



NATSUME

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EmuMovies

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HARVEST MOON

Another Wonderful Life



NATSUME

Series Fun



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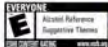
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YOUR CONTROLS



THE BASIC STUFF

CONTROL STICK	MOVES CHARACTER
CONTROL PAD	SCROLLS THROUGH GAME MENUS
L BUTTON	CENTERS CAMERA BEHIND CHARACTER FLIPS THE PAGE IN THE STATUS MENU
R BUTTON	WHISTLES FOR YOUR DOG AND HORSE (PUSH TWICE) FLIPS THE PAGE IN THE STATUS MENU
Z BUTTON	CHANGES CHARACTER PERSPECTIVE
X BUTTON	TOGGLERS YOUR QUICK-ITEM INVENTORY (USE C-STICK TO SCROLL THROUGH GOODS)
Y BUTTON	FUNCTION BUTTON/DISPLAYS ITEM DESCRIPTION
A BUTTON	FUNCTION BUTTON/TALKS/OPENS/EATS
B BUTTON	FUNCTION BUTTON/ EXITS FUNCTION BUTTON OPTIONS
C STICK	PANS CAMERA ANGLE LEFT OR RIGHT
START/PAUSE	ACCESSES STATUS MENU AND PAUSE MENU

FIRST PLANTINGS

Whoa! Don't flip past this section! Take a second or two to review these important basics before starting your game. Don't forget to read the tip boxes near the bottom of most pages!



NAME YOUR FARMER

Your adventure begins with Takakura's tour of the farm buildings and nearby neighborhood. Along the way he'll ask you to name your farm, dog, and other things. Choose good ones—there's a lifetime of farming ahead of you!



DEAREST DIARY...

You'll find a green book on a table just below the mirror in your room. This is a diary where you can save your game progress. Unless you make a terrible mistake, it's a good idea to save your diary every evening before going to bed.



GET THE BIG PICTURE

Review all of your progress at a glance with your practical Assays Book. You'll find it at the bottom of the save menu. This comprehensive farm report includes statistics about produce shipped, but the most important data is the number of hearts that measure animal happiness—this can forecast your future profits.



It takes all types to farm and everyone has a unique approach to business. If you're sharing this game with a brother, sister or someone special, consider a Nintendo GameCube Memory Card with enough space to hold the saved progress from several farms.

TIP:



WHAT IT ALL MEANS

If you're going to make the most of every farming day, you'll need to understand how to use your game functions. Take a moment to press **START/PAUSE** and you'll see a bushel of menus for your rucksack and control commands.



INVENTORY ICONS

Inside your rucksack you'll find room for all tools, produce and whatever else you need. This practical backpack has the carrying capacity of a small barn without the excess weight to slow you down. Press the L and R Buttons to scroll through fourteen pages of inventory—that's enough space for 350 different items!



You don't have to open up the inventory screen whenever you want a specific farming tool—press the X Button to open a quick access window to your rucksack. Now tap the Control Stick to spin through the inventory to find what you need!

TIP:

YOUR BUTTON GUIDE

There are a ton of button functions in the game but your command options change depending on where you're standing and what you're doing. In the upper right corner of the screen you'll see the time and a button diagram. As you move about the button commands change.



CONSIDER YOUR OPTIONS

So what can you do with your button guide? Certainly a lot more than games that limit buttons to only one action. These button options can change depending on the tool or item selected in your inventory, or where you are standing on the farm or in the village. Outlined below are basic examples:



DOOR

MILK

SHOW

HUG

PICK

USE

LOOK

RIDE

WASH

CHANGING BUTTON CHOICES



Watch the button guide as you approach a door or animal and you'll see certain words appear over the buttons. You can also change these choices by equipping tools or items from your inventory.

The button guide helps you discover new applications for strange items. One of the best commands is the "show" option that can help teach you the likes and dislikes of your friends and neighbors.

If you're stuck, the red B Button almost universally cancels out of anything in your button guide commands. Some unusual activities like dog training may take a moment or two to cancel, but it works.



BEYOND YOUR FENCE

There's a world out there waiting beyond your fences! Before you explore, feed the animals and water your crops. Depending on how far you roam, you might not make it back to your place before *nightfall*! If you get lost the map below will help you find your way.



FORGET-ME-NOT-VALLEY



1 Romana's Villa

2 Spring

3 Carter's Dig

4 Wally and Chris' place

5 Pyrotechnical Twins

6 Blue Bar

7 Yeta's Farm

8 Cody's Studio

9 Dary's Lab

10 The Inner Inn

11 Turtle Swamp

12 Gustaf's Yurt

YOUR FARM

Compare your farm with the other digs in Forget-Me-Not Valley and you'll quickly realize that your place is almost palatial, but with your wide open spaces comes plenty of responsibility. Use the maps and floor plans below to acquaint yourself with your surroundings.



THE FARM



A Barn

B Tool Shed

C Food Storage

D Takakura's House

E Chicken Coop

F Your House

INSIDE YOUR HOUSE



A Bedside Table
(Sleep/Save Game/Memo/Assets Book)

B Television
(Weather/News/Horoscope/Variety Shows)

C Cooking
(You begin with soups and salads)

D Calendar

E Bookshelf
(Notes and configuration options)



If you can't shake the game tunes from your head, consider changing the record on the phonograph in your room. You can find records in the Tool Shed and you'll find another one later in the game. Mix up the musical variety!

TIP:

FARM BUILDINGS

YOUR BARN



There's no better place for your sheep, horse and cattle on a rainy day than inside your barn. Remember to gather food from the fodder chute on the left wall and fill all feeding bins.



You can check your animals' health on the chalkboard at the back of the barn. There's also a sign next to the fodder chute that tells you how many fodder servings are left in your silo.

THE TOOLSHED



Takakura stores his tools along the left wall of the tool shed. You can borrow his heavy stuff until you earn money to buy tools suited for you. There's even space for future fishing rods!



If you're thinking of raising your own livestock, you'll find the isolation fence and other important equipment along the back wall. All you need now is a cow or sheep miracle potion.



Look along the right wall and you'll spot a cabinet for storing your seeds and musical records. This is also the place to look for the special seed making machine later in the game.



YOUR CHICKEN COOP

If you're counting on your chickens for those valuable golden eggs, it's a good idea to keep them fed and dry inside the chicken coop. This building has all the space you need to raise a flock, but first you'll need to buy a hen and one rooster (roosters don't lay eggs—so just buy one). One serving of bird seed lasts several days for all but the largest feathered flocks.

YOUR FOOD STORAGE ROOM



The center storage bin in the food storage room is for dairy products. The basket on the right is for produce. You can also store cooking ingredients inside the freezer in the back of the room.



Just to the left of the dairy shipping bin is a ledger and tool order form. Point at Takakura's head to place an order for feed, tools, fodder, livestock or to sell off some of your livestock.



To sell crops and other produce, place the items for sale in the basket on the right. Just make sure that you save a bit of the seasonal produce for any new recipes that you want to test out later.

HOOF, FLUFF & FEATHER

COWS



Healthy, well-fed adult cows can be milked twice a day, but the quality and value of their milk depends on how much attention and brushing they receive. Good fodder also makes the difference.

SHEEP



Sheep require less work, but you can't trim and sell their wool as often as you sell milk. Equip your brush near the trough and you'll be able to wash your sheep, resulting in better wool.

CHICKENS



You need one rooster and one hen to start a flock, but you'll need more hens to produce eggs. If you sell extra roosters off for profit, you risk making the entire flock sad and unproductive.

KEEP YOUR LIVESTOCK HAPPY

- Talk to and bug your animals each day.
- Place fodder in every food bin each day.
- Purchase a brush and brush your cows and sheep daily.
- Press the barn bell to call animals outside on sunny days.
- Keep your animals inside on rainy days.
- Don't disturb your animals while they're sleeping.



PLANTING FOR PROFIT

It might seem tough at first, but carefully cultivating your fields adds up to big profits. Remember that most crops grow through two seasons and wilt after harvest. Trees keep growing year after year, but you need to cut everything else down.



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

PLAN AND PLANT BIG, WATER OFTEN



Check the soil in the fields around your farm and sow your first seeds in the most fertile soil. Expensive crop seeds can give you valuable produce, but these plants may grow slower than others.

Before you can plant you'll need to till your field soil with a hoe. If you want quality produce, try using fertilizer on your crops for several days after planting.

Plan on having time to water after you plant your new seeds. Dark ground tells you that the soil is damp, but light brown soil can wilt small sprouts. There's no need to water on rainy days.

CROP CIRCLES



As sprouts, crops are prone to wilting in dry soil. Summer is the toughest time to keep the ground damp, but two waterings per day should be enough to keep your crops growing on balmy days.

Shortly after sprouting most crops will grow flowers. This occurs faster for plants in fertile soil than it does for plants struggling in poor ground. Keep watering any light dry patches.

After flowering most crops grow green fruit ripe for picking. Stand close to examine each and you'll soon recognize when things look right for harvest.

FERTILE GROUND



Vesta sells lower grade crop seeds at her farm, but you can improve your produce by combining seeds with fertilizer. Fertilize vegetable patches four times and tree patches 30 times before harvest.

PROFIT GONE TO SEED



About halfway through the first chapter Takakura suggests ordering a seed making machine. If you want big crop profits, place an order as soon as possible.

Takakura will install the seed making machine in your tool shed. Every fruit or vegetable placed in the machine yields two seeds after a few days of drying.

It's tempting to sell the highest-grade produce, but you'll earn more if you dry the best crops in the seed making machine and wait for the next planting.



Want to make better seeds and match Vesta's produce? Add fertilizer to your seed machine to make the best stuff available. These new seeds will grow into crops that sell for a higher rate than the stuff you'll grow if you just buy from Vesta.

TIP:

FERTILE FODDER



FERTILIZE YOUR FIELD

Don't let your livestock go outside to graze until you've sprinkled plenty of fertilizer on the big grassy pasture behind your barn. This big patch of grass won't grow until you buy Vesta's special green mixture and apply it to the field. You can cut down the extra grass as fodder and store it in your barn. It's essential food for rainy days and throughout cold winter seasons when the grass won't grow.

SEASONAL BOUNTY

Crops are everything when you're starting out your farm. Certain produce only grows in specific seasons and all depend on fertile soil. Plan your plantings at the beginning of the season and water whenever it's not raining.



SEEDS, SEASONS AND REASONS

SEED TYPE	SEASON	COST
 TOMATO <small>Tomatoes are one of the crops that will give you the most.</small>	SPRING-FALL	30G
 WATERMELON <small>Watermelons grow slowly but will be a high price.</small>	SPRING-SUMMER	60G
 STRAWBERRY <small>Strawberries can't take the heat of a hot Mr. Foot summer.</small>	FALL-SPRING	30G
 MELON <small>Some melons grow best in the heat but need to be picked before winter.</small>	SUMMER-FALL	50G
 TURNIP <small>The most of fertilizer needs of all, turnips grow best but don't sell for much.</small>	SUMMER-WINTER	20G
 POTATO <small>Potatoes grow best when you plant in the frost.</small>	WINTER-SPRING	40G
 CARROT <small>A cool weather crop, carrots are an excellent salad ingredient.</small>	FALL-WINTER	30G
 YAM <small>If you're planting yams, don't worry in the fall because the fall harvest.</small>	FALL ONLY	40G

There's more to produce than what you see here! Each crop has a class or grade of quality. To top Vesta's veggies you'll need to experiment with your seed machine and plenty of rich fertilizer. Cultivate your seeds from your best crops!

TIP:

MAKING MOOLA

How you develop your farm is up to you, but most successful operations focus on a combination of the best tools, highest grade seeds and the happiest livestock. Outlined below are important guidelines for enhancing your profit margins.



SELL YOUR ANIMALS?!

Unless you're flat broke and need a dozen animal medicines to save your herd or flock, don't even think about selling animals to raise money. It's a big downer for livestock if you sell off animals, especially if you're selling off-spring. Forage for extra cash-items in the forest or at the dig instead.



FERTILE FIELDS

If you examine the soil in your fields you'll find that some plots are more fertile than others. Crops grow faster in rich soil, so focus on raising your seasonal produce in the fertile spots, then use fertilizer and plant trees in the poor soil. This strategy is especially important for growing short-season produce like yams. One more thing—don't plant crops next to trees!



SELL OUT OFTEN

Check your calendar to see when Van is in town. Van buys practically anything, including those fish you stacked in your freezer. If you can't wait, open your own stand—but don't sell your tools!



Opening your own stand might be fun, but you'll spend plenty of time waiting around for customers. Your time and efforts are better spent selling your wares to Van. If you do open-shop, do it while people walk to and from work.

TIP:



WITH THIS FEATHER...

The only thing tougher than starting out on a new farm might be choosing the right man for your new family. There are three eligible bachelors in Forget-Me-Not Valley, so choose the one that best matches your personality and farming goals.



MARLIN ♡

Ignore your first impressions. Marlin seems like a grump at first but talk to him enough and you'll find that he's shy—until you talk to him about anything agricultural. You'll find his diary inside Westa's house.

Win his heart with:

Prepared meals like curries and soups. Because he works in the field, he's always up for an extra boost of medicine to revive his stamina. Just don't serve him anything with tomatoes.



ROCK ♡

Will Rock ditch the valley scene or settle down on your farm? When it comes to threads, there's no one cooler in the valley, but Rock makes it clear that his idea of fun doesn't involve farm work. Look for his diary in his room at the Inner Inn.

Win his heart with:

Ties and Roby's wild party boy likes old coins and some stonier relics, but don't scare him away with creepy-looking fossils. He also has a soft spot for delicious quality cheese and butter as long as it's not churned from goat's milk!



GUSTAFA ♡

Flirting the right chord with Gustafa is tough because he always seems aloof with everyone but Nami. You might find the right key with gifts, but you'll know exactly where you stand if you sneak a peek at his yurt diary whenever he goes inside.

Win his heart with:

Down-to-earth Gustafa is always in harmony with oaks and flowers, but he's also up for trying new material (unless it's anything related to fish or fishing). He's also into unusual old statures.



...I THEE WED

If your boyfriend accepts the feather you'll be married by the end of the first chapter. The next chapter begins with your own little bundle of joy. Luckily for you, your husband will change all the diapers.

YOUR SON: ROLE MODEL OR REBEL?



Your son needs more attention than your dog or livestock. Spend time every day holding him and loving him—this extra attention reduces the generation gap in later chapters.



Vin expands his shop inventory after you have a son. Browse the selection of blocks, cars and other toys. These trivial trinkets can keep growing minds entertained for hours.



The neighbors that you choose as friends now can affect your son's future career. Listen carefully to your husband's observations and suggestions be fore making a decision.

VILLAGE PEOPLE

Your neighbors aren't just there to give you farming advice—sooner or later you'll marry one and then the rest will help you raise your own choice of a career path. Just like life, making friends can ease the burdens of raising a family.

CHAPTER 1 CAST

	TIM INNER INN	AGE 48 The only thing Tim likes better than running the Inn is sampling his wife's delicious cooking. He won't laugh him in the holiday meal of the day.
	RUBY INNER INN	AGE 47 Renowned as a brilliant chef, Ruby does all the cooking at the Inn. Most of her award-winning recipes come from Mineral Town and her own place.
	ROCK ♥ INNER INN	AGE 22 Rock isn't a man with a plan unless his plan involves having a good time. You'll often find him foraging at sunset down along the beach shore.
	NAMI INNER INN	AGE 28 A world traveler as a past break, Nami lives in the Inn like his one friend only she won't meet us, but Gustaf might have something to do with it.
	CALEN TOWNHOUSES	AGE 68 You'll usually find Calen loitering along behind his wife Nina. He enjoys her company but often finds the valley's country life a little boring.
	NINA TOWNHOUSES	AGE 67 Gracious and kind, Nina recently returned to her old life years with her husband Calen in Forget Me Not Valley. She loves sipping fresh nappies.
	CHRIS TOWNHOUSES	AGE 35 A former veterinarian, Chris moved to the valley to take his family away from the crowded confines of city life, but she still continues to work each day.
	WALLY TOWNHOUSES	AGE 34 Fast on his feet, Wally spends his days training and staying in shape. One day he would like to see his son Hugh make it big in the world of sports.
	HUGH TOWNHOUSES	AGE 8 Tinner's smiling Hugh wants more than to beat his dad at a track. You'll find him training in his father's shadow, but one day he'll do great things.
	GRIFFIN BLUE BAR	AGE 46 A master welder and accomplished guitar player, Griffin is the owner of the Blue Bar. He also looks after Muffy as if she were his own daughter.
	MUFFY BLUE BAR	AGE 30 After attempting to make a go of living in the city, Muffy now takes orders from customers at the Blue Bar and dreams of finding the right man.
	ROMANA ROMANA'S VILLA	AGE 62 Owner of the largest Inn in Forget Me Not Valley, Romana lives in a stately manor in a hill. She expects great things from her grandchildren, Landon.

	SEBASTIAN ROMANA'S VILLA	AGE 43 Sebastian is one of a long line of brothers who served Romana's ancestors for generations. He's so good at his job that he's treated like family.
	LUMINA ROMANA'S VILLA	AGE 36 A budding painter, Lumina lives with her grandmother Romana. She's creativity rewarded by wealth, luxury and exceptionally high expectations.
	VESTA VESTA'S FARM	AGE 39 Owner of the most successful agricultural farm for years around, Vesta is always willing to help you out—especially if you're interested in Marlo.
	MARLIN ♥ VESTA'S FARM	AGE 32 A quick study of all things agricultural, Marlo lives at Vesta's Farm to find a lovely lifestyle. People mistake his silence for grumpy behavior.
	CELIA VESTA'S FARM	AGE 26 Conspicuously absent all living things, Celia lives on Vesta's Farm. If you're not interested in Marlo, maybe Vesta will set up Celia with him.
	KASSEY PYROTECHNICIAN	AGE 30 Kassey claims to be the world's greatest pyrotechnician, but if he's so good, why did an explosion blow him out his own chair in Forget Me Not Valley?
	PATRICK PYROTECHNICIAN	AGE 31 He's the world's second-greatest pyrotechnician, but how can distinguish Patrick from his twin? Look for a patch on the back of his work-worn pants.
	DARYL MAD SCIENTIST	AGE 25 Is he a madman or a creative genius? The local consensus is split about Daryl's eccentric activities, but he might teach you one or two things in two.
	CARTER CARTER'S DIG	AGE 41 Always seeking extra help for his archeological site, Dr. Carter lives in a tent with his assistant near the waterfall. Set him for work on rainy days.
	FLORA CARTER'S DIG	AGE 34 Flora is Dr. Carter's assistant and stays with him in the tent. Doctors might remember this near-death, but Flora remains dedicated to her research.
	GUSTAFA ♥ GUSTAFA'S YURT	AGE 26 Always laidback and ready to stave a tan, Gustafa often returns in the part near the beach. Some say he's simply lost a way of winning a woman's heart.
	DR. HARDY TOWNHOUSES	AGE 57 While he initially seems cold and brooding, Dr. Hardy is a compassionate physician respected by the community. He looks after Romana at her 10th.
	VAN SHOP/INNER INN	AGE 30 Van's expertise for deals is only matched by his appetite for food. When he isn't eating or making deals, you can find him dining at the Inn Inn.
	CODY CODY'S STUDIO	AGE 38 Always seeking inspiration, Cody is the resident artist in Forget Me Not Valley. He has a unique way of seeing things and makes it available to others.



Just like real life, things rarely stay the same in Forget Me Not Valley. As you play through chapters you'll find that some friends move away as other folk arrive. We offer newcomers with special shop discounts, fresh produce and pleasant conversations.



RECIPES, RODS AND RELICS

You could farm and feed all day, but why settle for an isolated routine? There's more to life in Forget-Me-Not Valley, but you need to get out and learn a thing or two from your nearby neighbors.

COOK, EAT AND REVIVE



Plucking and eating herbs replenishes some stamina, but you need a hearty meal to restore all of your farming energy. Gather fresh produce from your field and cook up a filling meal in the kitchen.



Cooked soups and tossed salads are all you know until you discover other recipes. Choose your meal from the menu on the left and then choose the ingredients from food in your inventory.



The only thing blander than leftovers is cooking up the same meal day after day. If you look around the inner inn and other kitchens, you might find recipes that add a little more spice and a lot more stamina than soups and salads.

TIP!

DROP A LINE



After you buy a fishing rod from Van you can fish in the river near your farm or at the waterfall by Carter's Dig. Eating your catch of the day replenishes your stamina in a big way.

TREASURE HUNT



There's no better way to spend a rainy day than beneath the covered tent at Carter's Dig. Here you can dig for relics of the past and even keep the old coins and unusual fossils that you find.

YOUR FARM TOOLS

Trusted by Takakura for years, the farming tools in your shed are a little oversized, so if you toil too long with these bulky items you'll tap your stamina. Spend some early earnings on upgrading equipment. To place an order, see the ledger in the food storage room.

TOOLS TO LIVE BY

HEAVY HOE FREE

It's big and it certainly tills soil well, but Takakura's heavy hoe was made for him, not you. Use it until you can afford to upgrade to a lighter one.

HOE SPECIAL ORDER - 800G

It might cost less, then the light hoe and weigh less than Takakura's heavy hoe, but this hoe isn't worth the money. Save up for the light hoe instead.

LIGHT HOE SPECIAL ORDER - 1000G

It might be pricy, but buying this lightweight hoe will help you save your stamina for other tasks—like watering all those seeds that you planted today!

WATER CAN S FREE

It's the smallest watering can, so you get it for free. Save your gold and order the largest watering can so you can reduce trips between your field and pump.

WATER CAN L SPECIAL ORDER - 750G

With a capacity big enough to water 100 field squares, this is all the watering can you'll need to irrigate your plots. Order it from Takakura's ledger.

HEAVY SICKLE FREE

Takakura's hand-me-down is stored right for him, but you'll find that the excess bulk will cut into your stamina. The light sickle is just your size.

LIGHT SICKLE SPECIAL ORDER - 750G

Lightweight and easy to swing, this sickle minimizes the strain of cutting and reduces stamina loss. It's one of the best tools that you can buy.

WOOL SHEARS SPECIAL ORDER - 400G

Good for trimming thick Bristle Bros sheep, these wool shears are one of the most affordable items you can order—but don't pay for it until you need it!

BRUSH BUY FROM VAN - 500G

We can feed, talk and log your Bristack every day, but they won't be completely satisfied until you give them a good brushing. Use it for washing, too!

FISHING POLE BUY FROM VAN - 500G

Dispensing an entire year's cast, the fishing rod can get in itself with a single fish. Save your fish in the freezer and sell your catch back to Van.



Be ready for any unwarranted complications by preparing for farm orders days in advance. If you're buying livestock, check to see if you have the extra stock of feed, fodder and animal medicine ready before you place an order.

TIP!

CONNECT!

Connecting 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 Nintendo GameCube
Nintendo GameCube Game Boy Advance cable	One cable
Harvest Moon®: More Friends of Mineral Town Game Pak	One Game Pak
Harvest Moon®: Another Wonderful Life Game Disc	One Game Disc

(Note: Each game must have a save game.)

How To Connect Both Games:

1. Insert Harvest Moon: Another Wonderful Life into the Nintendo GameCube and Harvest Moon: More Friends of Mineral Town into the GBA.
2. Connect the Nintendo GameCube Game Boy Advance cable to the GBA and Controller Socket 2 of the Nintendo GameCube.
3. Turn on the Nintendo GameCube (Harvest Moon: Another Wonderful Life) and load the saved data. (Note: Each game must have a saved game.)
4. Be sure that the Game Boy Advance is turned off.
5. Go to the Mountain Pass, next to Yeta's Farm... once you start going up the pass, the Harvest Sprites will appear and ask if you want to connect to Harvest Moon: More Friends of Mineral Town.
6. They will go through their instructions and then the screen will turn white. Now turn on the Game Boy Advance (Harvest Moon: More Friends of Mineral Town) and load the saved game.
7. In Harvest Moon: More Friends of Mineral Town go to the Harvest Goddess Pond (next to the Hot Springs) and talk to an item.
8. The Harvest Goddess will appear and ask if you want to connect to the Nintendo GameCube. Answer "Yes" to "Shall I start communication?" and information will be transferred from both games to the other.
9. Then the games will disconnect and each will get text showing the connectivity ranking or a statement that "There is no new information at this time", verifying connectivity. The higher the ranking, the more benefits the other game will get.
10. Both games should then be saved.



EXTRA SURPRISES

If you happen to have Harvest Moon: More Friends of Mineral Town for the Game Boy Advance you will be able to get some additional surprises by connecting using the Nintendo GameCube.



TIP! Never mix saved files with Mineral Town connections!! If you connect a different game file your connection record will erase and you'll have to begin again!

THE VALLEY



To begin connecting walk up the mountain pass. The Harvest Sprites will show up and let you know what to do next.

MINERAL TOWN



Once you start connecting, it is only the beginning. The more you connect, the more you'll learn--and you'll discover what your Forget-Me-Not neighbors really think of you!

GOOD REASONS FOR CONNECTING

You find the stuff Van and Ruby buy outside the valley!
Get the complete scoop on some of your neighbors!
The more you commute, the more surprises you'll find!
But remember--only one saved file can make the journey!



TIP! If you need a little help connecting, just check the connections on your cables and then follow the directions that the Harvest Sprites give you!

FFQ (FREQUENT FARMING QUESTIONS)

I gave a great gift to a guy who isn't a potential husband. Now he likes me. Can I marry him instead?

No way. There are only three eligible bachelors in the Valley. The other guys are ineligible and off the dating market.

Ewww! None of these guys appeal to me. Can I be a single farming girl?

Yes, but your game will end before chapter two. If you want to play through the other five chapters you'll need to lower your standards or ignore your husband.

I did it! I proposed! But then he declined and his diary lost a heart. What can I do?

You need perfect timing for proposals and that means nothing less than full hearts. You can also wait until the end of the first year.

I love my horse! I feed, brush and hug him every day, but he's still stressed out! What do I do?

Your horse needs fresh air and exercise. Let him out and ride him on sunny days. Don't forget to add fertilizer to the grass in your field, too.

Can my husband's personality influence my child's behavior?

Yes, but Rock's son is outgoing and can be a bit naughty at times. Gustav's child is shy and quiet. Marlin's son is a balance between the two. Check it out for yourself!

My child loves art, but he seems beat at studying. What do I do?

Your son has different likes and talents depending on who you marry. Some sons are not good at certain subjects. If you're stuck, make them happy by encouraging them to pursue what they love most.

How many career paths are there for my child?

There are six choices. The one your child chooses often depends on the friends that you keep, but who you marry can affect your child's interests and talents.

My goat stopped giving milk! What do I do?

If she's not sick, she might be too old to make milk. You can keep her as a pet or sell her.

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