

**NATSUME**<sup>®</sup>

*Serious Fun*<sup>®</sup>

[www.natsume.com](http://www.natsume.com)

**NATSUME INC.**  
1818 GILBRETH ROAD, SUITE 229  
BURLINGAME, CA 94010  
Phone: (650) 692-1941

Harvest Moon, Natsume and Serious Fun are registered trademarks of Natsume Inc.  
©2004 Natsume Inc. All Rights Reserved. ©2004 Marvelous Interactive Inc.

# HARVEST MOON<sup>®</sup>

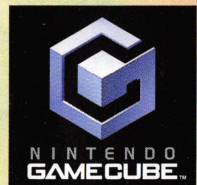
*A Wonderful Life*



**NATSUME**<sup>®</sup>

*Serious Fun*<sup>®</sup>

**INSTRUCTION BOOKLET**





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
  - Take a 10 to 15 minute break every hour, even if you don't think you need it.
  - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## **WARRANTY PAGE**

Natsume Inc. warrants to the original purchaser of this Natsume product that this Game Disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and Natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with the dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Natsume product arises through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE NATSUME. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NATSUME BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.** Some states do not allow imitations as to how long an implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**NATSUME®**

*Serious Fun®*

**NATSUME INC.  
1818 GILBRETH ROAD, SUITE 229  
BURLINGAME, CA 94010  
Phone: (650) 692-1941**

**Please be sure to visit our home page at: [WWW.NATSUME.COM](http://WWW.NATSUME.COM)**



## FFQ (FREQUENT FARMING QUESTIONS)

### I gave flowers to a woman who is not a potential bride and she likes me. Can I marry her instead?

Nope. You can give gifts to everyone in the game, but there are only three marriage prospects. Hearts in the dialogue of potential brides indicate what they love.

### Marriage is yucky and the only chicks that I like here are the chickens. Do I have to do it?

Certainly not but your game will end before Chapter 2. If you want to play further, get out of the chicken coop and tie the knot! The woman with the most hearts in her diary will find you if you don't propose by the end of the first year.

### I proposed and now her diary lost a heart. What did I do wrong?

Timing is everything. Give gifts and don't propose until you see plenty of hearts or wait until the end of the year and let her come to you.

### I hug and feed my horse daily and now he's all stressed out!

Like other livestock, your horse needs fresh air and exercise. Ride him outside on sunny days.

### Can I mix cow breeds? For example, can I raise offspring from a Brown cow and a Star Bull?

Yes. You don't have to pair cattle according to breeds. It's fun to experiment.

### Does my bride's personality influence the type of child we raise?

Yes. Nami's child will be quiet and shy. Muffy's child will be happy and giggly. Celia's child will be down-to-earth like his mom.

### How many career paths are available for my son?

Depending on how many neighbors you befriend, your son may have up to six choices.

### I want to make quick money early in the game. Where is the best spot to catch rare fish?

Don't wait around for the rarest fish. You'll find schools of valuable catches beneath the waterfall by the archeology site.



## ⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

## ⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

## ⚠ CAUTION - Laser Device

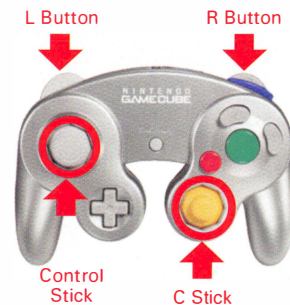
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

## CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



**THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.**



Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

#### Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Harvest Moon, Natsume and Serious Fun are registered trademarks of Natsume Inc.  
©2004 Natsume Inc.  
All Rights Reserved  
©2004 Marvelous Interactive Inc.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

## MINERAL TOWN

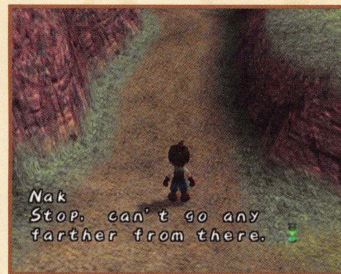
Feel the need to explore more? You can link up one file with Harvest Moon: Friends of Mineral Town for the Game Boy Advance. To start the connection process, head towards the path on the mountain range. The Harvest Sprites will ask you if you want to connect and explain the steps below.



You must always connect the same saved files. If at any time you connect to any other saved file, all connectivity history will be erased and start over.

**TIP!**

### Nintendo GameCube MINERAL TOWN



Turn off your Game Boy Advance Insert your Harvest Moon: Friends of Mineral Town game pak. Connect the GBA GCN Cable to Socket 2. The Sprites will once again confirm that you want to connect. Press the A Button to begin or the B Button to cancel. After you push the A Button the screen will go white and then you should proceed to turn on your Game Boy Advance.



In Mineral Town, you will need to go to the waterfall next to the Hot Spring, and throw an item in to talk with the Harvest Goddess. The Harvest Goddess will ask if you wish to communicate with Harvest Moon: A Wonderful Life and explain the steps. The Harvest Goddess loves to play tricks...she will ask you "Shall I stop communications?" TO CONTINUE COMMUNICATING SELECT "YES"...to cancel communications select "No".



Follow the Harvest Sprites directions for connecting the Game Boy Advance with your Nintendo GameCube, and make sure all your cables are connected securely.

**TIP!**





## OPPORTUNITY LINKS

### Connect with the Nintendo GameCube™ Game Boy® Advance cable

This section explains how to use the Nintendo GameCube Game Boy Advance cable to connect your Nintendo GameCube with your Game Boy Advance.

#### What You Will Need:

Game Boy Advance	One GBA
Nintendo GameCube	One system
Harvest Moon®: Friends of Mineral Town Game Paks	One Game Pak
Harvest Moon®: A Wonderful Life Game Discs	One Game Disc
Nintendo GameCube Game Boy Advance cable	One cable

#### To connect the Nintendo GameCube Game Boy Advance cable:

- Insert the Game Pak into the Game Boy Advance.
  - Follow the on-screen instructions to connect the cable to the Nintendo GameCube.
- Note:** Check to make sure that the cable is connected as illustrated in the picture below.
- Connect the cable to the Game Boy Advance.
  - Turn the power ON to the Game Boy Advance.

For instructions on what to do from this point forward, see page 21.

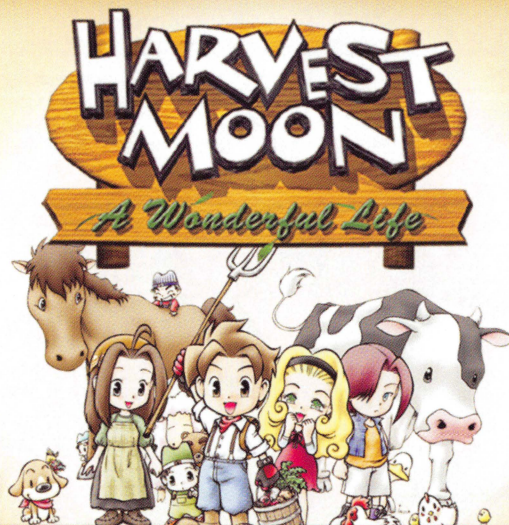
**Note:** Do not connect any cables or Game Boy Advance systems that are not compatible with the Nintendo GameCube game you are using.

See the instructions that came with the Nintendo GameCube Game Boy Advance cable for additional connection information.

#### Precautions for Communication between Nintendo GameCube and Game Boy Advance

In the following circumstances, communication may not work or may malfunction:

- A Game Disc that does not support the Game Boy Advance Game Pak is loaded in the Nintendo GameCube.
- A cable other than the Nintendo GameCube Game Boy Advance cable is used.
- The cable is not plugged in completely.
- The cable, Game Boy Advance, or Nintendo GameCube is not connected properly.
- The Nintendo GameCube Game Boy Advance cable is connected or disconnected during communication.
- The power is turned OFF to either the Nintendo GameCube or Game Boy Advance, or the RESET Button is pressed on the Nintendo GameCube.

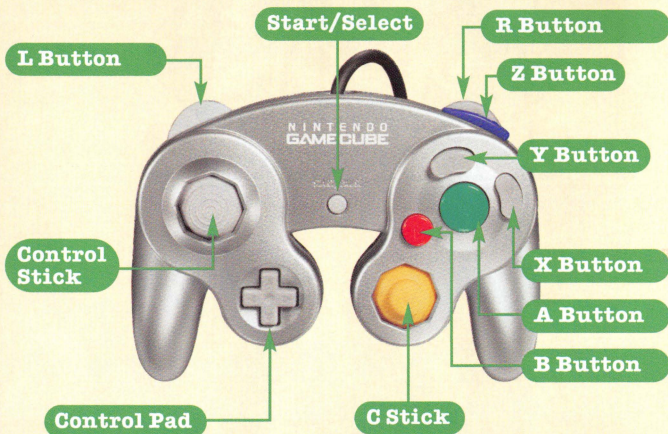


## CONTENTS

<b>CONTROLS</b> .....	<b>2</b>
<b>NEW BEGINNINGS</b> .....	<b>3</b>
<b>LIFE BY CHAPTER</b> .....	<b>4</b>
<b>FARMING FOR PROFIT</b> .....	<b>4</b>
<b>THE DATING GAME</b> .....	<b>5</b>
<b>THE SCREEN SCENE</b> .....	<b>6</b>
<b>THE BUTTON GUIDE</b> .....	<b>7</b>
<b>OUT AND ABOUT</b> .....	<b>8</b>
<b>YOUR BUILDINGS</b> .....	<b>10</b>
<b>HERDS, FLOCKS AND FLUFF</b> .....	<b>11</b>
<b>SOW, MOW, GROW</b> .....	<b>12</b>
<b>GREEN THUMB 101</b> .....	<b>13</b>
<b>PROFIT MARGINS</b> .....	<b>14</b>
<b>THEN COMES MARRIAGE</b> .....	<b>15</b>
<b>TOWNSFOLK</b> .....	<b>16</b>
<b>COOKS, HOOKS &amp; HISTORY BOOKS</b> .....	<b>17</b>
<b>OPPORTUNITY LINKS</b> .....	<b>20</b>
<b>FFQ (FREQUENT FARMING QUESTIONS)</b> .....	<b>22</b>



## CONTROLS



### BASIC CONTROLS

<b>CONTROL STICK</b>	MOVE CHARACTER
<b>CONTROL PAD</b>	SCROLLS THROUGH MENUS
<b>L BUTTON</b>	CENTER CAMERA BEHIND CHARACTER CHANGES PAGE IN STATUS SCREEN
<b>R BUTTON</b>	WHISTLE FOR DOG & HORSE CHANGES PAGE IN STATUS SCREEN
<b>Z BUTTON</b>	SEE VIEW FROM CHARACTER'S PERSPECTIVE
<b>X BUTTON</b>	TOGGLE QUICK-ITEM INVENTORY (USE C-STICK TO SCROLL)
<b>Y BUTTON</b>	FUNCTION BUTTON/TRAIN DOG ITEM DESCRIPTION
<b>A BUTTON</b>	FUNCTION BUTTON/TALK/OPEN/EAT
<b>B BUTTON</b>	FUNCTION BUTTON/CANCEL FUNCTION
<b>C STICK</b>	MOVE CAMERA LEFT OR RIGHT
<b>START/SELECT</b>	ACCESS STATUS MENU/PAUSE MENU

## HARDWARE FACTS

You'll find a collection of free tools inside your tool shed. The only problem is that all of these heavy tools were made for Takakura and toiling too long taps your precious energy. Buy equipment in your size by placing orders in the food storage room ledger.

### HOE, HEW, HYDRATE

**HEAVY HOE STARTING ITEM** Takakura's Heavy Hoe is in the tool shed and he'll loan it to you, but it weighs almost as much as you do. Conserve your energy by buying a Light Hoe.

**HOE ORDER - 800G** One affordable alternative is the medium Hoe. It costs 800G and won't drain as much energy as the Heavy Hoe or require as much cash as the Light Hoe.

**LIGHT HOE ORDER - 1000G** If you can part with 1000G, the Light Hoe is the perfect tool for tilling big fields on the first day of a new season. Order it from Takakura's ledger.

**WATER CAN S STARTING ITEM** This is the smallest Water Can, which probably explains why it is free. Look for it in the tool shed. It holds enough water to saturate 35 field squares.

**WATER CAN L ORDER - 750G** You can order the Water Can L from Takakura for 750G. It might seem expensive, but the expanded capacity holds enough water to dampen 140 field squares.

**HEAVY SICKLE STARTING ITEM** This Heavy Sickle once belonged to Takakura and he'll gladly loan it to you. Use it sparingly because the excess weight will quickly drain your energy.

**LIGHT SICKLE ORDER - 750G** The Light Sickle is the easiest tool for cutting grass for your livestock and requires little energy to use. You can order it from Takakura for 750G.

**WOOL SHEARS ORDER - 400G** Wool Shears are an affordable tool for trimming the fleece from sheep. You can order it from Takakura for 400G but don't buy it until you need it.

**BRUSH FROM VAN - 500G** The Brush is essential for keeping your cow and horse clean and happy. Buy it early in the game from Van before you run low on cash. It costs 500G.

**FISHING POLE FROM VAN - 500G** Paying Van 500G for a fishing pole might seem like a big chunk of change, but you'll quickly turn a profit by selling back the fish that you catch.



A good farmer is always prepared for emergencies! Ordering items takes at least a day, so it's important to plan ahead. It's a good idea to have a spare dose of animal medicine or an extra sack of bird seed available before you need it.

**TIP!**

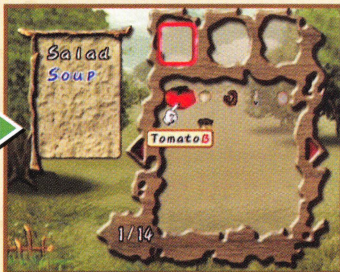




## COOKS, HOOKS & HISTORY BOOKS

The farming life isn't all tilling, planting and feeding. Every farmer has his free time, but you need to know how to use these leisure moments wisely to replenish your energy and line your pocketbook.

### AN APPETITE FOR COOKING



Grazing on herbs will replenish a little energy but you need a real meal to regain full strength. Luckily Takakura built you a complete kitchen. So stand back—the master chef is in the house!

You start out with options for preparing soups and salads. Choose your meal then pick the ingredients from the items in your inventory. Tomatoes are versatile ingredients for many meals.



Don't settle for the same old boring culinary routine. Snoop around your neighbor's kitchens and find a recipe or two. New recipes can prolong your stamina by filling you up longer between meals than an ordinary soup or salad.

**TIP:**

### TIGHT LINES

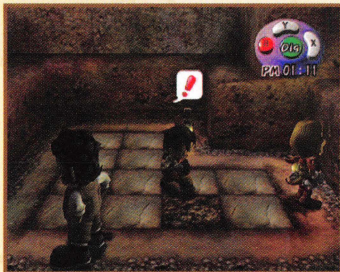


One of the best initial purchases you can make is the fishing pole. Buy it from Van for 500G. You can fish whenever you have a spare moment and either eat or sell your finned finds.



**18**

### DIGGING THE PAST



Carter digs extra help at his covered pit and even furnishes research equipment. You can keep any old coins or strange fossils that you find. This is a great way to make money on a rainy day.

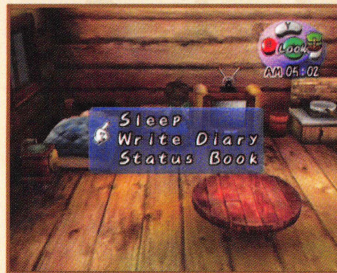
## NEW BEGINNINGS

Hold it greenhorn! Take a moment to review the basics about starting a farm before you trot off with that hoe and hurt someone. It might save you time and even prevent a mess or two!



### NAME YOUR CHARACTER

As Takakura gives you a guided tour of your farm and the immediate surroundings he'll ask you to name your dog and cow. Then he'll ask you what you want people to call you. It's a long life. Choose names that appeal to you.



### DEAR DIARY...

Sleep, save your game and check your farm status by looking at the green diary next to your bed. It's a good idea to save your game every night, especially if you offend a bride-to-be and later want to take back what you said.



### CHECK YOUR GAME STATUS

The Status Book is frequently overlooked by new farmers but old hands rely on it to see the big picture of their farming venture. This trusted tome lists a summary of your pets, feed, money, animals, fertilizer and buildings.



If you have a new game card you'll have enough memory space to save the progress of two Harvest Moon: A Wonderful Life games, making it easy to share with a friend... or at least keep your sister or brother from ruining your hard work!

**TIP:**

**3**





# LIFE BY CHAPTER

## A GAME, A LIFETIME...

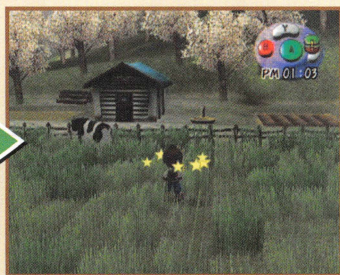
Your father always wanted to be a farmer. Years ago he bought a farm with his best friend Takakura but never lived long enough to fulfill his dreams. Did the same calling draw you to Forget-Me-Not Valley? Or did you want to escape your dreary urban life? Maybe the real reason is that you wanted to know your father. Takakura can teach you about farming, but it's up to you to find your own path.



## FARMING FOR PROFIT

### NOT AN EASY LIVING

Farming certainly isn't about sitting back and watching the grass grow. You're constantly planting, feeding, watering or buying equipment. If you find a spare moment, check out the local dating scene. Takakura can give you advice on all things not related to love.



**SEBASTIAN**  
ROMANA'S VILLA

Sebastian is the elderly butler who has looked after Romana for decades. He's treated more like a family member than an employed household servant.



**LUMINA**  
ROMANA'S VILLA

Lumina is too young to marry but if she could she might marry you. She loves Grandmother Romana but it's difficult to live up to high expectations.



**VESTA**  
VESTA'S FARM

"Subtle" isn't in Vesta's vocabulary. This rugged and successful farmer won't waste time on fragile diplomacy—especially when it comes to marrying off Celia.



**MARLIN**  
VESTA'S FARM

Vesta's outspoken brother is learning to be an agricultural expert. He moved to the valley for the healthy lifestyle and doesn't mind hard work.



**CELIA**♥  
VESTA'S FARM

Compassionate for people and animals, Celia is the perfect counterbalance to Vesta's overbearing personality. She loves plants—especially flowers.



**KASSEY**  
PYROTECHNICIAN

Kassey is the world's greatest pyrotechnician. He lives inside an elevated house down the hill near the beach. Don't confuse him with his twin, Patrick.



**PATRICK**  
PYROTECHNICIAN

Patrick is the world's second-greatest pyrotechnician. He looks like his twin Kassey, but most people know to look for the patch on the back of his pants.



**DARYL**  
CRAZY SCIENTIST

Eccentric Daryl came to the valley to conduct scientific research but he might be staying for the river's big smelt. His lab is behind the Blue Bar.



**CARTER**  
CARTER'S DIG

Dr. Carter lives in a tent next to his archeological dig near the waterfall. He's always looking for help and will even let you keep a few of your finds.



**FLORA**  
CARTER'S DIG

Flora is Dr. Carter's assistant and stays with him in the tent. Outsiders might consider this scandalous, but Flora remains dedicated to her research.



**GUSTAFA**  
GUSTAFA'S YURT

Easy-going Gustafa lives in a yurt near the beach. This guitar-strumming poet has a positive word for everyone in the valley at his awesome summer gigs.



**DR. HARDY**  
HOUSES

Distinguished Dr. Hardy is Romana's physician. He looks after her during his daily rounds and always offers healthy advice to anyone willing to listen.



**VAN**  
BESIDE INNER INN

Van is a portly traveling merchant who makes rounds throughout local farming villages. He's always willing to buy anything you sell for a fair price.



**CODY**  
CODY'S STUDIO

Cody is the resident artist in town. He can often be seen wandering town in search of artistic inspiration.



Just like real life, folks come and go in town as you progress through chapters. You'll meet new neighbors and other folks as you grow and your farm prospers. Win friends by giving gifts or offering special marketplace discounts.





# TOWNSFOLK

Farming success doesn't just depend on what you know. Some lucky breaks depend on who you know. These two pages give you a brief glimpse of a handful of unique personalities and future friends living in Forget-Me-Not Valley.

## CHAPTER 1 CAST OF CHARACTERS

	<b>TIM</b> INNER INN	Co-owner of the Inner Inn, Tim enjoys sampling meals prepared for guests. His wife often travels to Mineral Town, leaving him alone to watch the main lobby.
	<b>RUBY</b> INNER INN	Ruby is co-owner of the Inner Inn and an outstanding chef. People attribute the secret spice in her tasty meals as one key factor to her success.
	<b>ROCK</b> INNER INN	Easy-going party boy Rock is Tim and Ruby's son. You can often find him down along the beach in the evenings.
	<b>NAMI</b> ♡ INNER INN	Like Tim and Ruby, Nami is a world traveler who stopped in Forget-Me-Not Valley and forgot to leave. She will certainly depart if you don't marry her.
	<b>GALEN</b> HOUSES	Galen moved to Forget-Me-Not Valley to retire from city life, but he admits he's bored. He lives with Nina in a small cottage across from the Blue Bar.
	<b>NINA</b> HOUSES	Nina is Galen's wife and insists on living in Forget-Me-Not Valley for the remainder of her years. She always perks up whenever someone gives her produce.
	<b>CHRIS</b> HOUSES	Always cheerful, Chris is married to Wally and commutes daily to work. She loves flowers and will often buy one from your produce stand.
	<b>WALLY</b> HOUSES	Wally is an upwardly-mobile fitness fanatic who spends his entire day monitoring his stopwatch. You'll find him jogging around or working out in his gym.
	<b>HUGH</b> HOUSES	Hugh is the son of Chris and Wally. When he has the stamina he's often working out with his dad. Hugh often spends his rest breaks near the forest spring.
	<b>GRIFFIN</b> BLUE BAR	Super-suave Griffin is the proprietor of the Blue Bar and master mixologist for a wide range of energy-restoring drinks. He plays guitar in his spare time.
	<b>MUFFY</b> ♡ BLUE BAR	Muffy toils behind the counter of the Blue Bar and works her charm on eligible bachelors. She would love to marry the right man and raise a family.
	<b>ROMANA</b> ROMANA'S VILLA	Grandma Romana lives in a large manor high above Forget-Me-Not Valley. She dreams of her granddaughter Lumina playing better than any concert pianist.

# THE DATING GAME

## SOUL MATE QUEST

There are three potential brides-to-be in town and all have distinct personalities: One is shy and traditional, another is looking for a man and the third one is intelligent and anything but predictable. Choosing the best wife depends on your personality, so pick the one you like the most--before someone makes the choice for you!



## RAISING KIDS

### PASS THE DIAPERS AND MAX THE CHALLENGE!

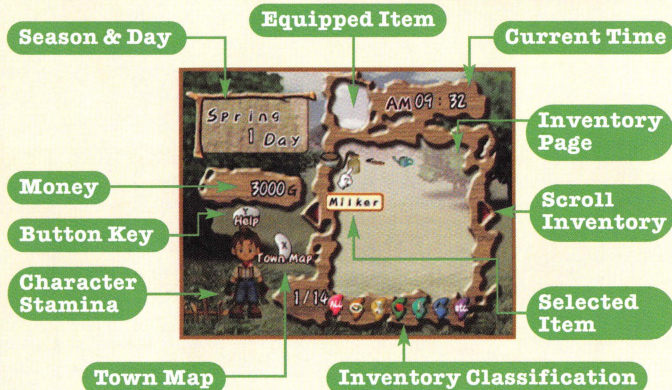
After the first year you'll end up with a bride and a baby son. Will he inherit the farm? Will he grow into an unruly teenager? Will your nearby neighbors influence his career path? It depends on how you decide to apply your newfound parenting skills!





## THE SCREEN SCENE

The work hasn't started but it's vital to know how to stop and take a break. Press START/PAUSE to stop the game clock and access the contents in your rucksack. Here you can switch tools and sort through your inventory.



## SORTING OUT INVENTORY

You carry tools, produce and other essential items in your rucksack. Luckily for you it has the carrying capacity of a hay truck. Press the Control Stick to highlight contents in your rucksack or tap the L or R Buttons to scroll through the entire fourteen pages of gear. There's enough room for over 350 unique items!

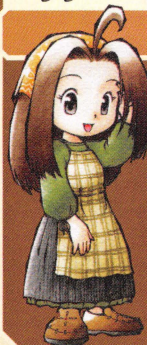
Don't waste the day sitting around digging through your inventory! Press the X Button to select your quick access inventory and then tap the Control Stick to whirl between items in your food, tools and other farm item categories!

**TIP!**

## THEN COMES MARRIAGE...

During your first summer you'll receive a rare blue feather. It's the traditional symbol for marriage but proposing too soon can ruin an engagement. Read these tips and a few diaries:

### CELIA ♥



Vesta makes no secret about finding a match for this girl. Celia is compassionate and knowledgeable about crops and farming. She's a down-to-earth sweetie seeking an honest, hard-working guy.

#### To Win Her Heart:

Celia is a softy for flowers. Even if you forget once or twice Vesta might try to arrange a marriage for you. Celia's diary is on the bed above Vesta's room.

### MUFFY ♥



Muffy is a flashy flirt who doesn't want to waste away polishing goblets at the Blue Bar. If you prefer a pretty face without a clue about farms, crops and animals, this is your match.

#### To Win Her Heart:

Flowers, flowers, flowers... Muffy likes pretty petals and nothing else except for Big Huchep fish. You can find her diary inside the colorful lamp at the Blue Bar.

### NAMI ♥



Nami is potentially the smartest of your three prospects and she won't fall for cute lines or fancy flowers. You'll need to use your noggin to win the heart and mind of this worldly traveler.

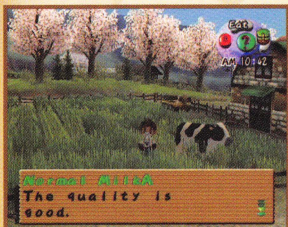
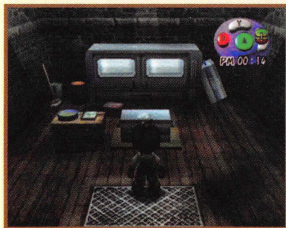
#### To Win Her Heart:

Nami prefers autumn flowers so try to impress her with the fossils and statues from the archeology site. Her purple diary is on the desk in her room at the inn.



## PROFIT MARGINS

Your farm won't grow unless you make money to buy improved tools, more seed and quality livestock, but there are a few money-making methods that work better than others. Outlined below are important tips for turning a profit.



### ANIMALS FOR MONEY

While selling animals adds a big chunk of change to your budget, it's important to remember that your goal is to grow your farm—not sell off vital resources. Livestock are sad and unproductive when you sell their offspring, so resist cashing in unless you have few options and need emergency money.



### CASH CROPS

Focus on raising your crops in your most fertile fields. Use fertilizer and plant trees in the least fertile soil. Crops are rated by letter: S-rated crops sell for the highest price.



### OPEN SHOP

Van will buy everything you have but you can also try to sell your crops to townsfolk. Keep in mind that local customers are picky shoppers looking for deals and they never buy in bulk.



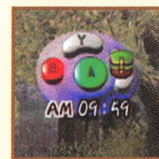
It's always faster and easier to sell your goods when Van is in town. Check the calendar in your house to determine when Van sets up shop. He usually announces when his shop is open and closed, so schedule shopping plans in advance.

**TIP!**



## THE BUTTON GUIDE

In the upper right corner of the screen you'll see the time of day and a button diagram for your Nintendo GameCube Controller. Depending on where you're standing or what you're doing, words or symbols will appear on these buttons, allowing you to choose key commands for many tasks.

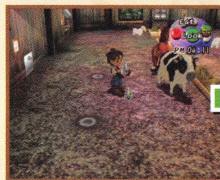


### THE BUTTON BASICS

The Button Guide is a quick reference tool for accomplishing farm tasks and social interactions. You can disable the Button Guide using the Configure menu inside the bookshelf of your home, but the game will be difficult to play unless you finished the game before. Here are some command examples:

DOOR	MILK	SHOW
HUG	PICK	USE
LOOK	RIDE	WASH

### HOW IT WORKS



Button commands appear on the Button Guide in the upper right corner as you approach a door, person or in this case, a cow. You can also change these button options by equipping tools or items.

Select items from your rucksack and equip them to change the Button Guide commands. The "Show" command is an important option in the game for learning likes and dislikes of townsfolk.

With the exception of carrying your son, the red B Button is almost universally used to cancel out of Button Guide commands. Most primary tool functions are assigned to the green A Button.





## OUT AND ABOUT

Forget-Me-Not Valley is so big that it can take portion of a day to reach some destinations.

Plan your trips to save time by accessing the Town Map screen on the pause menu. The map below shows you residences in the first chapter. Other neighbors will move in later!



### FORGET-ME-NOT-VALLEY



- |                              |                          |
|------------------------------|--------------------------|
| <b>1</b> Romana's Villa      | <b>7</b> Vesta's Farm    |
| <b>2</b> Spring              | <b>8</b> Cody's Studio   |
| <b>3</b> Carter's Dig        | <b>9</b> Daryl's Lab     |
| <b>4</b> Houses              | <b>10</b> Inner Inn      |
| <b>5</b> Pyrotechnical Twins | <b>11</b> Turtle Swamp   |
| <b>6</b> Blue Bar            | <b>12</b> Gustafa's Yurt |









8

## GREEN THUMB 101

Crops are a great source of revenue if you grow the right ones in the correct seasons. Some of your fields are more fertile than others but you can splurge on pricey fertilizer to help crops grow faster in nutrient-depleted soil.



### COMMON SEEDS FOR SOWING

SEED TYPE	SEASON	COST
 <b>TOMATO</b>	<b>SPRING-FALL</b>	<b>30G</b>
Tomatoes grow through the spring and summer seasons, but must be harvested before fall.		
 <b>WATERMELON</b>	<b>SPRING-SUMMER</b>	<b>60G</b>
Plant watermelons early in the spring and water them regularly until you pick them in the summer.		
 <b>STRAWBERRY</b>	<b>FALL-SPRING</b>	<b>30G</b>
Hardy strawberries grow from fall through spring, but wilt in the summer heat.		
 <b>MELON</b>	<b>SUMMER-FALL</b>	<b>50G</b>
Melons grow fast in the summer but must be harvested in the fall.		
 <b>TURNIP</b>	<b>SUMMER-WINTER</b>	<b>20G</b>
Fast-growing, affordable turnips prosper from summer to winter.		
 <b>POTATO</b>	<b>WINTER-SPRING</b>	<b>40G</b>
Potatoes are hardy enough to grow during the winter, but don't do as well in summer and fall.		
 <b>CARROT</b>	<b>FALL-WINTER</b>	<b>30G</b>
Carrots grow well in the cool fall and winter weather, but wither in the spring and summer.		
 <b>SWEET POTATO</b>	<b>FALL ONLY</b>	<b>40G</b>
Sweet Potatoes grow only in the fall so plant early in the season to harvest all of them.		



This is a partial list of the crops you can grow and it's important to remember that each crop has a class. It's tough to find the best seeds for prized crops, but the challenging search for blue-ribbon winners is worth the effort.

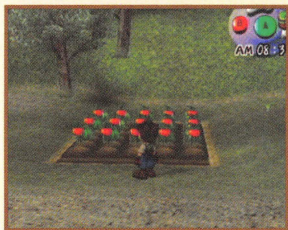
**TIP:**

13



# SOW, GROW, MOW

Most crops (not trees) only grow through two seasons each year but it's important to plant the seeds early during the first planting season in the most fertile soil available. Read on to learn key tips for harvesting the best bumper crops.



**SPRING** ➤ **SUMMER** ➤ **FALL** ➤ **WINTER**

## THINK BIG, WATER OFTEN

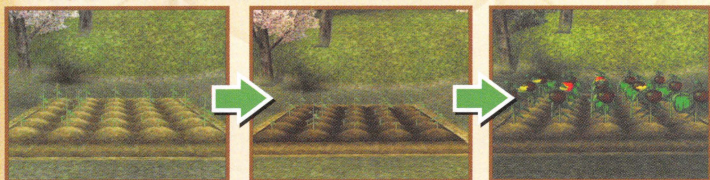


The largest field in your farm is the most fertile. Concentrate your planting on the big plot and plant trees or profitable fertilized crops in the smaller fields. Check each type of crop seed to know when and where to plant it.

Use your hoe to till your field prior to planting. If you use fertilizer it's important to remember to place the fertilizer in the tilled earth prior to sowing the crop or tree seeds.

Unless you're planting in a downpour, allow time to water new seeds on the same day. Sprouts wilt quickly in dry soil, so make a daily trip or two to dampen furrows that appear light in color.

## CROP CYCLES



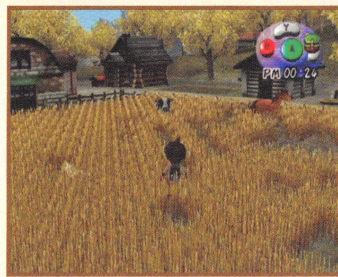
New sprouts are extremely fragile so monitor soil color for moisture. Dark soil indicates damp dirt but light ground requires water. You may need to water twice a day during hot weather.

Crops flower prior to bearing fruit. At this stage the young plant is hardier than a tender sprout, but it's important to water on a regular basis. Fertile soil can accelerate plant growth.

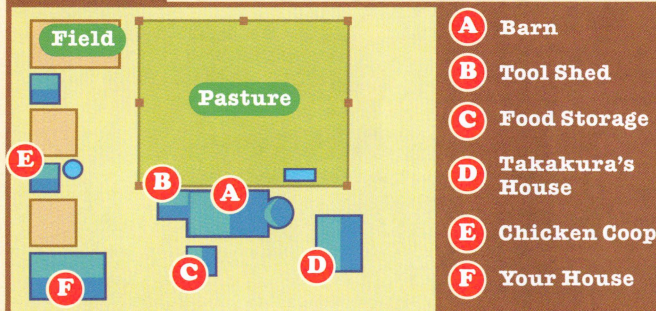
After flowering most crops grow green fruit. Green fruit has a slightly different color than ripe stuff, so use the "Look" command to determine if your crop needs additional time on the vine.

# YOUR PLACE

Compared to most places in Forget-Me-Not Valley your farm is huge, but with wide open spaces come bushels of labor and responsibility. The diagrams below illustrate key landmarks for finding your way around your spread and abode. You'll add more as your farm expands!



## THE FARM



## YOUR HOUSE



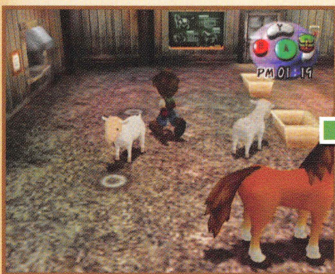
Are you tired of listening to the same old tunes? Don't turn down the volume—change the music spinning on the phonograph in your house. You'll find a new record on a shelf in the Tool Shed. Use it on the phonograph to change your tune!

**TIP:**

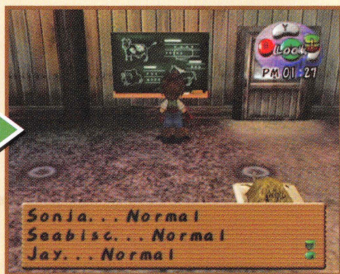


# YOUR BUILDINGS

## THE BARN



Horses, cattle, sheep and goats live in the barn. It's the best place for them on rainy days. Collect feed from the fodder chute on the left wall. Check your fodder supply on the clipboard.



The chalkboard reports your animals' health at a glance. Most livestock remain healthy unless you forget to feed them or leave them in the rain. Buy medicine to cure common ailments.

## THE TOOLSHED



The left wall of the tool shed holds tools. Until you buy your own you'll need to borrow Takakura's cumbersome tools. Expensive light tools work just as well but help conserve your energy.



The back wall features special tools for raising calves, including an isolation fence and a small stall to help protect new arrivals. All your cows need is a bull or a special potion.



The right tool shed wall features a special storage cabinet for seeds and other important items. In the summer you can order a seed making machine to cut costs and build your inventory.



## CHICKEN COOP

The chicken coop provides shelter for chicks, chickens, ducklings and ducks. Happy fowl lay eggs daily and some prize birds even produce a golden egg or two. All you have to do is replenish the bird seed bin in the middle of the floor. Remember to buy a rooster if you want to raise your own flock. One serving of bird seed will last for several days depending on the size of your feathered flock.

## FOOD STORAGE BUILDING



Drop your milk and eggs into the center storage bin for Takakura. He'll sell the produce and leave the money from the sales in the bin on the left. Don't forget to save some food for yourself!



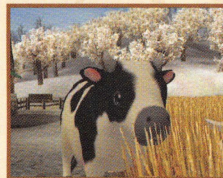
The left bin displays Takakura's balance sheet for the farm, comparing your profits from produce and livestock sales against your expenses for feed, tools, animals and equipment.



Use the order sheet to spend your hard-earned cash on tools, feed, animals and farm improvements. To place an order, point the cursor on Takakura's head on the left bin display menu.

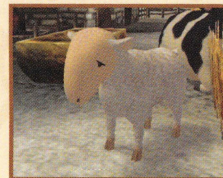
# HERDS, FLOCKS & FLUFF

## COWS



Because they can produce milk twice a day, cows are the biggest money maker's on the farm, but milk quantity and quality depends on how much feeding, brushing and attention they receive.

## SHEEP



Easy-going sheep eat half as much as cows, but you can only trim their wool once per season. Pamper your sheep by washing their wool and they'll grow exceptionally valuable Golden Wool.

## CHICKENS



Chickens require little more than a rooster and chicken feed to lay eggs daily, but relying on raising chicks for your coop may eventually result in a flustered flock of unproductive roosters.

## THE BEST TIPS ON ANIMAL CARE

- Talk or Hug each of your animals every day
- Place fodder in every food bin each day
- Purchase a Brush and brush every animal each day
- Use the barn bell to call them outside on sunny days
- Keep them inside on rainy days
- Don't mess with your animals while they're sleeping