*The Festivals*

*The First Three Years*

*The Villagers*

*The Bachelorettes*

*The Bachelorette's Joint Events*

*The Bachelor's*

*The Townsfolk*



*Where To Find Stuff:*

*The Visitors*

*Town Expansion Events*

*The Collectibles*

*Power Nuts*

*Photo*

*Album*

*Recipes*

*Key Items*

*Tools*

*Items Index*

*Old Myths*

*The End*

*Japanese*

*Translations*

*Channel 4 T.V. Shows*

*Library Books*

## This Guide Is Dedicated To My Good Friend Brian Werst:

You were an incredible friend throughout my childhood. Without you I wouldn't be the person I am today. I certainly would have never played this game and this guide would have never been written. We all miss you very much and hope to be lucky enough to see you again someday in another life. You might be gone, but you will never be forgotten.



---

# How To Use This Guide

---



## **What Is This Section??**

A section you had better read if you want the most out of this guide!! Read it please!!! Do not pass this single page section that is extremely important up!!! Read me!!!

---

## **What Is Affection??**

You are going to see the word affection associated with every single thing you interact with in this game aside from chickens and wild animals and it is extremely important!!! Affection is a hidden statistic that measures your relationship with every villager in town and every animal (aside from chickens) that you own.

## **Then How Do I Track Affection??**

Well in the game there is no way to do so for most villagers, but I have created an affection tracker pdf which you can download for free on [www.gerrysguides.com](http://www.gerrysguides.com) to assist you in logging your progress. You can view how much affection you get for your various actions with villagers by checking out their villager page. There is a comprehensive list for each villager of what effects their affection.

## **Why The Heck Is The Guide Ordered In This Way??**

I ordered this guide the way I felt made the most sense. I put the information I believed was critical to understand prior to playing this game or reading the walkthrough before the walkthrough. I put everything I felt wasn't necessary to know, but very helpful information to use during your playthrough after the walkthrough portion of the guide. I hope it makes as much sense to you as it made to me.

## **What Is In This Guide??**

Quite literally every ounce of harvest moon 64 information that you can find online that is accurate and some things that aren't even online that no one has discussed before this guide was released. Every last detail in this guide was tested by me using Cheat engine or by reading the Mips assembly code to verify the data. It is possible there is still more to learn about this game, but I believe this guide covers basically everything you'd want to know.



# Getting To Know Jack



## Finding Out Who You Are

### Who Is Jack???



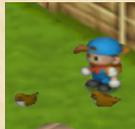
Jack is the grandson of the character you played as in the original Harvest Moon for the Super NES (His name was also Jack). Jack has lived in the city across the starlit shore with his father most of his life, only spending the occasional summers on his grandfathers farm. However, His grandfather has recently died and his once Flourishing farm has now fallen into disarray. Jack has now taken it

upon himself to bring the farm back to its glory days and make his grandfather proud. Jack will have 9 seasons (2 Calendar Years and 1 Season) to restore his grandfathers farm or Jack's father will force him to leave it and come work for him at his business in the city instead.

### Jack's Happiness

Hidden deep within the games code is an address that calculates Jack's happiness! This is an important factor in determining whether or not you achieve the party picture at the end of the game. Jack's happiness starts at zero and can increase to a maximum value of 255. Jack's happiness is affected in a multitude of ways throughout the game. Many of the in game events either increase or decrease your happiness based on your responses, Your animals health and happiness can affect it and much much more. To the right there is a list of everything, not related to events or animals, that can increase or decrease your happiness. For information regarding event increases, check out the villagers section of the guide. If you wanna check out how your animals impact it, head on over to the section about them!

#### \*HC = Happiness Change

Action	Image	HC*
Go to the Restroom		+2
Catch any fish		+1
Scare birds In front of house or pond		+1
Drop anything that is edible		-1



## Jack's Fatigue

Another of Jack's hidden statistics is his fatigue. When you start your game your fatigue is at zero. When you work after 6pm or you work in the rain or snow your fatigue increases. If your fatigue reaches 100 then you will get sick!!!! Should you get sick you will lose an entire day to recover in bed, however after your day of rest your fatigue will be reset back to zero. There's one power nut that you receive from Kappa that will decrease the Fatigue increases you incur for each action by half (more information on this in the power nut Section). Jack's fatigue can decrease when he sleeps, bathes, uses the restroom and when he enjoys a dip in the hot springs. More information on fatigue is provided in the tables below.



\*FC = Fatigue Change

<u>Action</u>	<u>Image</u>	<u>FC*</u>
Go to the restroom		-10
Use bath		-10/-20*
Use hot springs		-10
Sleep for a hour		-2/-3*

\*If you take a bath after you have won the bath crystals from the Flower shop lottery you will lose -20 Fatigue rather than -10

<u>Action</u>	<u>Image</u>	<u>FC*</u>
Cure-ALL		-20
Vitamin Preparation		-10
Vitamin Gold		-30
Honey		-100
Medicinal Herb		-2

\*If you go to sleep after you have won the cushion from the flower shop lottery you will lose -3 fatigue per hour rather than -2.



## Things That Increase Fatigue

<u>Action</u>	<u>Image</u>	<u>FC*</u>
Swing Steel Axe		+1/0
Swing Silver Axe		+2/1
Swing Gold Axe		+3/1
Swing Steel Hoe		+2/1
Swing Silver Hoe		+4/2
Swing Gold Hoe		+6/3
Swing Steel Hammer		+1/0
Swing Silver Hammer		+2/1
Swing Gold Hammer		+3/1
Swing Steel Scythe		+2/1

<u>Action</u>	<u>Image</u>	<u>FC*</u>
Swing Silver Scythe		+4/2
Swing Gold Scythe		+6/3
Use Plastic Watering Can		+1/0
Use Silver Watering Can		+2/1
Use Gold Watering Can		+6/3
Cow Bell		+1/0
Planting Any Seeds		+1/0
Brush		+1/0
Milker		+1/0
Shears		+1/0

\*The second number for each item in this chart is the amount of fatigue you will gain after eating the red power nut Kappa will give you after throwing a large fish into the pond near the fisherman's tent.



## Getting Married



Who you get married to is arguably the biggest choice in this game. Not only is it a permanent decision, but it can make a large amount of events unobtainable. There are tons of repercussions to getting married!!! Make sure you read this guide thoroughly prior to taking this major step!! That being said, if you wanna get that party picture photo you're gonna have to make a choice. There are many good events that unlock by becoming married as well. Marriage events, birthday parties and the best of them all, having a child! Each eligible bachelorette brings her own brand of help to the farm, for instance, Popuri will water your Flowers and crops in the Field and Ann will put the eggs in the shipping container (more information on each girl's benefits later in this section). No matter who you choose you're gonna have to put in quite a bit of work first. You're gonna have to achieve an affection value of at least 220, then purchase a blue feather from Rick's tool shop and finally, in a true act of sexism, you're gonna have to get a kitchen for her... Yes that is actually a requirement.

## How To Get Married



So what do you need to do to Find yourself a wife?? You need to get a bachelorette to an affection level of 220 or higher (more information on what affection level is in the villagers section), you need to have the carpenters build the kitchen extension onto your home and lastly go purchase a blue feather from Rick at the tool shop. Last but not least present your love interest with the blue feather!! Marriage inbound!!! After you present her with the feather, the next Sunday you will get married!! you will not be able to do any work on the day of your marriage and your Marriage will override all other events that may occur on that day so plan accordingly!!!

## Marriage Benefits



### Elli's Benefits

After marriage Elli will occasionally feed your chickens and put their eggs in the shipping bin.



### Karen's Benefits

Once you marry Karen she will occasionally put the chicken eggs in the shipping bin.



### Maria's Benefits

Marrying Maria will result in her occasionally pulling some weeds and crating the eggs.



### Popuri's Benefits

Popuri's benefits are arguably the best. She will occasionally water some crops in the field and feed the chickens

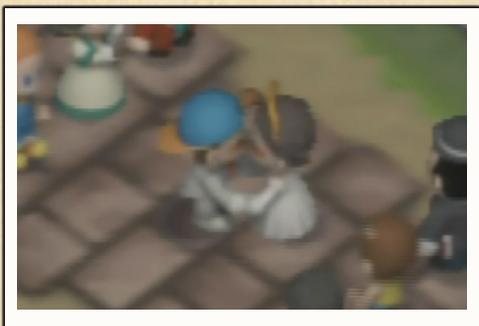


### Ann's Benefits

Like Elli, after marriage Ann will occasionally feed the chickens and crate their eggs,



## ♥ Marriage Events ♥



### Your Wedding

Once you meet all the requirements for marriage and propose to your Bachelorette of choice, the following Sunday you will have your wedding at the church in Flowerbud. Your marriage will take your entire day, no farm work will be able to be done so plan accordingly. Your marriage will also override

any event that may take place on that day so be careful of that as well. You will gain 30 happiness for this event, your wife will gain 10 affection and you will gain the marriage photo for your photo album!! There is also one other magical treat appended to your marriage. Starting now, your wife will lose one affection point each day. If you don't at least talk to her each day you run the risk of getting a very disgruntled wife who might leave you!!!



### The Bamboo Float Wish

You must be married to get the privilege of experiencing this awesome scene. If it is Summer 7th, your wife's affection is 220 or greater and you enter your farm screen between 5PM and 9PM you will find your wife. She will ask you to go to the mountains with her to do the bamboo float wish. If you choose

to go with her you gain 5 affection. If you choose not to go you will lose 5 affection with your wife. When you get to the mountains your wife will ask you what you'd like to wish for. If you choose "Animals" you get +10 affection for all of your barn animals!!!!!!!!!!!!!! If you choose "Family" and you do not have a baby you get +5 affection for your wife, if you do have a baby you get +5 affection for both your wife and your baby. If you choose weather there is a 90% chance instead of an 80% chance that tomorrows forecast will be sunny.



# The Farm



# Exploring Your Property



Congratulations! You have inherited your late grandfathers once great farm!! There is a lot to learn about the farm however. From tending your farmland to building a greenhouse, there is no shortage of things to do and you'll have to figure out how to do it all if you want to bring this farm back to its glory days. On the following pages we will go over each aspect of your farmland. Each number on the above image correlates to a topic on the following pages.

## 1 Your Home



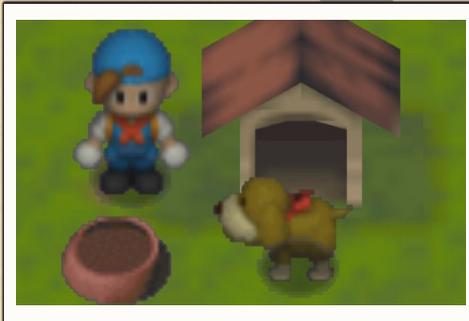
This is your new house! This is where you'll start your day every morning and end your day each night. There isn't much to it when you move in, but with a little love, a lot of money and some time, you can make it look incredible. We'll talk about house upgrades much more in the section following this one! Never fear more information is near!

## 2 The Mailbox



What home is complete without a mailbox?? Near your property's border you will find your mailbox. Unlike mailboxes in real life, this mailbox is full of stuff you'll actually care about! As you progress through the game new stuff will unlock and this mailbox is the key to knowing when a lot of it has! So make sure to read your mail!!!!

## 3 The Doghouse



If you think your house is nice, wait until you see your dog's place!!! Ok, Just kidding, However it is an important place to know about!! Your dog's house has a dog bowl in front of it. Make sure to feed your dog by putting some edible food in his bowl every day!!! If you forget to feed him your dog will lose affection points and you'll never win that dog race!

## 4 The Shipping Bin



The shipping bin is an important place on your farm, it's where you drop off your goods that you wish to sell. Zack the buyer will pick them up each day and pay you for them. That being said you should use the outdoor bin sparingly. There are also shipping bins in the chicken coop, the barn and eventually the green house. Unlike the outdoor bin you can place things in those bins while time is frozen.



5 Horse Stable

To the left of your barn is your lone horse stable. So what is it good for???. Absolutely nothing, it's just there to be there. The horse never even goes in the thing. You can upgrade it to make it look fancier though. That way when you walk past it pondering its worthlessness it will at least look cooler. Anyway yea, that thing is your horse's crib.

6 The Barn

The barn is where all of your cows and sheep hang out!! You will want to keep them inside the barn on Rainy days and during typhoons. It's a nice warm home for them on days that the weather isn't so inviting. It will keep them safe from becoming sick. You could keep them inside everyday but they won't be as happy if you do.

7 The Silo

Did you ever wonder where you store all that hay you cut (or buy if you're into wasting money)? It all goes into the silo!! Really the silo in game is there almost strictly for aesthetic purposes but you can read the sign that stands next to it to quickly view how much fodder you have stored away. However you can view that number other places as well.

8 The Chicken Coop And The Wood Rack

If you're looking for your chickens, the chicken coop is the place to be. There is also an incubator inside so you can hatch more chickens free of cost!! What a steal!! You can also get wood from the wood rack that is attached to the right side of your chicken coop. If you press A on the wood rack you will be able to take out a log. You can use logs to make fences on your farmland.

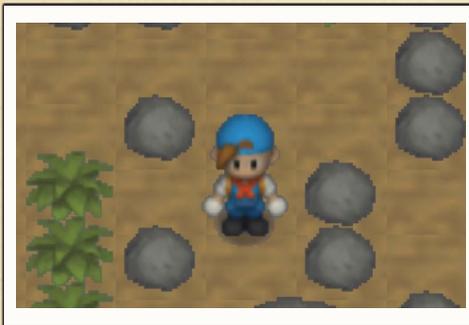


9 The Pond



Have you been trying to water your crops and your watering can is refusing to dispense water?? Head on over to your pond, just to the right of the chicken coop and near the large tree in the North East corner of your property. Here you will be able to fill up your watering can and make sure your crops grow up nice and strong!

10 Your Farmland



When you begin your game your farmland is one heaping pile of mess. Grandpa Jack had clearly let the farm go. After clearing some space this is where you will plant your crops, flowers and grass. However, there is no need to clean it all up at once. Slow but steady wins the race here. Clear what you need at the time to plant your crops and no more.



## *Your Many Animals*



Sure when you start your game all you've got is your trusty dog, but with time you'll amass a boat load of farm animals as well. However there is quite a lot to go over if you want to be a responsible owner. In this section of the guide we'll go over exactly how animal affection works, how to keep your animals happy, the best ways to keep them fed and waayyyyyyyyy more. Knowing how your animals function and what they desire on a daily basis is extremely important if you want your farm to flourish.

# Baby Animals

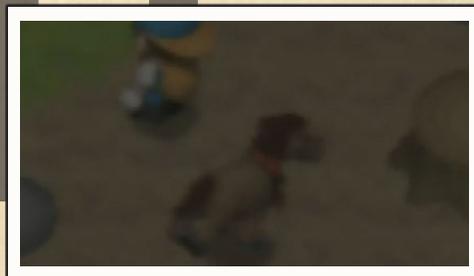


## Baby Animals Info

So why is there a section for the baby animals? Mainly because they operate completely different than the adult animals and it felt like it would be easier for you, the reader, if this information was separate. Your baby animals, unlike their adult counterparts, can never get sick. So outside of your baby chicks dying when left outside in a typhoon (This happens 100% of the time), your baby animals will never die. Even if you never feed them!! What a money saver! However, unlike the adult animals your baby animals will not produce anything you can make money off of. Your calves will not produce milk, your lambs no wool, etc. You will however still be able to increase their affection each day so don't neglect them entirely!

### The Babies

#### Foal



When you first get your horse it is a foal. Until you've owned it for 20 days it will remain a foal. During this time it is not rideable and does not have the saddle bags that you can use as a shipping bin. However you can still gain affection increases at the same rates so don't neglect your horse!! You've gotta win that horse race.

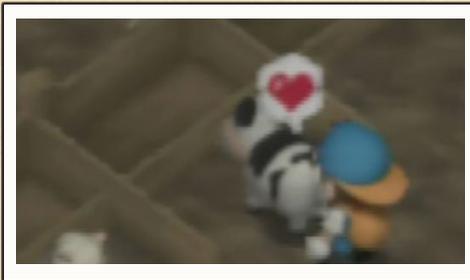
#### Chicks



If you don't buy your chickens from green ranch and rather incubate them in the coop then they will start off as chicks. It will take 3 days for the chicks to hatch from their eggs and 7 days after they hatch to become grown chickens. During the phase when they are chicks you do not need to feed your chicks! So save that chicken feed!



## Calves



Whether you buy or birth a cow it starts off as a calf. If you birth a cow using miracle potion on one of your adult cows, it takes 21 days for the calf to be born and an additional 35 days for it to become an adult. If you purchase a cow from green ranch it will become an adult in 21 days. You do not need to feed your cows while they are still calves!!

## Lambs



When you buy a sheep from green ranch it is actually a lamb. For the First 15 days after purchasing a sheep it will remain a lamb and you will not be able to shear it to sell its wool. You also don't have to feed lambs, they will not get sick. So save your money and your fodder! Your affection gains with lambs, like all baby animals, remain the same.



# Animal Affection



# The Broken World Of Animal Affection

Animal affection is more broken in this game than Halo the Master Chief Collection was at launch... Ok it's not quite that bad, but you'll notice in this section that it is really really realllllllyyyyyyy broken. So why on earth does this have its own section? Because there is a ton of stuff to cover and a lot of it makes no sense! So lets get started!!!



## Horse Affection



There's actually nothing wrong with your horses affection system, but just to be very thorough lets check out the ways you can effect it one more time.

<u>Action</u>	<u>Tool Needed</u>	<u>Affection Increase</u>
Brush Horse	Brush	+2
Whistle To Horse	None	+1
Ride Horse	None	+1
Talk To Horse (When Not Ride-able)*	None	+1
Going To Sleep Each Night*	None	-1
Attack Horse With Tool	Any Dangerous Tool*	-8

\*Any dangerous tool is any of the following tools: axe, hoe, sickle, hammer the tools can be at any level stage: iron, silver or gold.

\*Each night you go to sleep your horses affection will decrease by one point so make sure you give it some attention each day.

\*During the first 20 days you own your horse it is not rideable because it is still a foal. During this time you can talk to it to increase its affection rather than ride it to increase affection.





## Dog Affection



There's actually nothing wrong with your dogs affection system either, but just to be thorough lets check out the ways you can effect it one more time.

<u>Action</u>	<u>Tool Needed</u>	<u>Affection Increase</u>
Pick Up Dog	None	+1
Whistle to Dog	None	+1
Feed Dog	None	+1
Do Not Feed Dog	None	-1
Attack Dog With Tool	Any Dangerous Tool*	-8

\*Any dangerous tool is any of the following tools: axe, hoe, sickle, hammer the tools can be at any level stage: iron, silver or gold.



## Cow Affection



Alright! Are you ready for the extremely broken parts of the affection system?? Yes?? Good because it all starts with your cows. Get ready for things to get really confusing. If you see a positive affection increase where you think there should be a negative one I promise you it's actually a positive increase. Why is this the case?? It is most likely the case due to the development team running out of time during this games release and them not having time to fix these bugs. And since this game was released in 1999 they didn't have the ability to patch these magical bugs post release like every developer does now. So without further adieu, please flip to the next page and prepare to have your mind blown.



---

# Flowerbud Village

---

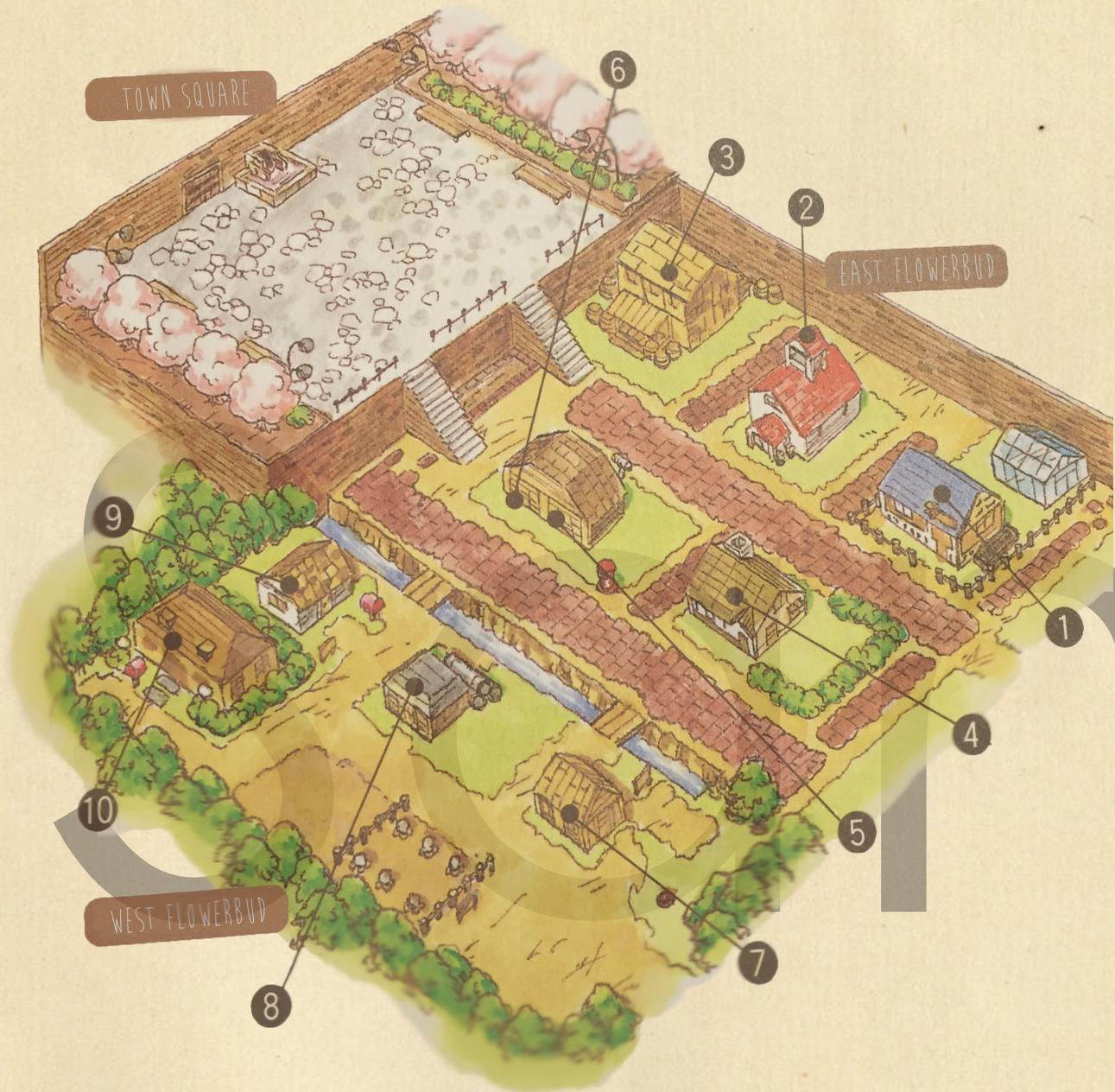


## The Crossroads



The crossroads is the first area you'll run into after you leave your farm. While there is really nothing here (aside from the Gourmet Judge and Harris the postman occasionally) this is your gateway to the rest of the world. You can use the image above as a reference when first getting used to this new in game map.

# Exploring Flowerbud



Alright! It's finally time to explore the wonderful town of Flowerbud that you will grow to love! On the following pages we will cover each shop on this map. The numbers you see on the map above directly correlate with the numbers you will see on the following pages. Getting to know Flowerbud is crucial to your success in the game. You've gotta know where to get all the many supplies you are gonna need!



# North Flowerbud

1

Florist Lillia'sHours: 9am-5pmDays Closed: Sundays

Florist Lillia's is the town flower shop and will likely be your most frequented shop in Flowerbud. If you need flowers, crops or grass this is where you'll find them. Flower Lillia's is owned by Popuri's mother Lillia and her father Basil. So naturally you can find all three of them in and around the shop most days of the week (more info on their schedules on their villager pages).

## Items For Sale At Florist Lillia's

<u>Item</u>	<u>Image</u>	<u>Lottery?*</u>	<u>Season*</u>	<u>Growth*</u>	<u>Regrowth?*</u>	<u>Cost</u>	<u>Resale*</u>
Blue Mist Seed		Yes	Spring and summer, year 2 or later	8 days	No	500G	N/A
Cabbage Seeds		No	Spring	8 days	No	200G	810G
Corn seeds		No	Summer	13 days	Yes	300G	1080G
Egg-plant seeds		No	Fall	7 days	Yes	300G	540G
Grass Seeds		No	Spring, summer and fall	9 days	Yes	500G	N/A
Moon-drop Seeds		Yes	Spring and summer	6 days	No	300G	N/A

<u>Item</u>	<u>Image</u>	<u>Lottery?*</u>	<u>Season*</u>	<u>Growth*</u>	<u>Regrowth?*</u>	<u>Cost</u>	<u>Resale*</u>
Pink Cat Mint Seeds*		Yes	Spring and Summer	8 days	No	300G	N/A
Potato Seeds		No	Spring	6 days	No	200G	720G
Strawberry seeds*		No	Winter	6 days	No	500G	1350G
Tomato Seeds		No	Summer	9 days	Yes	300G	810G
Turnip Seeds		No	Spring	4 days	No	200G	540G

\*Lottery points are used for the Flower shop lottery that takes place from winter 25th-winter 29th. You will only get points for purchasing flowers.

\*Season is the season the crops are available for purchase and the seasons during which they will grow. After purchasing a greenhouse you will be able to purchase all crop seeds (except for strawberries) during anytime of the year.

\*Growth is the amount of days it will take for the plant to grow

\*Regrowth is whether or not the crop will grow more than once without having to be re-purchased and re-planted. Corn regrows its crop in 4 days, eggplants and tomatoes grow back in 3 days and grass regrows in 6 days.

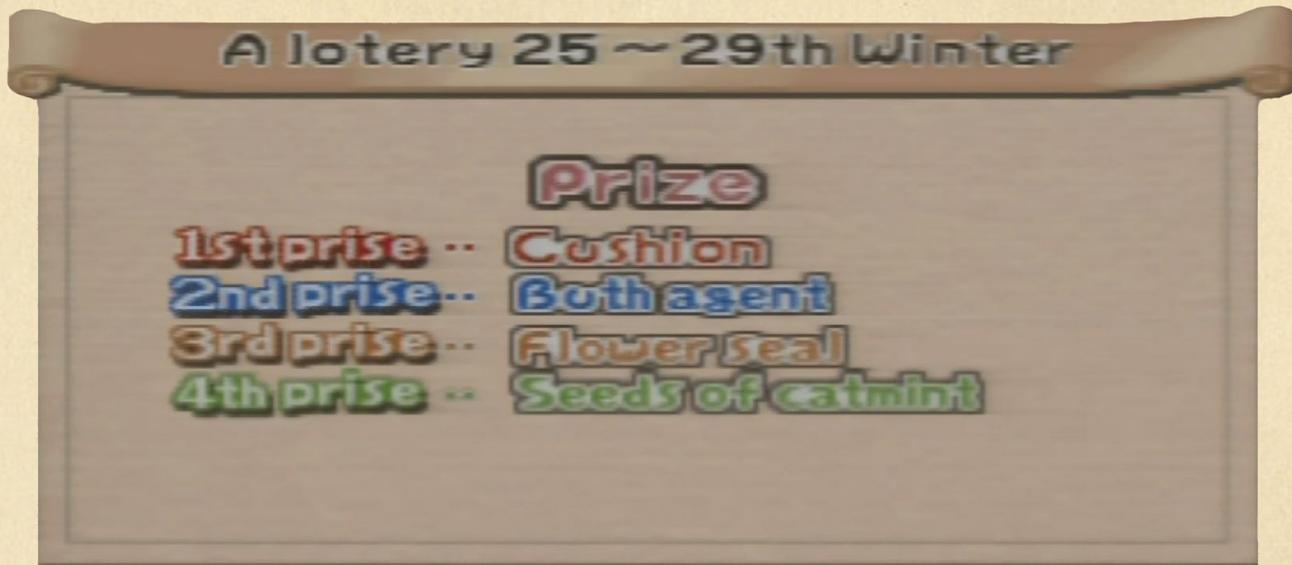
\*Resale is the resale value of the entire bag of crops. Each bag of crops has 9 seeds in it. If you divide the total above by 9 you will get the resale value per crop.

\*Pink Cat Mint seeds are only available during the Flower Festival they are never actually available in the shop. However they are technically sold by Florist Lillia's.

\*Strawberry seeds are only available for purchase during winters after you have built a green house on your property. It must be completely built prior to them becoming available for purchase.



## Florist Lillia's Lottery



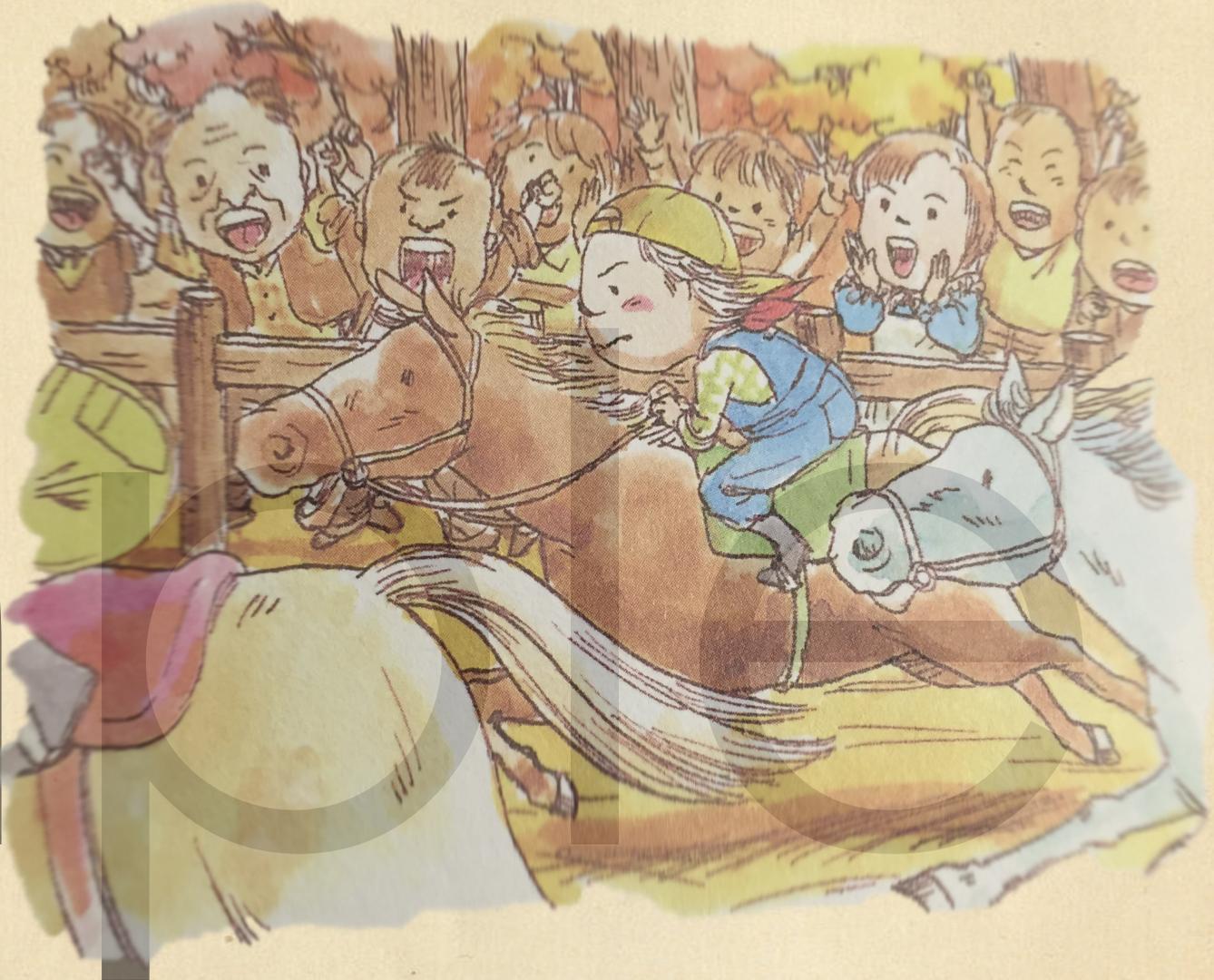
So just ignore the awful translation issues on that lottery image above. The game is full of them so just don't even worry about it. Each year from winter 25th - winter 29th Florist Lillia's has a lottery. You get lottery points by purchasing flowers. For every ten points you acquire you will be able to have one lottery draw. You can win 5 different items: a pillow, bath crystals, 5 new calendar stickers, pink cat mint seeds and moondrop seeds. Below is a chart explaining the benefits of each.

<u>Item</u>	<u>Image</u>	<u>Unique</u>	<u>Benefits</u>
Pillow		Yes	Fatigue reduction per hour of sleep is now -3 instead of -2!
Bath Crystals		Yes	Fatigue reduction for your daily bath is now -20 instead of -10!!!
Calendar Stickers		Yes	You now have 10 stickers for your calendar instead of 5.
Pink Cat Mint Seeds		No	No
Moondrop Seeds		No	No

# The Festivals



## The Festivals



The town festivals are what really tie this game together making it the amazing masterpiece that it is. However, figuring out how to win these festivals can sometimes be very confusing. For instance figuring out how exactly to win the horse race is not quite clear unless you look to the code for clarification. In this section we'll go over each festival and exactly how to be successful in them.



# Spring Festivals



New Years Day | Hours: 6am-6pm | Date: Spring 1st | Location: Town Square



New years day is a contest of who can drink the most!!! No really it is!! And you will earn a bucket load of affection points if you can drink the whole town under the table without passing out!! Everything in town is closed during this festival. Below we'll go over the best ways to raise your alcohol tolerance and how much affection you will get for each villager you out-drink.

<u>Villager</u>	<u>AC*</u>	<u>Tolerance*</u>
Popuri	+4	1
Ann	+4	1
Karen	+12	5
Maria	+6	2
Elli	+6	2
Gray*	+2	1
Kai*	+10	4
Jeff*	+4	1
Harris*	+6	2

<u>Villager</u>	<u>AC*</u>	<u>Tolerance*</u>
Cliff*	+4	1
Anna	+4	1
Doga	+4	1
Lillia	+4	1
Rick	+4	1
Gaea	+6	2
Thomas	+6	2
Itta	+2	0
Zack	+2	0

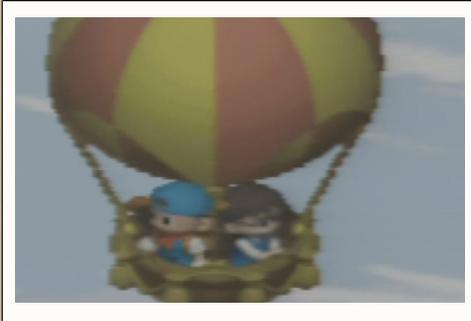
\*AC = Affection Change. You will have an opportunity to gain a grand total of +90 affection should you drink everyone under the table.

\*Tolerance = alcohol tolerance. You will need to have drank 28 alcoholic beverages in the last year to outdrink to whole town. You can increase your tolerance by buying drinks at the bar or drinking wine for free in the vineyards storehouse basement.

\*For each of the bachelors you must have at least 100 affection with them for them to attend the New Years Day event.



Sowing Festival | Hours: 6am-6pm | Date: Spring 8th | Location: Town Square



The Sowing Festival is the time of year that the people of Flowerbud send balloons full of seeds high into the sky in an attempt to ensure their land flourishes with beautiful healthy plants. If you are the harvest king (Determined at the Harvest Festival) you will get to ride in a hot air balloon over the beautiful land below with a villager of your choice (the villager you select gets +8 affection). If you are not the harvest king and the villager that is the harvest king has an affection of 100 or higher with you they will ask you to ride in the hot air balloon with them. If you accept the offer their affection will increase by 8. Otherwise you will simply get a balloon from Lillia after you have spoken to each of the villagers, and let it fly high into the sky. For every villager you have a conversation with during this festival you will gain +2 affection. Each of the towns bachelors will only come to the festival if you have an affection value of at least 100 with them. Just for showing up to the sowing festival you will gain + 5 happiness. Everything in town is closed during this festival.

Horse Race | Hours: 8am-5pm | Date: Spring 17th | Location: Town Square



On the 16th of spring Doug will come to your farm and ask you if you would like to enter the horse race (if your horse is an adult), if you say yes he will gain 3 affection. If you say no you will lose 5 affection with him. There are 3 races throughout the day during the horse race. the first race starts at 10AM, the second 1PM and the third starts at 4pm. Karen, Kai, Cliff and Harris will only attend if their affection is 81 or higher. Below we will go over everything you need to know about this festival from how to win to the vendor stalls. You'll be real real prepared for everything. Everything in town is closed during this festival.

---

# The First Three Years

---



## About This Section

This walk-through will guide you through the method I believe is best for achieving 100% completion on the farm statistics menu, which of course includes receiving the party picture during your evaluation. I will be guiding you only by informing you of what is most critical to accomplish during specified periods of time throughout the first three years. Doing a day by day walk-through would not be helpful due to the somewhat random nature of this game. This is not a guide to speed run this game. It is simply a guide to ensure 100% completion that has been tested by me over a dozen times. Prior to walking you through the first 9 seasons of this game I will explain how to unlock the farm statistics menu and what exactly is needed to obtain 100% completion.

## How To Unlock The Farm Statistics Menu



To unlock the farm statistics menu on an English copy of the game you will want to do one of the following: If you are playing on a n64 console you will need a Gameshark and you will need the following code: Line 1:d1170404 0020 Line 2: 801d62bd 0002. Once the game is started with that code active you will need to press the L button and right on the thumbstick. Your cursor will now be hovering over an invisible menu item just below the "Move" button on the right side of the screen. If you press A you will view the farm ranking/statistics menu. If you are playing this game on an emulator, just download my hacked version of harvest moon 64 that I released with the guide. You will have access to it without any codes. Just push down to traverse to the invisible menu item below the "Move" button and press A. You will now be at the farm ranking menu. Lastly, if you play the Japanese version of the game the menu is simply natively there. Yes, that's right, the American version got this ripped out of it last minute for some reason.

## How To Obtain 100% Completion



First things First, 100% completion actually is 99% completion. Yep that's right, due to some wonderful float truncation error that the developers never fixed. Actually viewing 100% on the farm ranking menu is impossible. 99% completion is the highest you'll ever see unless you force it to say 100% yourself by altering the code. I tested this hundreds of times I promise and even went as far as having another person read the assembly code for me. So now that we've covered that, let's cover what's required to

get 99% completion. To get 99% completion you need to accomplish the following:

Have all bachelor and bachelorette's affection maxed out at 255, have your child's affection maxed out at 255, have your horse and dogs affection maxed out at 255, have all 8 of your barn stalls filled and have all 8 of your barn animals affections maxed out at 255, own 6 chickens, Ship 99,999 crops, ship 9,999 eggs, ship 9,999 milks, ship 999 fish, have 999,999G, have collected all 10 of the red power nuts, collect all 16 photos, collect all 35 recipes, have all 6 home extensions, have the entirety of your outdoor farmland be covered in grass seed (480 squares of grass) and have your happiness level maxed out at 255.

Sooooooo quite a bit of stuff. Most of that is simply time consuming. The most difficult task in that bunch is acquiring the 16 photos, which is what we will focus on most in this guide. The photos are the only time sensitive portion of this game (aside from a few recipes) and thusly in the past, prior to the discovery of this menu, have been considered the way to gauge a games completion. So now that we know what we need to do and what we need to focus on, let's get to this guide.

## *Year 1 - Spring 3rd - Fall 9th*

Critical Villagers: Elli, Karen, Sprites, Duke, Ann  
Key Events: Vineyard Restoration, Elli's photo  
Key Items: Door to Heaven Wine, Kappa's Power Nut



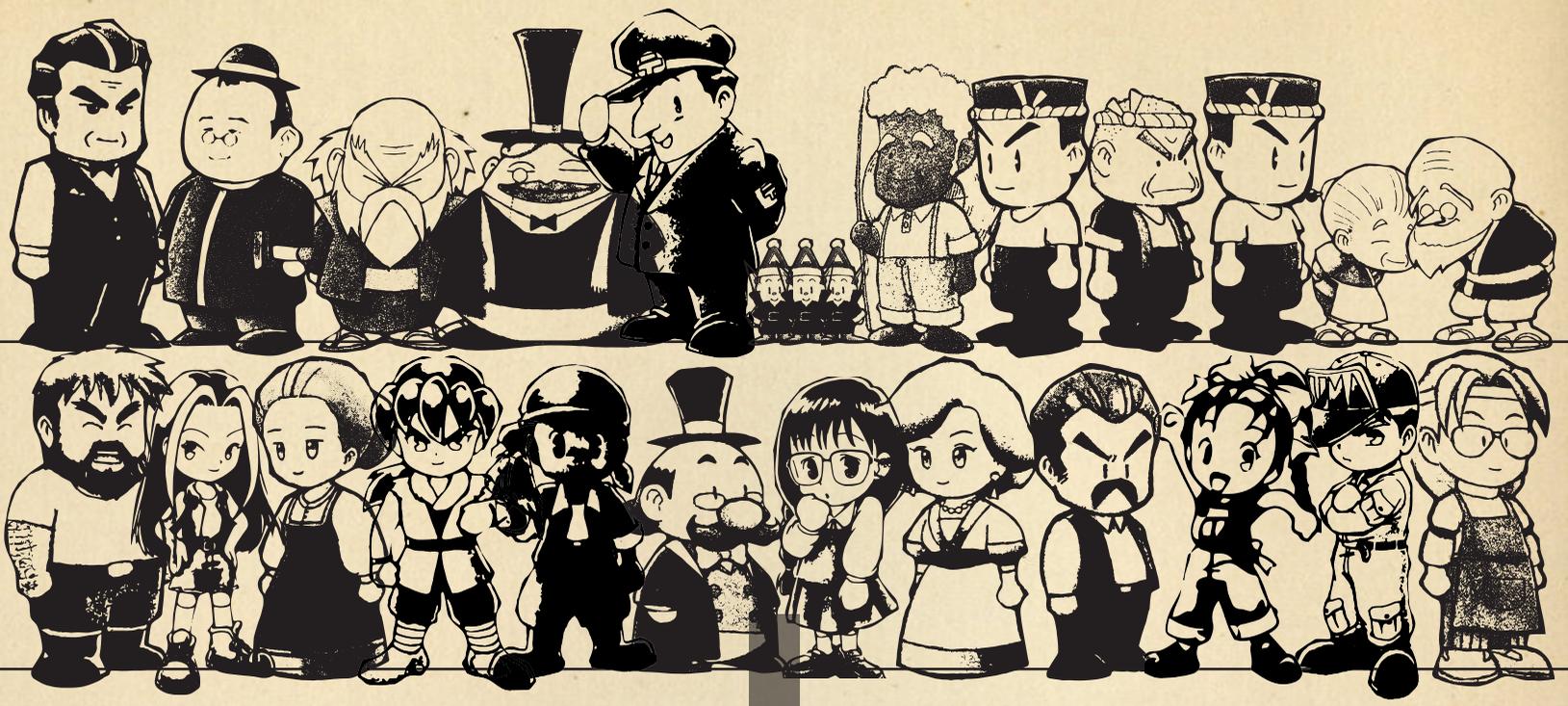
## *Year 1 Wednesday Spring 3rd*

This is a busy busy month. Our goals here are to raise our critical villagers affections as high as possible, purchase a chicken, chop a ton of wood, start farming and start saving for a greenhouse. You will begin your game on spring 3rd and as soon as you walk outside to begin your exploration mayor Thomas will be there to greet you. I suggest denying his offer to show you around town as it wastes a couple precious hours that we do not want to waste on this first day. After denying the mayor's request, grab your dog and put him inside your house. Whistle

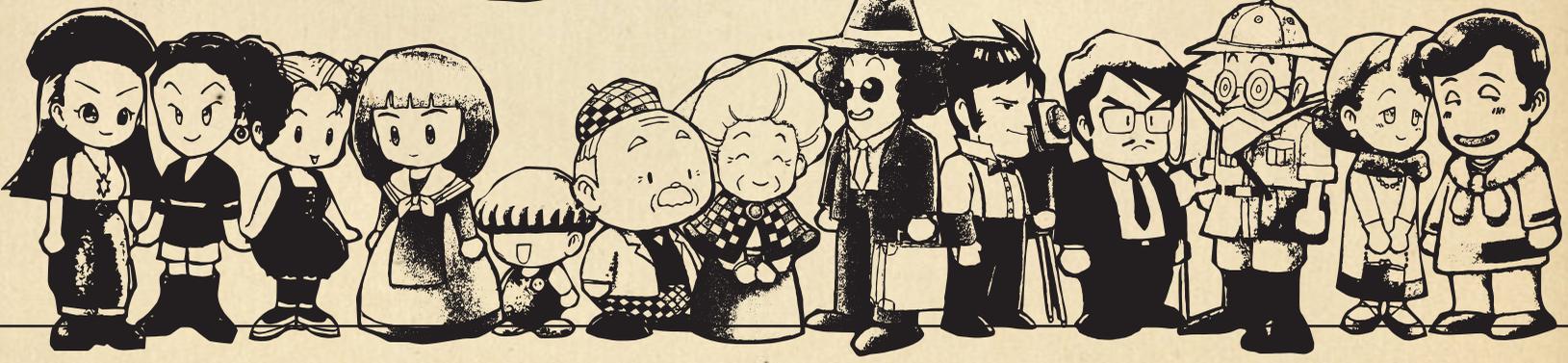
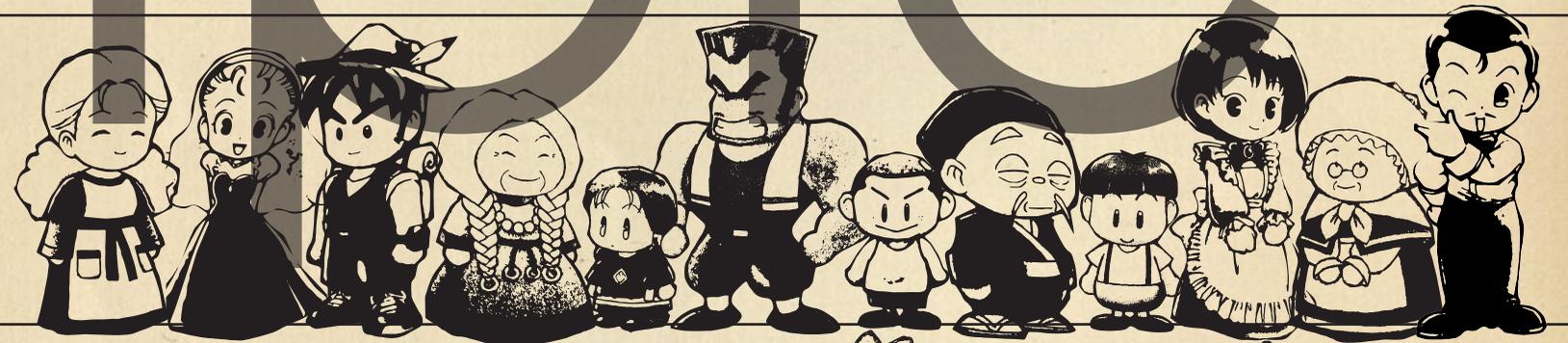


The Mayor's Introduction





# The Villagers



# Harvest Moon's Family Tree



## An Explanation Of The Family Tree

If you were unaware, Harvest Moon 64 is a direct sequel of the original Harvest Moon for SNES. Above is the family tree stemming from the SNES version down to the 64 version. Your choices in both the SNES Harvest Moon and Harvest Moon 64 directly impact the way this tree reads. Depending on who you married in the SNES version determines who Jack from the SNES game likely fathered (For example if he married Ann, he most likely fathered Doug and Jack's dad in Harvest Moon 64). Your choices in Harvest Moon 64 will determine which bachelors get married, which bachelors have children, and who is the mother of your child.



# General Info About The Villagers

The following pages contain important information that pertain to every villager in the game. Some of this information is critical to understanding the rest of the section!

## What Is Affection?

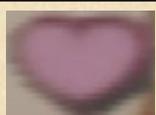
Affection value is a behind the scenes metric that the game uses to determine your relationship with each villager. Each villager can reach a maximum affection rating of 255. The affection value Total for all villagers is totaled at the end of the game and is a major factor in determining your end game outcome.

## Can I See Affection?

For every villager in the game, aside from the bachelorettes, you cannot see affection values! This is hidden metric that the game does not share with you (however you can use the affection journal PDF that came with this guide to track it)! The bachelorettes affection values can be identified by their heart colors in the bottom right hand of their dialogue boxes.



## Heart Level Affection

<u>Heart Identifier</u>	<u>Affection Value</u>
	0-51
	52-103
	104-155
	156-207
	208-255

## Why Bother With Affection?

Well in the case of bachelorettes it's obvious, if you don't increase their affection you can't marry them, have children and all that magic. However, with villagers it may be less obvious. Affection values for other villagers are responsible for nearly every scene/event in the game, without increasing them you will miss out on a lot of things this game has to offer. You will miss out on marriage scenes between other villagers, picture events, The birth of other villagers children, and the birth of your dogs puppies! Do not neglect affection!!!



## General Info About The Villagers

The following pages contain important information that pertain to every villager in the game. Some of this information is critical to understanding the rest of the section!

### How Affection Is Represented In This Guide

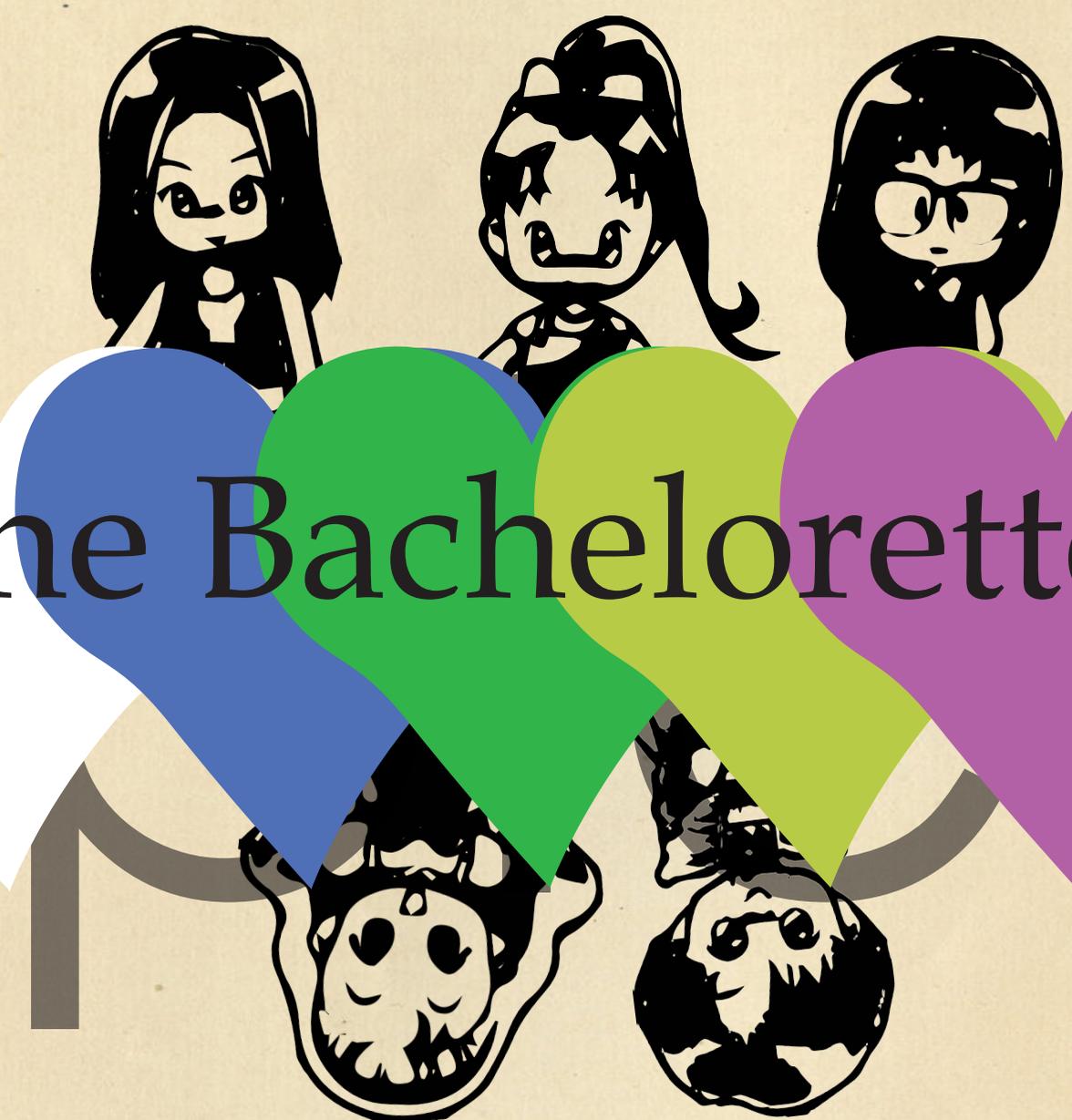
Aside from the bachelorettes, whose affection values will be represented with hearts (the chart for hearts is listed on the previous page), I will be using a diamond system to represent the levels of affection a villager has for you in the game. These diamonds will represent the exact same numerical values as the bachelorettes heart system. You will see these diamonds in the events section for each villager. The chart to the right of this paragraph is a breakdown of this system. Please refer to it as you read through this section.

<u>Diamond Identifier</u>	<u>Affection Value</u>
	0-51
	52-103
	104-155
	156-207
	208-255
	Special Event

### How To Read The Villager Schedules

The calendar layout may look confusing at first, but I really tried to make it as simple as possible. On the Y-axis we have the location of the villager, on the x-axis we have the day of the week. One of the x-axis columns is "percentage". This represents how likely you are to see a villager at that location on that day. If the percentage is 100%, the villager is guaranteed to be at that location on that day. If it is a location with a 50% chance that means they are only there 50% of the time on that day of the week and may possibly be elsewhere on that day. The bachelors, bachelorettes and some villagers schedules change once the marriage events happen. There are separate "married" calendars that reflect these changes to their schedules.





# The Bachelorettes

# Identical Affection Boosts For All Bachelorettes

## Conversation Affection Boosts

Each time you speak with a love interest you will gain +1 towards your affection total for them with the exception of your first conversation with each girl. The first conversation will yield + 4 towards your affection total. Be sure to talk to each of them everyday and take advantage of this!

## Affection Boost From The Fixed Music Box

The fixed music box, when given to a love interest will boost their affection total by +6 points. The fixed music box is acquired by digging up the broken music box on your farm and then giving the music box to Rick to fix (Ricks affection total must be 40+ for him to offer to fix it). This can be done once a day everyday of the year (aside from winter).

### Broken



### Fixed



## Affection Boosts From The Festivals - Unique to Girls

Although most affection boosts for festivals are identical across all villagers, there are some that are unique to just the girls. Those unique affection boosts are listed in the chart below.

<u>Event</u>	<u>Triggering Action</u>	<u>Affection</u>
Flower Festival	Ask girl to dance	10
Fireworks Festival	Being chosen to spend time with them	5
Harvest Festival	Ask girl to dance	10
New Years Eve	Watch the sunrise	3

## Girl Affection Rules After Marriage

The affection rules for your wife are different from the bachelorettes. Each day she will lose 1 affection point no matter what, so be sure to at least talk to her each day to offset that loss. Your wife will leave you if her affection total drops to 119 or less. Be careful!

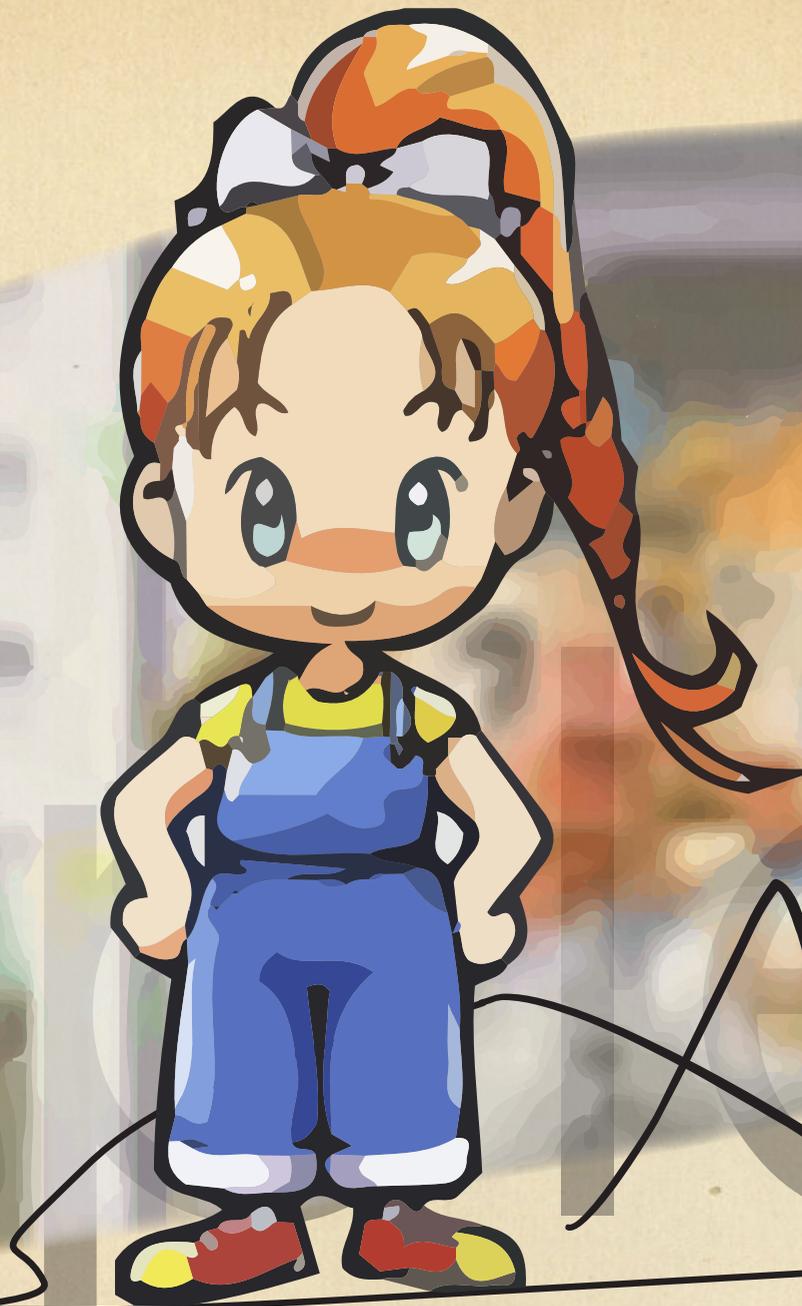
## How To Get Married

The requirements are the same for every girl. You must have an affection total of 220 or greater, you must have a kitchen built, and you must purchase and present her with the blue feather (Purchased from Rick).

## How To Have A Child

To have a child you must have an affection total of 250 or greater with your wife, A baby bed built, and have been married to your wife for 30 days. Your baby will be born 60 days after your wife announces her pregnancy.





Birthday: Summer 14

Family:

Father - Doug

Brother - Gray

Cousin - Rick



# Bio

Ann is one of the five eligible bachelorettes in Harvest Moon 64. Although her mother passed away when she was very young, she still lives with her brother and father on Green Ranch Farm. She's a bit of a tomboy, which makes her an excellent farmhand and to top it off she can knit as well.



# What Ann Likes & Dislikes

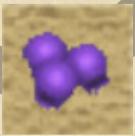
<u>Favorite Gifts</u>	<u>Image</u>	<u>AV*</u>
Potato		3
Corn		3
Wool (Any Size)		3

\*AV = Affection Value

<u>Gift</u>	<u>Image</u>	<u>AV*</u>
Berry of Fullmoon		1
Cabbage		1
Cake		1
Candy		1
Chocolate		1
Cookie		1
Cotton Candy		1

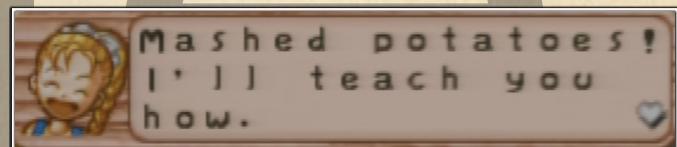
<u>Gift</u>	<u>Image</u>	<u>AV*</u>
Dumpling		1
Edible Grass		1
Egg		1
Eggplant		1
Fish (Any Size)		1
Fried Octopus		1
Medicinal Herb		1
Milk (Any Size)		1
Moondrop Flower		1
Mushroom		1



<u>Gift</u>	<u>Image</u>	<u>AV*</u>
Pie		1
Pink Cat-Mint Flower		1
Strawberry		1
Tomato		1
Tropical Fruit		1
Turnip		1
Veryberry Fruit		1
Walnut		1
Wild Grapes		1

<u>Disliked Gifts</u>	<u>Image</u>	<u>AV*</u>
Poisonous Mushroom		-3
Rock		-3
Weed		-3

### Ann's Recipe



Ann's recipe is the mashed potato. The first time you give her a potato she gives you this recipe (affection value increases by 6 points when Ann is given her first potato rather than the standard 3).

### Ann's Rival Love Interest - Cliff



If you aren't interested in Ann, Cliff sure will be. If you become good friends with Cliff (AV = 200+) and are not actively pursuing Ann (not married to her or have an AV <120) Cliff and Ann will become married and eventually have a child of their own (this is covered in greater detail in Cliff's bachelor section)



## Ann's Schedule (Bachelorette)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
Green Ranch		8AM-5PM	8AM-5PM	8AM-5PM		8AM-5PM	8AM-5PM	100%
Fisherman's Tent					9AM-5PM			25%
Carpenter House					9AM-5PM			25%
Vineyard					9AM-5PM			25%
Rick's Shop					10AM-5PM			25%
Goddess Pond	8AM-5PM							50%
Green Ranch Lower Field	8AM-5PM							50%
Rainy and Snowy Day Changes:								
Inside Green Ranch Barn	9AM-5PM	8AM-5PM	8AM-5PM	8AM-5PM	Unavailable	8AM-5PM	8AM-5PM	100%

## Ann's Schedule (Married To Cliff)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
Green Ranch		8AM-5PM	8AM-5PM	8AM-5PM		8AM-5PM	8AM-5PM	100%
Sprite Cave					9:30AM-5PM			50%
Carpenter House					9:30AM-5PM			50%
Green Ranch Lower Field	8AM-5PM							100%
Rainy and Snowy Day Changes:								
Inside Green Ranch House	8AM-5PM	8AM-5PM	8AM-5PM	8AM-5PM	Unavailable	8AM-5PM	8AM-5PM	100%

### Special Schedule Note:

During The Summer, every Sunday night from 6PM-9PM, Ann will have a 25% chance of showing up at the starlit shore. If you have spoken with her previously during this day and you speak to her on the beach you will gain a bonus +1 affection for the day.



# Ann's Events

## ♥ White and Blue Heart Events ♥

For the following events you nor Ann can be married

### Ann Gives You Candy



This event is triggered by ensuring you are on your farm between 3PM - 5PM and having Ann's affection value at or above 50. You and Ann can be married and this event will still trigger. You gain 5 happiness for this event.

### Ann's Riceballs



This event is triggered by ensuring you are on your farm between 3PM - 5PM and having Ann's affection value at or above 80. You gain +5 happiness for this event.

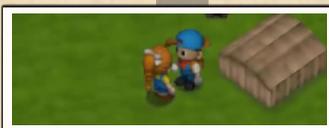
### Ann's Horse Comments



This event is triggered

by ensuring you are on your farm between 6am - 12pm, that your horse is an adult (Your horse becomes an adult after being on your farm for 20 days) and having Ann's affection value at or above 50. You gain 2 happiness for this event.

### Ann Comments On Your Horse's Training



If you are on your farm between 6am - 12pm and Ann's affection value is at or above 80, she'll stop by to check out your horse. Ann's comment about your horse's training is effected by what your horse's affection value is (horse affection values are covered in the animals section of this guide). If your horse's affection value is between 0 and 85 Ann will say, "Are you taking good care of (your horse's name)?". If your horse's affection is between 86 and 169 Ann will say, "(Your horse's name) doesn't seem to have become attached to you yet. Keep trying!". If your horse's affection is 170 or above Ann will say, " Hey, (Your horse's name) seems completely tamed. You can enter the local horse race now!". You always gain +2 happiness for this event.

# Ann's Events



## White and Blue Heart Events



For the following events marriage does not play a factor

### Ann Gets Teased By Gray



During the Fall, if Ann's affection level is greater than 80 and you go by the climbing tree you will see Ann. If you speak to her this scene is triggered. There are no affection or happiness boosts for this scene.

### Ann Speaks With Rick In The Tool Shop



In any season, if Rick's Affection is 40+, you will be able to trigger a scene where Ann and Rick have a conversation in his tool shop. You must actually speak with Rick to trigger this event. Activating this scene indicates that Rick's affection meets the minimum requirements necessary for him to fix the music box. Yea!!!



## Green and Yellow Heart Events



### Ann Returns Your Bakery Card



Ann will stop you after you exit Green Ranch, to enter the crossroads, so she can return your bakery point card if you have 5+ points on the card and her affection is 150+.



### Ann Is Home Sick



If you aren't married, it's raining or snowing outside on a Sunday, Ann's affection is 120+ and you enter the ranch shop Doug will ask you to go see Ann who is sick in bed. Ann gains 10 affection if you visit her.



# Ann's Events

## ♥ Green and Yellow Heart Events ♥

For the following events you nor Ann can be married

### Ann Gets A Sprained Ankle



When you get Ann's affection to 180 + and

it's a sunny day prior to 6pm you will find her at the crossroads screen with a sprained ankle. If you opt to carry Ann home you will gain 10 affection. If you find someone else to get her you will lose 30 affection points!!! So be a gentleman and carry the girl home!!

### Ann's Dream Event



After Ann's affection is 160+

you will have a dream while sleeping that mentions birds. Once this has happened you will find Ann near the climbing tree. In this scene you will get two conversation options, if you choose "Think so" you get +8 affection. If you choose "Don't think so" you lose 2 affection

## Ann's Picture Event : A Rabbit In Winter



Any time in winter if Ann's affection rating is 200+ she will visit you on your farm to take you to the goddess pond to view a very rare Pika bunny. If you go with her to see the bunny you will gain 2 happiness and Ann will gain 10 affection. You will



also be awarded one of the 16 photos for your photo album by your bedside. It should be noted, if your goal is to obtain all 16 pictures then you must obtain this photo in Winter year one! Otherwise you will be unable to get this picture and complete all of the necessary requirements to obtain the games most coveted picture, the party picture!!! You can find more on the subject of the photo album in the photo album section of this guide!!

# Ann's Events

## ♥ Pink Heart Event ♥

For the following event you nor Ann can be married

## 🍃 Ann's Blue Feather Event 🍃

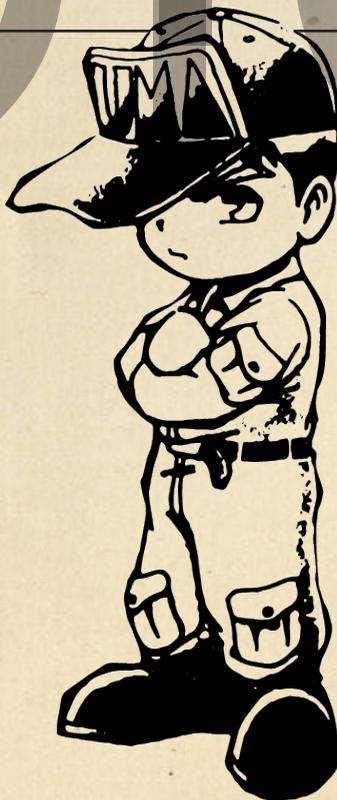


If you allow Ann's affection to reach 250 + prior to proposing to her with the blue feather, the next time you enter Green Ranch she will confess that she likes you and if you confess you like her, you not only get +10 happiness for your character, but she asks you to prove it with a blue feather! If you choose the response "Muddled" you do not get any happiness or affection increase or decrease.





# The Bachelor's



# General Info About The Bachelors

This page contains general information that pertains to the bachelors in the game.

## Affection For First Conversation

<u>Bachelor</u>	<u>Affection Value</u>
	0/5*
	4
	4
	6
	8

## Affection For Normal Conversations

<u>Bachelor</u>	<u>Affection Value</u>
	2
	2
	2
	1
	2

### \*Cliffs First Conversation

Cliffs first conversation requires some explaining. The first time you see Cliff is on Spring 18th year 1 on your farm stating that he is hungry. This technically counts as your "Bonus" or first conversation. However you can only benefit from it if you have food on hand to give to him. If you give him food you will gain 5 affection with Cliff. Otherwise you will not be able to obtain a bonus affection boost.

### Why Do I Care About Bachelor Affection?

You care about the bachelors affection in this game because quite frankly their affection values are more important than any other villagers in this game! The affection values you achieve with the bachelors determine which villagers in your town become married and which villagers will have children. Believe it or not, these events are determined almost entirely by bachelor affection values! Do not ignore them, they are critical in unlocking many aspects of this game.



## Character Turnaround



Bio  Age - 23

Cliff is a lonely wanderer who stumbles upon Flowerbud village shortly after you arrive on the farm. He always travels with his falcon Cain. If you can earn his trust, he will be a loyal friend.



# Cliff

Family:

Parents- Unknown

Uncle- Gotz

Aunt- Sasha

Cousin- Karen

### Cliff's Love Interest - Ann

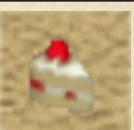


If you can get Cliff to open up to you and trust you (AV = +200) then he will eventually admit his love for Ann to you and ask her to marry him. It should be known, if you decide to marry Ann, and Cliff's AV >= 150, Cliff will leave Flowerbud forever the day after your marriage.



# What Cliff Likes & Dislikes

<u><i>Favorite Gifts</i></u>	<u><i>Image</i></u>	<u><i>AV*</i></u>
Egg		8
Milk (Any Size)		8

<u><i>Gift</i></u>	<u><i>Image</i></u>	<u><i>AV*</i></u>
Berry of Fullmoon		4
Cabbage		4
Cake		4
Candy		4
Chocolate		4
Cookie		4
Corn		4

\*AV = Affection Value

Cotton Candy		4
Dumpling		4
Edible Grass		4
Eggplant		4
Fish (Any Size)		4
Fried Octopus		4
Medicinal Herb		4
Moondrop Flower		4
Mushroom		4
Pie		4



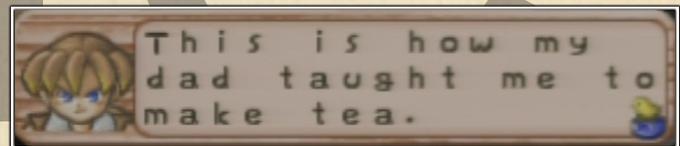
# What Cliff Likes & Dislikes

<u>Gift</u>	<u>Image</u>	<u>AV*</u>
Pink Cat-Mint Flower		4
Potato		4
Strawberry		4
Tomato		4
Tropical Fruit		4
Turnip		4
Veryberry		4
Walnut		4
Wild Grapes		4
Wool		4

\*AV = Affection Value

<u>Disliked Gifts</u>	<u>Image</u>	<u>AV*</u>
Poisonous Mushroom		-4
Rock		-4
Weed		-4

## Cliff's Recipe

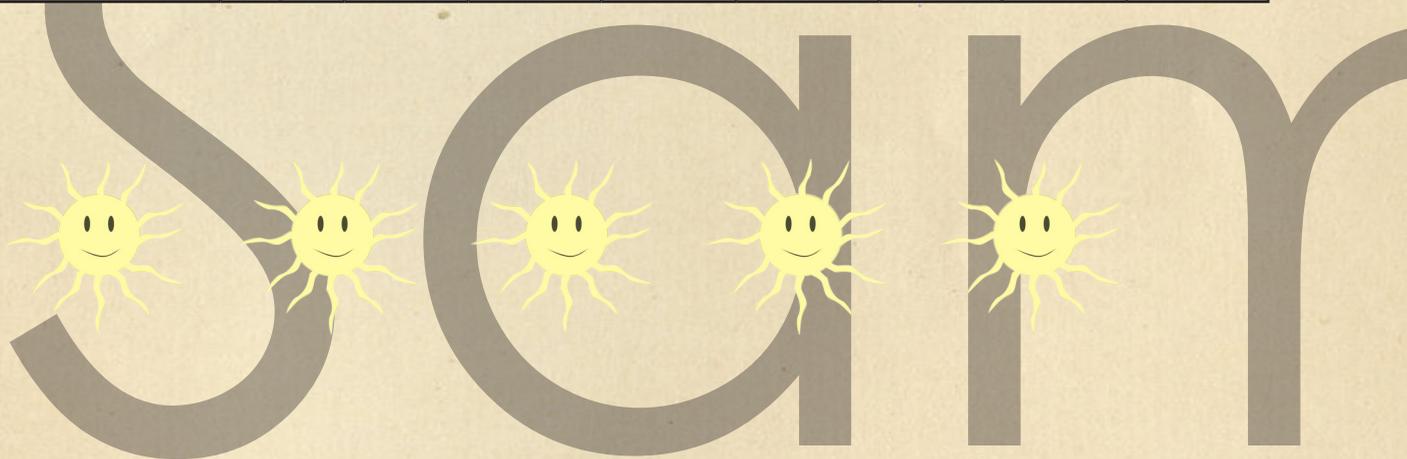


Cliff has a unique recipe that he learned from his father, spiced tea. If you give Cliff some milk in winter he will pass this family recipe down to you! (affection value increases by the standard 8 points when Cliff gives you this recipe. There are no bonus affection increases).



## Cliff's Appearance Schedule (Bachelor)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
Hot Springs		9AM-5PM						100%
Starlit Shore			9AM-5PM					100%
Green Ranch				9AM-5PM				100%
Outside Carpenter's House					9AM-5pm			100%
Fisherman's Tent						9AM-12AM	9AM-12AM	50%
Not Available	All Day					9AM-6pm	9AM-6pm	50%
Outside Carpenter's House	9AM-5PM							50%
The Bar		6PM-12AM	6PM-12AM	6PM-12AM	6PM-12AM	6PM-12AM	6PM-12AM	25%
Rainy and Snowy Day Changes:								
Inside Carpenter's House	9AM-5PM	9AM-5PM		9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	100%
Not Available			9AM-6pm					100%



## Cliff's Appearance Schedule (Married)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
Green Ranch Field		8AM-5PM	8AM-5PM	8AM-5PM		8AM-5PM	8AM-5PM	100%
Outside Carpenter's House					9:30AM-5pm			100%
Not Available	All Day							50%
Rainy and Snowy Day Changes:								
Inside Green Ranch Barn	8AM-5PM	8AM-5PM	8AM-5PM	8AM-5PM		8AM-5PM	8AM-5PM	100%
Inside Carpenter's House					9AM-5PM			100%

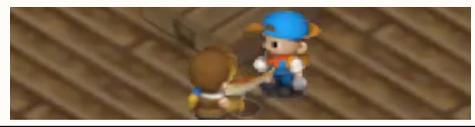


# Cliff's Events

## White and Blue Diamond Events

For the following events Ann cannot be married to anyone

### Cliff Runs Into Ann



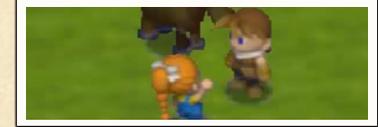
The first morning Cliff's affection is at least 30 he will wake you up and greet you with some fish. He will then walk outside and bump into Ann. There are no benefits from this scene.

### Cliff's Medium Fish



This event is triggered by ensuring you are on your farm between 3pm - 5pm and having Cliff's affection value at or above 50. You gain 5 happiness for this event.

### Cliff Gets Smacked



After you get Cliff's affection to 100 and walk into Green Ranch's fields you will see Cliff petting a horse. This scene gives you no benefits.

## Green and Yellow Diamond Events

### Cliff Defends Cain



Once Cliff has an affection value of 150, the next time you go by the carpenter's house you will find Cliff speaking with Ann about whether his hawk Cain should be allowed to eat a bunny. There are no benefits to this scene.

### Cliff Tries To Leave



After becoming good friends with Cliff (200+ AV), the next time you enter the crossroads he will approach you and tell you he is leaving because he doesn't want to get hurt again. Ann will enter the screen and confront him, calling him a coward and push him down. There are no benefits to this scene.

### Cliff Marries Ann

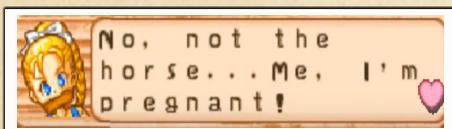


When you instill trust in Cliff (AV 200+), he will finally ask Ann to marry him. He will only do this if you are married to one of the other 4 bachelorettes or have shown little interest in Ann (AV < 120). You will gain 30 happiness for this event and this event ensures that Cliff will never leave your town. He's now a full-time villager!

# Cliff's Events

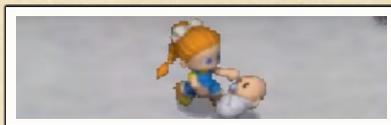
## Pink Diamond Events

### Ann Gets Pregnant!



When you get an affection value of 250+ with Cliff, and he has been married to Ann for at least 30 days, he and Ann will make a baby! Oh yeaaaaa!!! I wonder if it will carry around a sweet hawk one day too?!

### Cliff's Baby Is Born



A mere sixty days after the pregnancy is announced, Cliff and Ann's baby is born! From now on Ann will tote it around everywhere she goes. However, That baby isn't done growin yet!

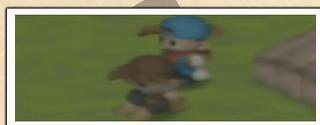
### Cliff's Baby Grows Up!



Thirty days after their baby is born, it's already all grown up! At least as grown up as you'll ever see it. From now on their child wears a suit that resembles a frog and sits near Ann everyday.

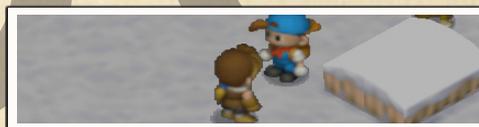
## Arrival And Departure Events

### Cliff's Arrival



The morning of spring 18th year 1 when you walk outside you will be greeted by a tired and hungry Cliff. If you help Cliff by giving him some food Cliff's affection will increase by 5. Otherwise no affection changes will happen.

### A Friendless Goodbye



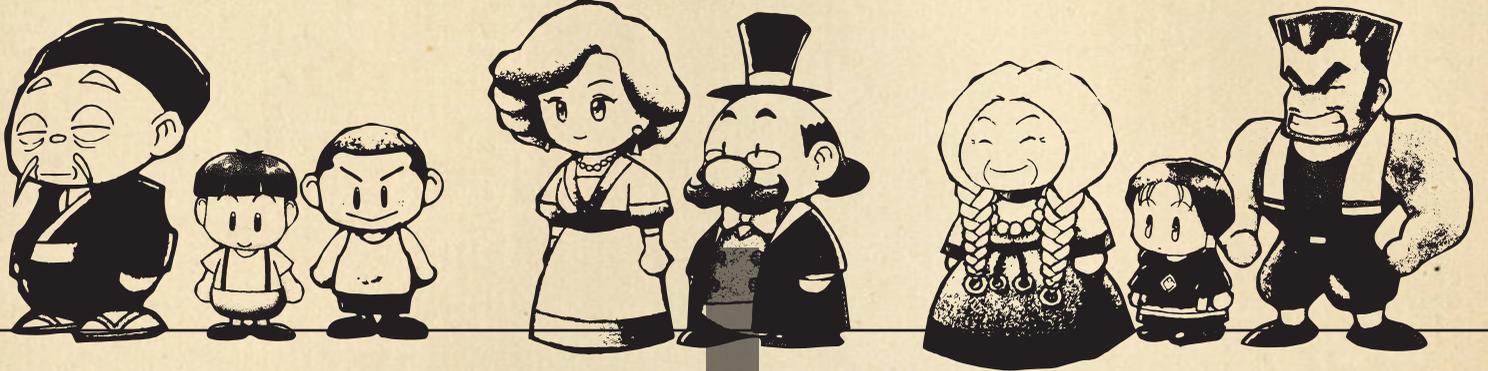
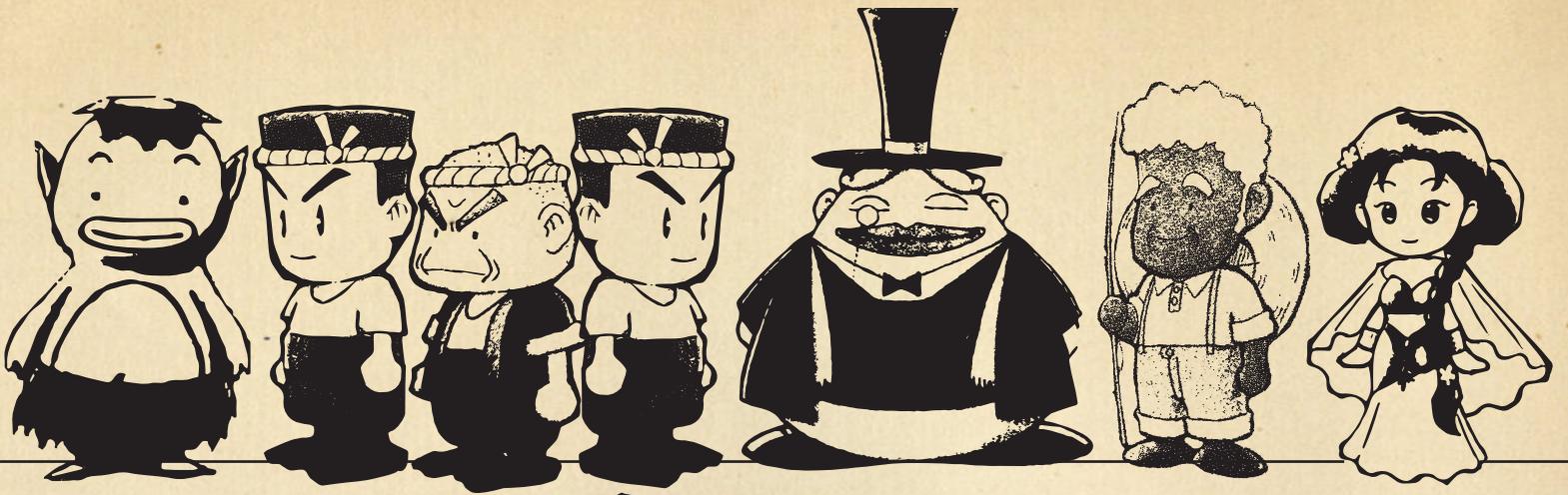
If you make it to winter and Cliff's affection value is 50 or lower, he will leave the town forever (This only happens in winter). If this happens there is no reversing it so make sure you give him some attention prior to this date. If he leaves the game in this manner you can never achieve a 100% complete game on the farm statistics screen.

### A Heartbroken Farewell

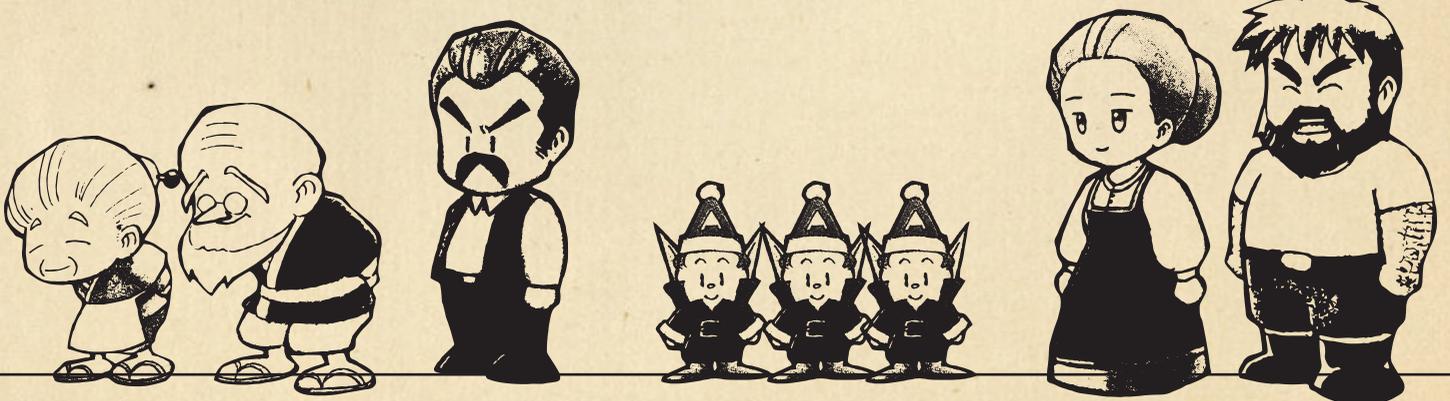
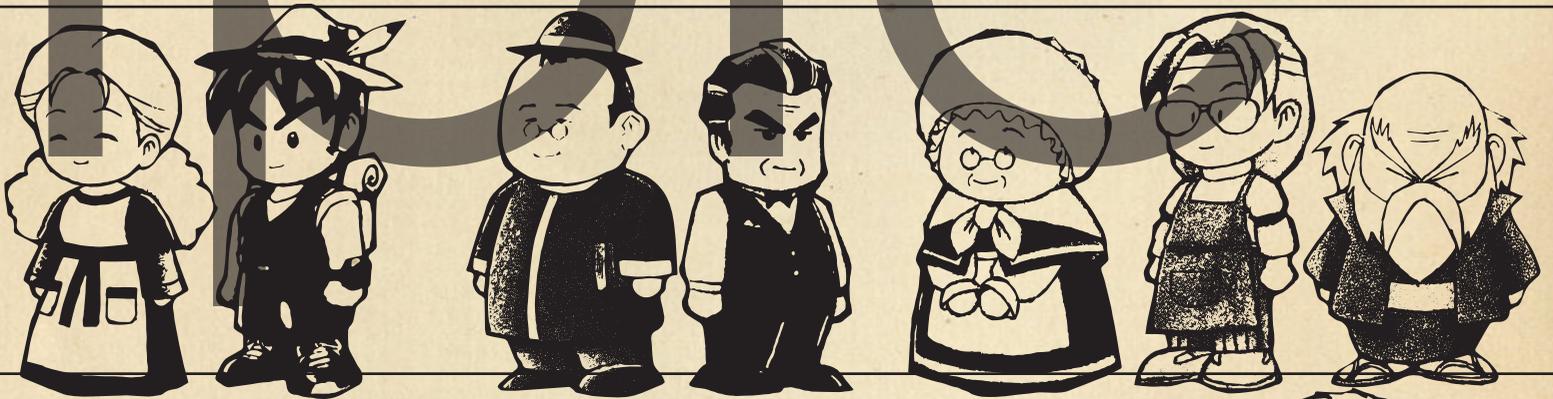


If you have married Ann and your affection value with Cliff is 150 or higher he will leave the town forever (season must be winter). You will have betrayed his trust just as many other important people in his life have. This will set him on another journey to make a life somewhere else. There is no reversing this departure.





# The Townsfolk





Anna

Age: 44

Profession: Housewife

Anna is mayor Thomas's wife. She is so knowledgeable about Flowerbud's festivals you might as well consider her the town historian. However, should you marry her daughter Maria. Anna will become Flowerbud villages librarian!

### What Anna Likes & Dislikes

<u>Favorite Gifts</u>	<u>Image</u>	<u>AV*</u>
Turnip		7

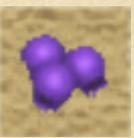
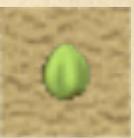
<u>Gift</u>	<u>Image</u>	<u>AV*</u>
Berry of Fullmoon		3
Cabbage		3
Cake		3
Candy		3

\*AV = Affection Value

Chocolate		3
Cookie		3
Corn		3
Cotton Candy		3
Dumpling		3
EDIBLE GRASS		3



Eggs		3
Eggplant		3
Fish (Any Size)		3
Fried Octopus		3
Medicinal Herb		3
Milk (Any Size)		3
Moondrop Flower		3
Mushroom		3
Pie		3
Pink Cat-Mint Flower		3
Potato		3
Strawberry		3

Tomato		3
Tropical Fruit		3
Veryberry		3
Walnut		3
Wild Grapes		3
Wool		3

<i>Disliked Gifts</i>	<i>Image</i>	<i>AV*</i>
Poisonous Mushroom		-3
Rock		-3
Weed		-3

Conversation:

Increase of 4 affection for the first conversation, +1 affection for every other conversation.

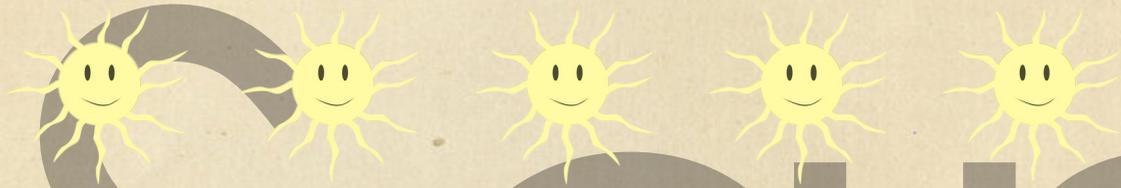
Recipe:

The first time you give Anna a Turnip she will give you the cream of turnip stew recipe. Affection increase = +7



## Anna's Appearance Schedule (Normal)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
The Mayor's House		8AM-5PM	8AM-5PM	8AM-5PM	8AM-5PM		8AM-5PM	100%
The Bakery						12PM-5PM		100%
The Church	9AM-3PM							100%
Rainy and Snowy Day Changes:								
Not Available	All day					All Day		100%



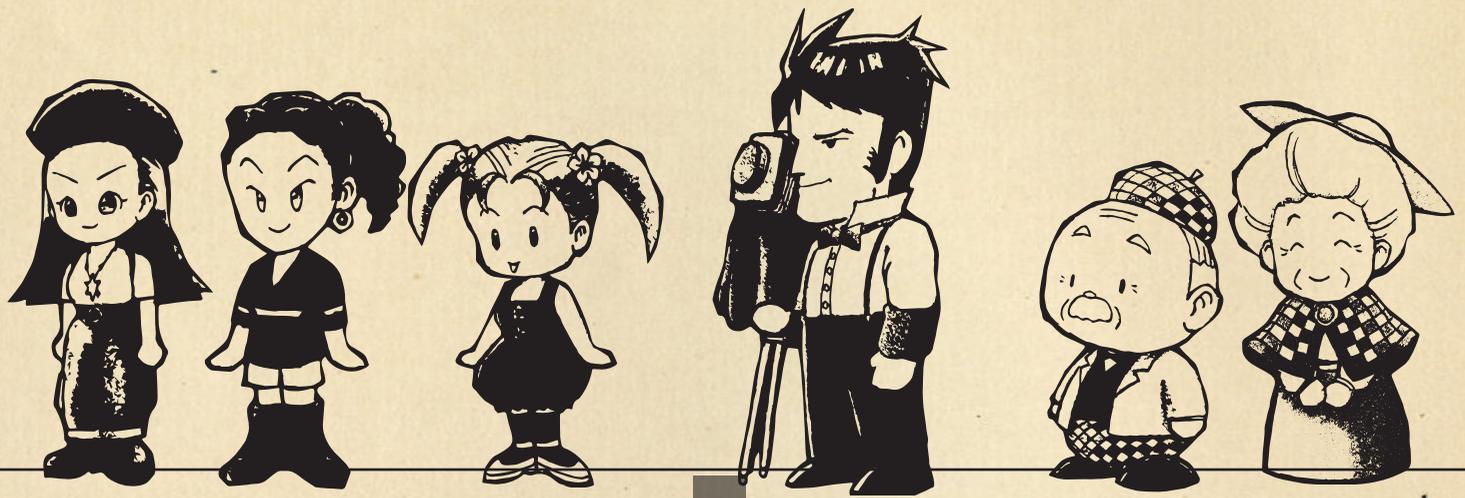
## Anna's Appearance Schedule (Maria Marries You\*)

All Seasons Schedule								
Day of The Week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Percentage
The Library	9AM-5PM		9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	100%
The Mayor's House		8AM-5PM						100%

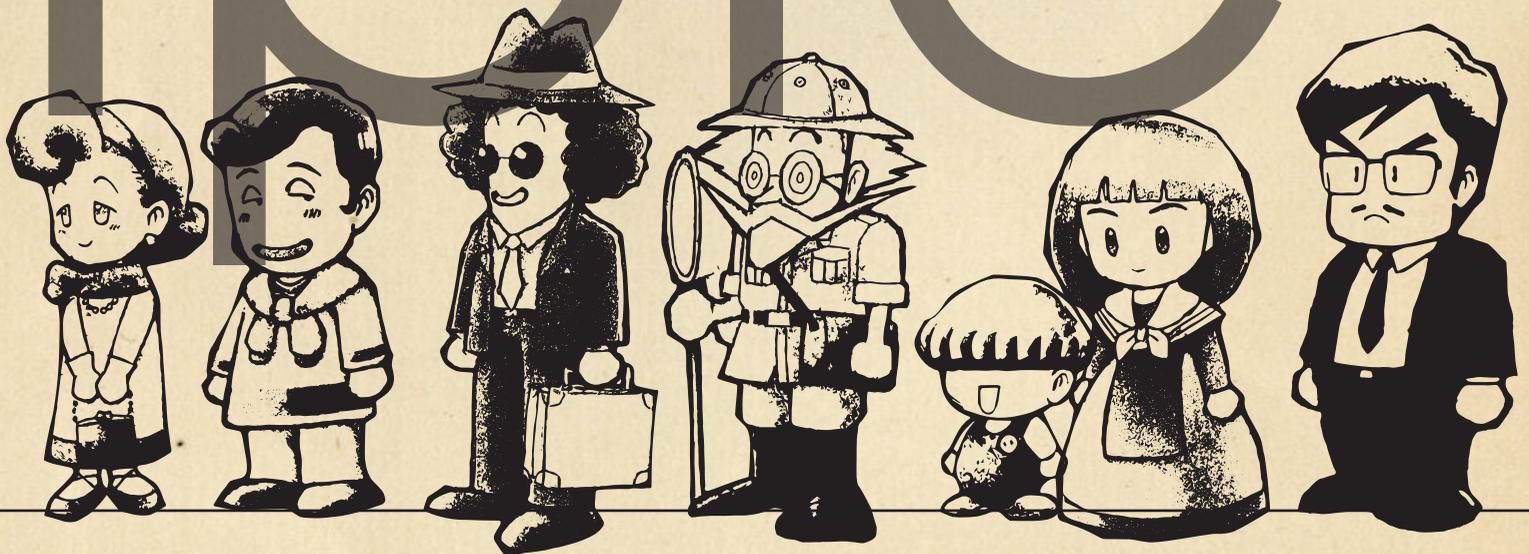
## Schedule Change Info

\*If Maria marries you she will quit her job at the library to help you at the farm. Anna, Maria's mother, takes over Maria's position as the town librarian if this happens. This is probably a great fit considering she is so knowledgeable about the town already.





# The Visitors





Annie, Bunnie and Connie | Tourists From the City

This rich girl trio from the city always come to flowerbud for the horse race events. You can find them near Zack's food stand at the event. They are inseparable, you will never see one without the others.

*With A Sightseer Photo*



Anytime after you have won the cow festival, if the season is fall and you have at least planted one square of grass, should you have your prized heifer out in the fields to graze in the morning Annie, Bunnie and Connie will stop by and ask to take a photo with it. If you say yes and allow them to hang out with that super sweet cow of yours you will not only get the "With a sightseer photo"

more commonly referred to as the cow festival winner photo, but you will also get an increase of 10 happiness points! You can also foolishly deny them and never get the opportunity for this photo again! Unless you are just playing the game to spite it or you want to be so so sad about not ever being able to collect all the photos I would suggest allowing these ladies some time with your golden heifer. They did come all the way from the city to check it out after all.





Chuu | Age: Unknown | Profession: Entomologist

Chuu is an entomologist that is obsessed with locating rare butterflies. Starting in year 2 he will start showing up in Flowerbud around the fisherman's tent shortly after you have planted the Blue-Mist Flower. He is on a quest to find the elusive Emerald Butterfly.

Dad | Age: 46 | Profession: Businessman

Your dad is a big business man, who works in the city across the Starlit Sea. He doesn't show up often due to his busy work schedule, but his love and concern shows through the letters he sends from afar. Your father will come to evaluate your progress on the farm in year 3.



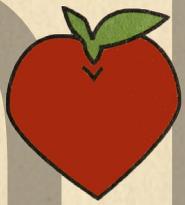
Kanoh | Age: Unknown | Profession: Photographer

Kanoh shows up at any event you have the possibility of winning and if you win he'll take a super sweet, ultra professional photo for you. He is always very kind and sends you a print of the photo free of charge as well! Just check your mail after the event and shove that glorious photo in you album.

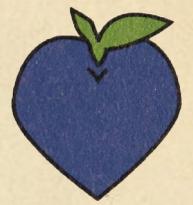


# The Collectibles





# Power Nuts



## What Are Power Nuts??

There are a total of 11 power nuts in the game, aside from the one blue power nut each of the power nuts increase your total stamina by 15 points and one special power nut also decreases your fatigue gained per action. To clarify what that means, the power nuts will allow you to work much longer in a day without having to eat and will decrease your risk of getting sick the following morning. With all 11 power nuts you will become one extra tough farmer.

## Where To Find The Power Nuts

### Flower Power



On spring 23rd during the flower festival you will notice Sam the shady salesman posted up against the back wall of the town square. If you have 1000G he will, for once, sell you something legitimate, a power nut! Your stamina will permanently increase by 15 after eating it.

### The Wish For Strength

If you go to the goddess pond between 9am-5pm and have full stamina and zero fatigue, should you throw an offering into the pond (offerings are any crop or an egg) and wish for strength, you will receive yet another power nut! Your stamina will permanently increase by 15 after eating it.



### Egg Festival Prize



If you compete in the egg festival on the 20th of fall, the first time that you win it you will receive a power nut from the mayor as a prize! For info on how to win the egg festival please check out the events section. Your stamina will permanently increase by 15 after eating this nut.



# Tools



## Farm Tool Index

<u>Item</u>	<u>Image</u>	<u>How To Get</u>	<u>Tools Purpose</u>	<u>Price</u>
Steel Axe		Starter tool	Cutting up wood stumps for lumber	N/A
Silver Axe		Swing axe 450 times	Cutting up wood stumps for lumber	N/A
Gold Axe		Swing axe 900 times	Cutting up wood stumps for lumber	N/A
Steel Hoe		Starter tool	Till soil to plant crops	N/A
Silver hoe		Swing hoe 250 times	Till soil to plant crops	N/A
Gold hoe		Swing hoe 500 times	Till soil to plant crops	N/A
Steel Hammer		Starter tool	Breaking rocks, lumber, untilling	N/A
Silver Hammer		Swing hammer 100 times	Breaking rocks, lumber, untilling	N/A
Gold Hammer		Swing hammer 200 times	Breaking rocks, lumber, untilling	N/A
Steel Scythe		Starter tool	Cutting grass and plants	N/A
Silver Scythe		Swing scythe 250 times	Cutting grass and plants	N/A
Gold Scythe		Swing scythe 500 times	Cutting grass and plants	N/A
Watering Can		Starter tool	Watering plants	N/A





# Items Index



## Item Index

<u>Item</u>	<u>Image</u>	<u>Where To Get</u>	<u>Season</u>	<u>Price</u>	<u>Sale Price</u>
Beer		Purchase at the bar	Any	350G	N/A
Blue Rock		2nd Floor or lower in the mines	Winter	N/A	700G
Cabbage		From a grown cabbage plant	Spring	N/A	90G
Cake		Purchase from the bakery	Any	300G	N/A
Candy		Not obtainable without Gameshark	None	N/A	N/A
Cookie		Purchase from the bakery	Any	300G	N/A
Corn		From a grow corn plant	Summer	N/A	120G
Corn Fritter		Purchase from Zack's booth at festivals	Any but winter	250G	N/A
Cotton Candy		Purchase from Zack's booth at festivals	Any but winter	120G	N/A
Cure-All		Purchase from the Potion Shop	Any	1500G	N/A
Dumpling		Not obtainable without Gameshark	None	N/A	N/A
Edible Grass		Forage from Moon Mountain	Any but winter	N/A	30G



# Japanese Translations

Translated By: Emurii Rezendes

Formatted By: Matt Gerry

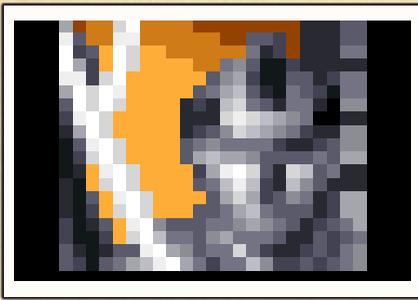


---

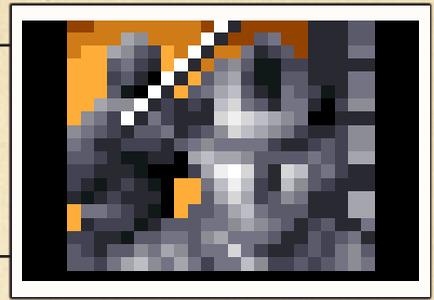
# Channel 4 T.V. Shows

---





## *Slay Evil*



### *Chapter 1*

Once upon a time, there was an evil governor who worked the peasants to the bone. 'Eeek, Governor! Please forgive me!' 'Shut up! Shut up! Give me your rice! What will happen to the towns people...! To Be Continued...

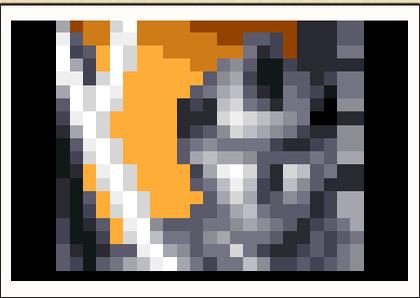
### *Chapter 2*

Among the townsman were a father and his child. 'Hah-hh, if it keeps going like this we're going to starve to death.' 'Dad! I can't keep living like this! I'm going to see the Governor!' 'Wait, Norizou! You can't rush into this!' 'But Dad...' What will happen to the father and his child...! To Be Continued...

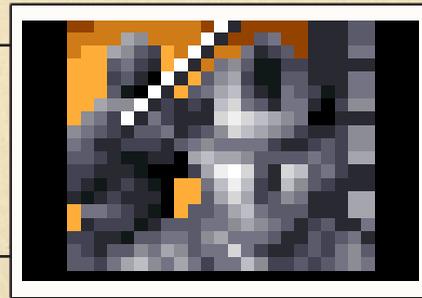
### *Chapter 3*

Two travelers... 'Yo, Mr. Kin.' 'Hey, Mr. Kin, why is it...' 'This town, like, seems kinda down in the dumps?' 'Yeah I guess so...' 'How 'bout we take a look see into the trouble?' 'Yeah, no way we can just leave 'em be!' Well now, what's going to happen now? To Be Continued...





## Slay Evil



### Chapter 4

'No way! If we're just gonna waste away, starving to death like this, we've gotta Fight!' 'WAIT A SEC--!' cried the villagers to Norizou. 'You think you 'kin stop me?!' 'No way, we're comin' wit' ya!' 'Ohhh..!' What will happen to the villagers...!  
To Be Continued...

### Chapter 5

'You bastard! Eat this!' Raaa! Raaa! Rabble, rabble! 'Oooo-ohhhh...!' Clang clang! Of course, the samurai prevails. 'Shit--! If this keeps up, I'm a goner!' 'Wooaaah!' Alas! What will happen to Norizou!?  
To Be Continued...

### Chapter 6

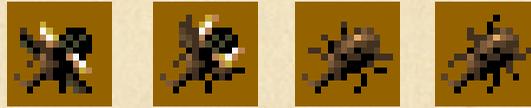
Norizou manages to escape with his life, but his wound is deep. 'Sorry, Dad. For letting this...' 'Norizou!' 'Hold on! Norizou!' Just then, a silhouette falls across the small village hut...?  
To Be Continued...



# Library Books



Insect Encyclopedia (1):



Rhinoceros beetle.

30-50 mm. Measured from horn to tail, this is the largest insect in Japan. Nocturnal. The female does not have a horn.

Insect Encyclopedia (2):



Stag beetle. 35-75mm.

The most prevalent beetle in Japan. Their numbers are gradually declining. They are unusually easily frightened.

Insect Encyclopedia (3):

Locust. 35-50mm.

The female is large. They like to eat the leaves of rice plants. They may damage the crops.

Insect Encyclopedia (4):



Cicada. Body length

10mm. They sit in trees and cry loudly. These insects may live underground for up to ten years.

Insect Encyclopedia (5):



Ladybug. This small

insect is only 7mm long. It is shaped like half of a sphere, and has spots of black and red on it.



Insect Encyclopedia (6):

Bell Cricket. A cricket.



Its size is around 17mm. It is black-ish and flat. They are prevalent in the south. The male rubs its wings together to make a pretty ringing sound.

Insect Encyclopedia (7):

Cabbage White butterfly.



A butterfly. Its wingspan is about 55mm. The wings are white, with two spots of black on the front. It eats turnip leaves, so it is considered to be a pest.

Insect Encyclopedia (8):

Long-headed locust.

It can be found in the Mount Moon area, and looks very similar to the Locust. It can be distinguished by its large antennae and gold color.

Insect Encyclopedia (9):

Azure Swallowtail.



It has large, beautiful blue wings. It loves the Blue Mist Flower that grows high in the mountains, and lays its eggs on its leaves.

Plants: Japanese Morning Glory.

A perennial plant from the morning glory family. Its bell-shaped flowers open in the morning, and close before noon.