

HARVEST MOON 64

INSTRUCTION BOOKLET

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HARVEST MOON & 64

MASTER OF YOUR DOMAIN

In Harvest Moon 64, you'll work hard to make a life for yourself on the run-down farm that you've inherited from your dearly departed grandfather. It will take careful planning and a lot of help from your neighbors to ride out the seasons and succeed as a gentleman farmer.



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GETTING STARTED

IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Instead, first turn the power OFF on your N64®.

Then insert the Game Pak into the slot of your N64®.

Press firmly to lock the Game Pak in place.

Turn the POWER switch ON. After the appearance of the title and legal screens, you may bypass at any time by pressing START.



The Nintendo 64 Control Stick® uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press Start while holding down the L and R buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.



CONTROLLER FUNCTION

START

Pauses the game and brings up Ruckpack screen

L and R Buttons

Either button rotates the view of your farm

Control Stick

Moves you around the map and menu screens

C Button

Place the item you hold into your Rucksack

C Button

Whistle to call your dog

C Button

Whistle to call your horse

C Button

Eat the item you are currently holding

A Button

Selects menu options, talk, open doors, give or throw an item you are holding

B Button

Use the tool you are currently holding

Z Button

Identifies a selected item



ENTERING INFORMATION

After Grandfather's wake, you can get to work by pressing Start. If this is a new game, you will need to enter some information, and you may want to check out the game's brief tutorial.



1 Choose a new or saved game file. You can save four games to your Harvest Moon 64 Game Pak.



2 Use the Control Stick and the A Button to select a name. The B Button will backspace if you need to make a change.



3 Choose a season for your birthday. It will always fall on the 25th. Perhaps your neighbors will celebrate with you.



4 Follow the same method you used to enter your name to pick a name for your ranch and your faithful dog.



GAME OVERVIEW

Working the farm requires a load of hard work and thoughtful planning. But there's more to life than just picking fruits and veggies! Below are the five basic things you'll need to master.

1: Clearing Land

Grandpa did his best, but there was just too much work. Now it's up to you to clear away the rocks and weeds that choke the land.



2: Raising Crops

Once the earth is ready, you'll choose from many seasonal vegetables, flowers, and grasses to harvest at the season's end.



3: Meeting the Townsfolk

With little exception, the people of the nearby village are friendly and helpful. You're part of their community now, so get to know them.



4: Caring for Livestock

Once you've got the money and resources, you can take on the additional challenge of raising cows, chickens, and/or sheep.



5: Making a Life

With the farm on its feet, you can concentrate on the finer things in life. Maybe you'll find the right girl and settle down to start a family.



HOME ON THE RANCH

On your first day, you'll move right into Grandpa's old shack. It isn't much, but it's home, and it does have some charm. Once you've got the money, you can always hire someone to fix it up.



Check Your Calendar

The calendar by your bed will be handy for keeping track of your days on the farm. You can place icons on the calendar to remind you of important dates, planting schedules, and special events.



What's on TV?



Well at least Grandpa had a TV, but what!? No cable?! Still, it is a good source of information. Once turned on with the A Button, use the C Buttons to change channels.

Ⓢ C: Weather

It's a good idea to get advance warning of severe weather by checking Channel 1 on occasion.

Ⓢ C: Special Events

Check Channel 2 for news on festivals and other special events in the area.

Ⓢ C: Educational

You can brush up on some agricultural techniques by tuning in to Channel 3.

Ⓢ C: Entertainment

???



Farmer's Almanacs

There's nothing like a good book. Your library has a few important books, and is a good place to turn when you're uncertain. There, your progress can be recorded and evaluated. Also, Grandpa left many helpful notes behind.



Writing in the Diary

Get in the habit of writing in your diary every night before bed. That's when your game is saved to the appropriate file. You also have the option of going to sleep without saving.

Tool Tips

These are the notes that Grandpa left behind. There is information on using most of the game's tools among these tips.

Farm Estimate



Here you can check your progress by getting a full inventory of your farm. Your money, provisions, and animals are listed.

Photo Album



Some of your big accomplishments will be recorded for posterity in your photo album. Pressing the A Button brings up details on the snapshot.

The Toolbox

The time will come when you can't carry all of your possessions on your back. Store extra tools and mementos in your toolbox. Press the A Button while facing it to bring up a swap screen.



TOOLS OF THE TRADE

A really long time ago, people figured out that some jobs, like smashing rocks, were pretty hard to accomplish with bare hands. You can capitalize on their learning by mastering all the available farm implements.

Inside Your Bucksack

Current Money

Possessions

These are items that are carried with you, that perform no action, and that cannot be given away. They are still important, however.

Date and Time

Active Belonging

This is the belonging that you are holding. Pressing the A Button throws it, or gives it away.

Active Tool

This is the tool that you are currently holding. Pressing the B Button uses the tool.



Tools

These are the tools you are carrying with you. Pick a tool with the A Button, and you will be able to swap it into the Active position.

Belongings

These are the belongings you are carrying with you. Pick a belonging with the A Button, and you will be able to swap it into the Active position.



Surplus Storage

You can only carry eight of each type of item (tools, possessions and belongings) in your Rucksack. You can buy additional storage solutions, and even an icebox for perishables.



Nature's Bounty

Keep an eye out when exploring. There are many items in the wild that can be gathered, taken to your shipping bin, and sold. Use the A Button to pick items up.



Item Actions

⊙ C Button

When you are holding an item, this button will put the item into your rucksack.



⊙ C Button

When you are holding an edible belonging, such as a berry or herbs, press ⊙ to eat it. This is a good way to regain energy on the go when you're getting tired. However, it's no substitute for rest.



A Button

You can give a belonging to any character that you are adjacent to and facing. This is a good way to make friends with the villagers. Be careful not to accidentally throw the item away.

⊙ C Button

This button will call your dog. You'll hear him bark, and then come running.

⊙ C Button

This button will call your horse once he's been given to you by the Green Ranch.



Getting Tired

There's a lot of work to do, so pace yourself! If you work too long, you will gradually become exhausted. Food is a good quick fix, but push yourself too hard and you'll get sick.



Power Tools

The more that you use a tool, the more skilled you become in its use. Hold the B Button and then release it for a power swing. Upgraded tools can be up to three times faster.



Farm Mercantile



Axe

Use to break stumps into usable building materials.



Sickle

Use to clear weeds from farmland, or to cut and gather grass.



Hoe

Use to till soil that has been cleared. Also used for digging at the mine.



Hammer

Smash up rocks, boulders and broken fences that need clearing.



Watering Can

Fill the can at your well and water crops everyday.



Vegetable Seeds

There is a variety of vegetables each season. Choose carefully.



Flower Seeds

Flowers can't be sold, but they will make your farm a lot prettier.



Empty Bottle

Use to hold liquids like water or medicine.



**Brush**

Brush your cows, sheep and horse everyday to keep them happy.

**Milker**

You will need this machine to get milk from your cows.

**Shears**

Use on your sheep to gather wool for sale.

**Bell**

Use the bell to call your livestock to the barn.

**Cattle Feed**

Feed cattle with your own grass, but you can buy feed for emergencies.

**Cow Potion**

Use to impregnate a cow. She will give birth to a calf after 21 days.

**Cow Medicine**

Use to treat cattle sick from spending too much time in the rain.

**Chicken Feed**

Chickens outside find their own food, but those in the coop need feed.

**Cake**

The bakery in the village has many tempting snacks. Treat yourself!

**Flowers**

Though they can't be sold, flowers are abundant and make a good gift.

**Mushrooms**

These can be eaten or sold. Be careful because some are poisonous.

**Fruit**

Some seasonal fruit grows in the wild. It's good to eat, sell, or give away.

**Edible Herbs**

These grow above and below ground. They can be sold or eaten.

**Medicinal Herbs**

These possess healing properties. They can be sold or eaten.

**Fishing Pole**

Take a break and try your luck at the water's edge.

**Fish**

Fish are very nutritious. They are easiest to catch early in the morning.



WORKING THE LAND

Work on a farm means getting your hands dirty. Your crops are your primary source of income, so be prepared to spend a lot of time out in the fields. At least your dog will keep you company.

1: Clearing Land

The farm is in pretty sorry shape when you arrive, so your first job will be clean-up. Weeds, rocks and stumps will soon make way for a bountiful harvest.



Use the Hammer to break up Rocks, or throw them in the well.



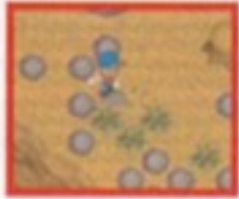
It takes six blows from the basic Hammer to break a Boulder.



It takes six blows from the basic Axe to turn a stump to lumber. Wood can be used for building.



Use the Sickle to clear weeds, or pick them by hand.



2: Tilling the Soil

Once you've cleared debris from the ground, use your Hoe to prepare it for sowing. It is advantageous to till 3x3 patches of earth, as most seeds yield nine squares of vegetation.



3: Spreading your Seed

Bags of vegetable and grass seed can be purchased at the Village's Flower Shop. Each bag is sown once, covering a 3x3 grid. Each seed must land on tilled soil to take root.



4: Watering your Crops

Living things need water to grow. Fill your can at the well, and water each seeded square. Maturing crops can inavoidably prevent you from reaching center buds. Grass doesn't be watered.



5: Harvest

Use the A Button to pick mature vegetables. Take them to the shipping bin and hit the A Button again to deposit them for sale. Be sure you are close enough to the bin, or you can drop a veggie, ruining it.



Farming Tips and Tricks

- 1** Plant your first crops near the shipping bin and they will be easier, and faster to harvest.
- 2** You don't need to water your plants on rainy days. If you work too hard in the rain, you'll get sick.
- 3** Vegetables grow at different rates, and are worth varying amounts, so plan carefully.
- 4** Crops that have not been harvested by the end of the season will die, so keep track of deadlines.
- 5** Saddlebags for your horse can hold veggies, making it easier to harvest your entire spread.
- 6** Watch the clock. Working too late into the night increases the likelihood of getting sick.
- 7** Check your mailbox regularly for reminders of special events going on outside your farm.
- 8** Your dog will be a lot happier if you keep him inside your house during inclement weather.
- 9** Be careful handling your tools. You can accidentally ruin crops that you've already planted.



TALK TO THE ANIMALS

Caring for livestock on your farm can be a proverbial cash-cow, but it does take a lot of work. Livestock must be fed daily, and cows and sheep should be brushed as often as possible.

The Chicken Coop



1. Chicken Stalls

Feed each of your chickens by placing fodder in these stalls.

2. Incubator

Place eggs that you want to hatch here to develop.

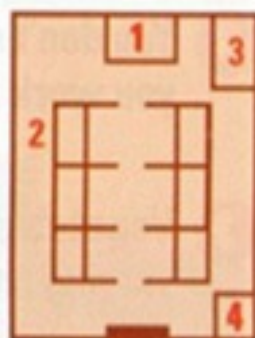
3. Egg Shipping Bin

Deposit eggs here, and they will be sold with the rest of your shipment.

Chickens

You can raise up to six chickens at a time, and sell their eggs. They are purchased at the Green Ranch, or you can try raise chick's from a hatched egg's. The ranch won't sell you a chicken until you have enough feed.

The Barn



1. Fodder Spout

Fodder you've bought and gathered is withdrawn from this chute.

2. Feed Stalls

Feed each of your cows or sheep by placing fodder in these stalls.

3. Nursery

Let pregnant cows rest here before giving birth.

4. Shipping Bin

Deposit milk and wool here, and it will be sold with the rest of your shipment.



Cattle

If kept happy with a daily brushing, your cows can be milked with the milking machine. Also, the Cow Potion can impregnate a cow, and the calf will be yours to raise. Pregnant cows can't be milked.



Sheep

Sheep live alongside cattle in the barn. Once they have matured from lambs, and you've bought the shears, they can be shorn of their wool, and it can be sold. The wool takes seven days to grow back.



Livestock Tips and Tricks

- 1 **Get in the habit of brushing all of your cows, sheep and horse everyday. They'll appreciate it.**
- 2 **To insure a happy and healthy bunch of animals, never leave them out in the rain and snow.**
- 3 **A particularly healthy and happy cow could win you a prize at one the village's festivals.**
- 4 **Animals can graze outside on grass you've planted, but they should be fenced in for protection.**
- 5 **You can purchase medicine for a sick cow from the ranch owner.**



THE WORLD OUTSIDE



There is an entire world to explore outside of your quaint little farm. Get out every once and a while and enjoy the great outdoors! You never know what you can find if you take the time.



MOON MOUNTAIN



Your Ranch



Keeping a vigilant watch over the countryside is the majestic peak of Moon Mountain. A few rugged souls have made lives for themselves surviving off of the mountain's natural bounty.

The Carpenter

The Carpenter is one of the hardest working guys around. For the right price, he'll build additions to your home. Sometimes he'll hire on an extra worker for difficult projects.



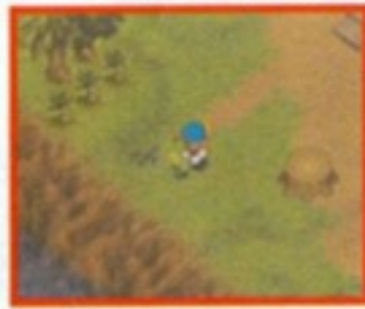
Carpenter's Schedule	
Monday	10:00 - 12:00
Tuesday	10:00 - 12:00
Wednesday	10:00 - 12:00
Thursday	10:00 - 12:00
Friday	10:00 - 12:00
Saturday	10:00 - 12:00
Sunday	10:00 - 12:00

Fishing



A lonely fisherman lives in a humble tent by the water's edge. Take the time to meet him and he'll teach you to fish. Hold down the B Button to cast a line, and release the Button when the fish tugs.

Foraging



Many natural foods, such as herbs and berries are abundant at the base of the mountain. These can be a good source of income when your farm is getting on its feet, or when times are lean.



MAN ABOUT TOWN

The Mayor of nearby Flower Bud Village will come out to your farm on the first day to officially greet you. Be sure to take him up on his offer to show you around and introduce you to everyone.



Shops and Village Services

Bakery

The village's bakery has a reputation for quality and freshness. The cookies, pies and cakes there will help you regain some energy. They're all delicious and from recipes handed down over the years.



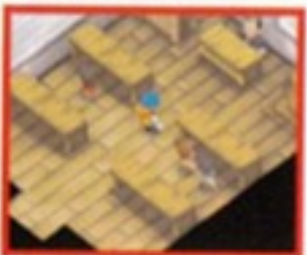
Bar

The bar is open in the evenings, and is a good place to unwind after a long day of work. Many of the townsfolk can be found here unwinding. Karen, from the vineyard, serves drinks.



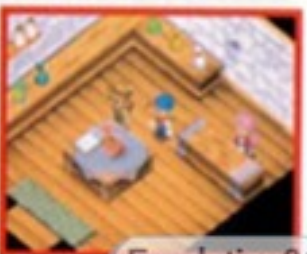
Church

Most of the village goes to church on Sunday mornings, but it also serves as a schoolhouse for the village's children. The village's kindly Parson is a good source of encouragement.



Florist

Florist Lillia sells all the seeds that you'll need. Their selection changes every season. The florist will also provide a lot of helpful information on raising different plants.

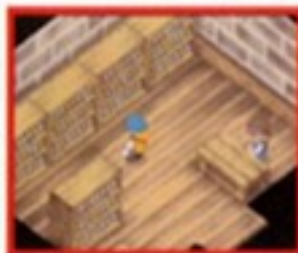


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Library

The Flower Bud Village Library has a large volume of books on a wide array of topics, from art history, to animal behavior, to technology and science. Maria, the receptionist is the Mayor's daughter.



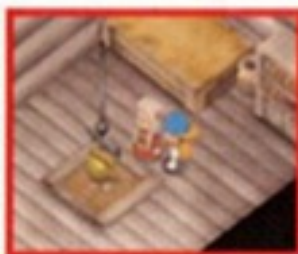
Mayor's House

One of the nicest houses in all of the village is the Mayor's ivy covered manor. It's nestled in the southwest corner of town. The Mayor and his wife are extremely pleasant and helpful people.



Midwife

The village's midwife has been friends with your family for years, and is like a grandmother to you. She will share recipes with you, and when the time comes, welcome your child into the world.



Potion Shop

The old man who runs the apothecary is very wise, and is very popular with the villagers. He is always on the look-out for someone to help gather medicinal herbs for his compounds.



Tool Shop

Rick, the shop's proprietor is quite a clever inventor. Most of the tools and sundry goods you'll need are found at his shop. There is also a Craft Shop selling ceramics in the adjacent storefront.



Town Square

The walled cobblestone courtyard of the square hosts most of the town's festivals. The entrance to the Racetrack is on the square's west wall.



THE RANCH

South of your farm is the Green Ranch. Its owner, his daughter, and her surly brother can sell you livestock and answer most of your questions about animals.



A Horse with No Name

Be sure to visit the Ranch before the end of the Spring. They are looking for someone to care for a pony. Once the pony has gotten big enough, you can ride him and pack his saddlebags with produce.



Buying Cattle

Cows, sheep and chickens can all be bought at the Ranch. They will not be sold to you until you have enough fodder to feed them. All animals are delivered to your farm after you've purchased them.



THE VINEYARD

Another thriving business in the area is the Vineyard, which supplies all of the town's fine wines. The Wine Maker is rather brusque, and he and his daughter, Karen, are often seen quarreling. Still, his heart is in the right place.



THE COUNTRY LIFE

All work and no play is no way to live. Take time to enjoy some fun and games and exploration. There are a number of eligible ladies in town, and who knows where flirting could lead.

The Love of Your Life



Elli

Elli is the daughter of the baker, and is quite a cook in her own right, though she is too humbel to say so.



Popuri

Popuri is as bright and chipper as the flowers sold at her parent's florist shop. She loves to garden.



Ann

Ann is the daughter of the Ranch owner, and is very outgoing. She is very fond of animals.



Maria

The Mayor's daughter, Maria, works in the library. She is a bit shy, but appreciates being kept company.



Karen

Though a bit temperamental, Karen is actually quite nice. She works at the bar, and her family owns the vineyard.

A Day at the Races

Both your dog, and your horse are eligible to compete in races sponsored by the village. These races are quite an occassion, and if you're lucky, you can win prizes on wagers.



The Supernatural

There are stories of fantastic creatures inhabiting the countryside, especially the caves at the base of Moon Mountain. Investigating these rumors could reveal wondrous surprises.



FESTIVAL SCHEDULE

Life in the country revolves around the seasons, and each season has a number of special occasions marked by the villagers. These events mean a lot to everyone, and are not to be missed.

Spring



- 1..... First Day on Farm
- 8..... Planting Festival
- 17..... Horse Racing
- 18-22... Vote for Queen
- 23..... Flower Festival



Summer



- 1..... Fireworks
- 9.... Vegetable Festival
- 17..... Firefly Festival
- 24..... Sea Festival



Fall



- 4 Cow Festival
- 12 Harvest Festival
- 20 Egg Festival
- 28 Horse Race



Winter



- 10 Thanksgiving
- 19 Dog Racing
- 24..... Starry Night
- 27..... Spirit Festival
- 30..... New Year's Eve

