

Nintendo

GAME BOY<sup>®</sup>

DMG-AYWE-USA

# HARVEST MOON<sup>™</sup>

GB



Serious Fun<sup>™</sup>

NATSUME



INSTRUCTION BOOKLET



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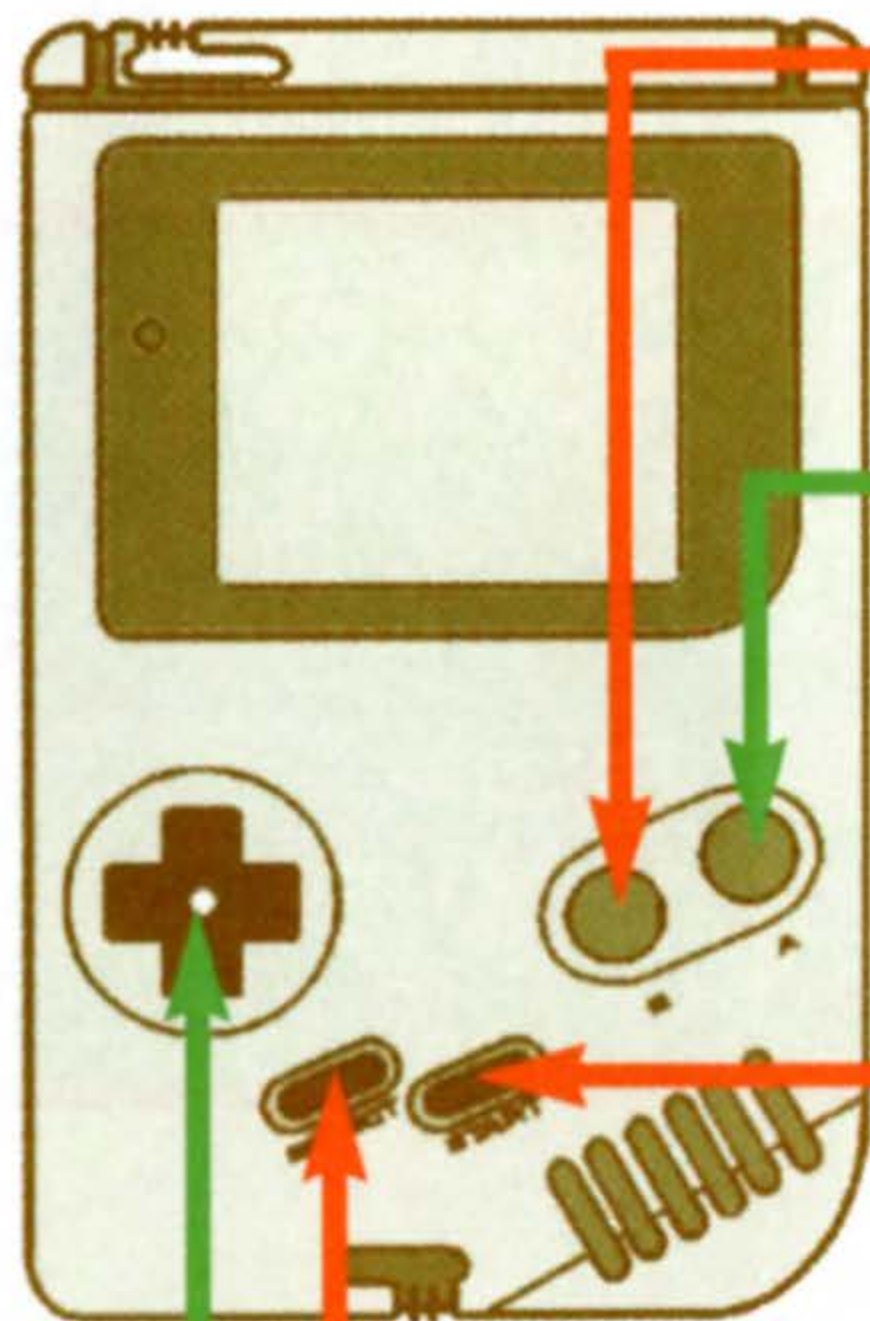
## **YOU HAVE ONE YEAR TO TURN THINGS AROUND!!**

Is fortune smiling upon you? The Spirit of the abandoned farm just outside town has chosen you to restore its lost prosperity. Now it's a matter of hard work, a few tears, and a little luck. The days may be long, but you'll have plenty of company from your neighbors and animal friends. The Spirit promised to return in a year to check up on you, so you'd better roll up your sleeves. See if you have what it takes to be a successful farmer.





# CONTROL FUNCTIONS



## B BUTTON

Makes the rancher run and jump. It also cancels menu options.

## A BUTTON

Controls most of the farmer's actions, such as picking up and using tools, talking to people, and activating menu options.

## START BUTTON

Toggles between bare hands, and the two tools the farmer can hold.

## CONTROL PAD

Moves the farmer around on the farm. It also cycles through menu options.

## SELECT BUTTON

Pauses the game, displaying time and date. A second push brings up a menu for calling your pet or horse, or to display which tool the farmer is using.





## GETTING STARTED

After advancing past the opening screen, you have the option of beginning a new game or continuing one you've already saved.

### NEW GAME

When you start a new game, you'll be asked to enter some information about your farmer. The spirit will then give you a short tour of the farm, as well as some helpful advice.

#### ● ENTER YOUR NAME

Use the Control Pad and the A Button to choose four characters for your rancher's name. Select the End icon when you're finished.



#### ● CHOOSE CHARACTER

Besides entering a name, you can choose whether your farmer is a boy or girl. Both can work equally hard.



## ● CHOOSE PET

Work on a run-down farm can get lonely, but luckily you can choose a dog or a cat to keep you company.

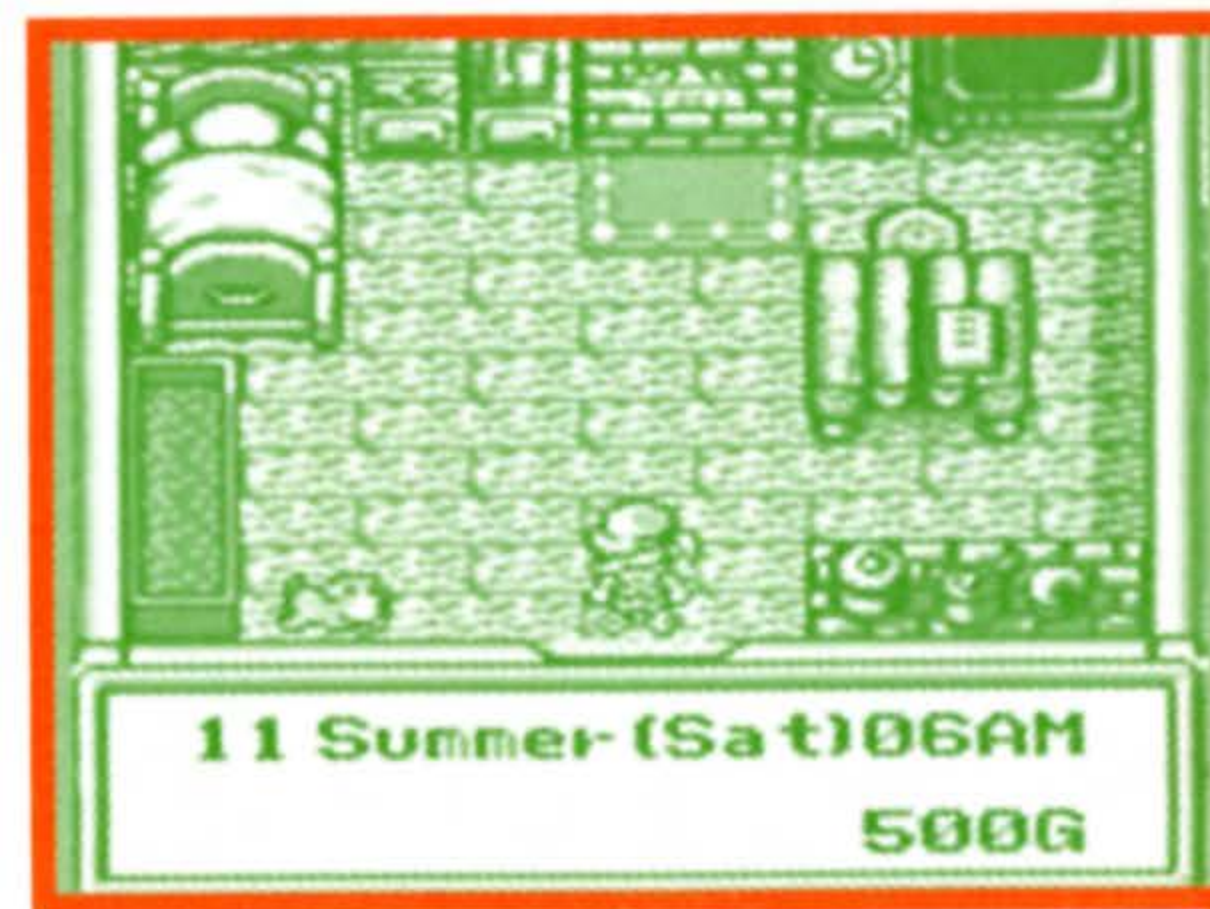


## ● ENTER PET'S NAME

How you gonna call your pet if it doesn't have a name? Select a name for your dog or cat in the same way you did for the farmer.

## CONTINUE

When you resume a Continued game, you'll start out in the house, regardless of where you were before. Harvest Moon GB can only save one game at a time, so be careful not to start a new game over one you want to save.





## HOW TO PLAY

You've got your work cut out for you if you want to impress the Spirit when he returns in a year. Once the land is prosperous, you'll have to tackle more difficult chores, like caring for livestock.

### Clean Up The Land



Your first priority should be clearing debris from the fields, so that you can plow them.

### Spread The Seeds



Plan your gardens carefully so you don't waste seeds. Plant near a water source.

### Sell Vegetables



If you water your crops every day and ship them when they're mature, you might earn a decent living.



## Get Cows



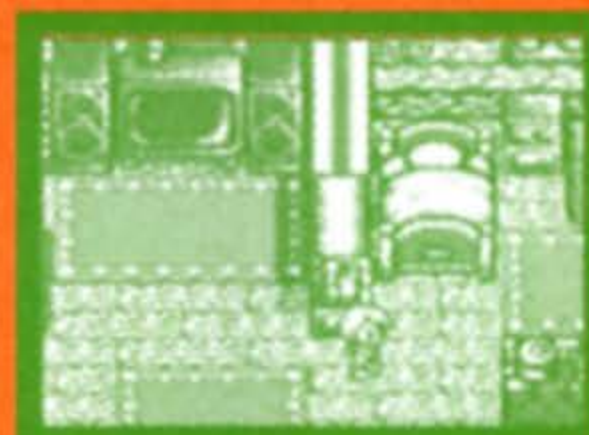
Nothing brings in money like a barn full of happy cows, even though they require a lot of attention.

## Get Chickens



Once you've bought some chickens, you can sell their eggs, or incubate them into other adults.

## Build a New House



For a price, the carpenter in town can expand your dwelling from a tiny shack into an attractive cabin.



## Master Farmer



The Spirit will return in winter to evaluate your work. He'll reward you if you've won Ranch Master status.



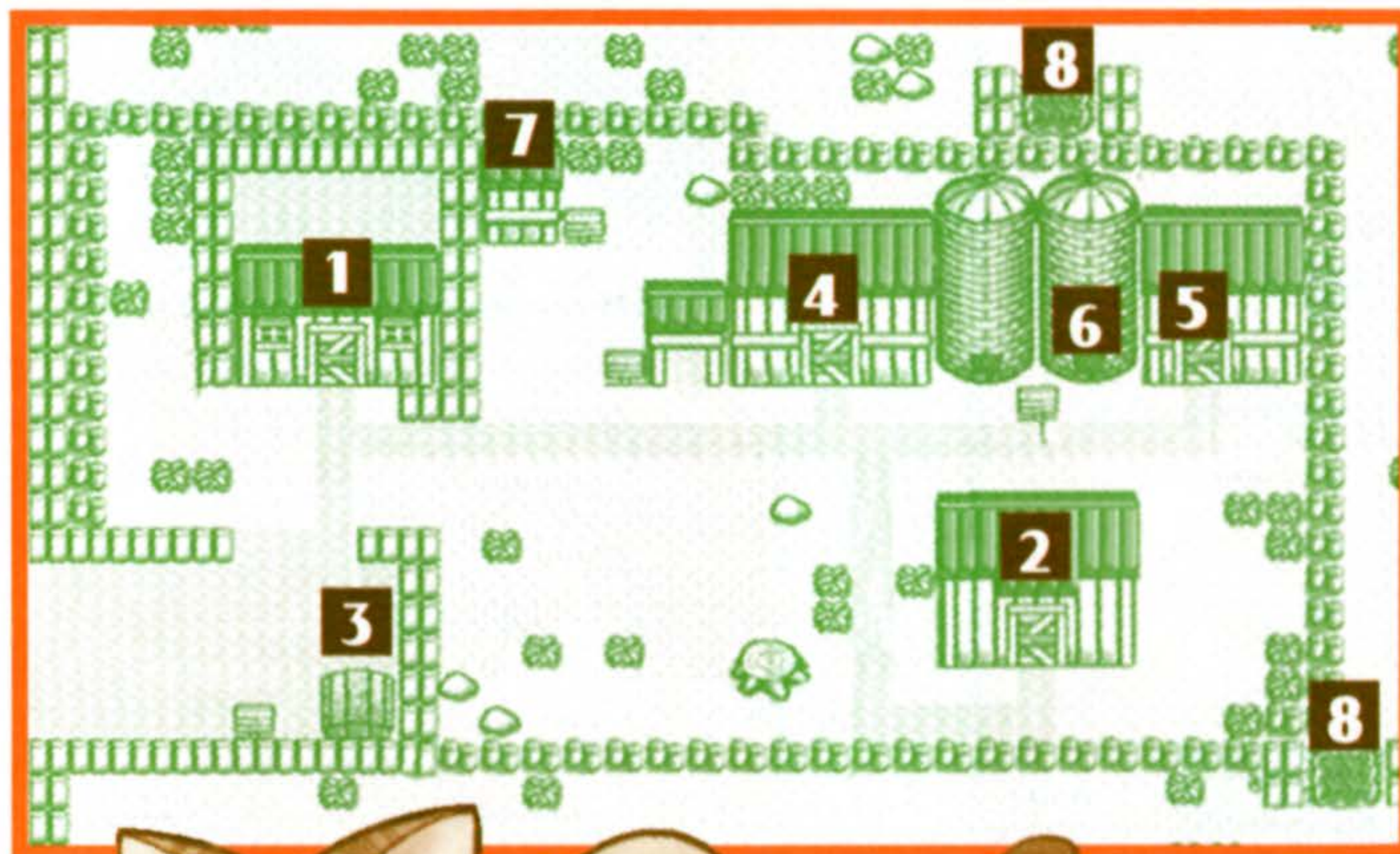
# THE END?





# YOUR FARM

The fenced compound is the center of your farm. Different buildings house you, your pet, tools, supplies, and livestock.



**1**

## HOUSE

You and your pet begin and end every day here. From inside, you can check the status of your livestock, your pantry, and the weather forecast.

**2**

## STORAGE SHED

All the tools and seeds you buy are stored here. From here you can also enter the mysterious caves that lie under your farm.





### **3 LOADING AREA**

The crops you harvest need to be in the bin by 5 p.m. every day to get them to market. Profits are deposited in your account the next morning.

### **4 COW BARN**

Inside you'll find feeding stalls and a bin for shipping milk to market. There's enough room to raise four cows at a time.

### **5 CHICKEN COOP**

Here you can raise up to four chickens for their eggs. There's also a place to incubate eggs into chicks.

### **6 SILO**

Collect grass you cut in the silo to use as food for your cows and chickens. The sign indicates how much grain is currently stored in the silo.

### **7 WOOD STORAGE**

To expand your house, you need to provide the carpenter with enough materials for the job. Collect lumber here from stumps you bust up.

### **8 PONDS**

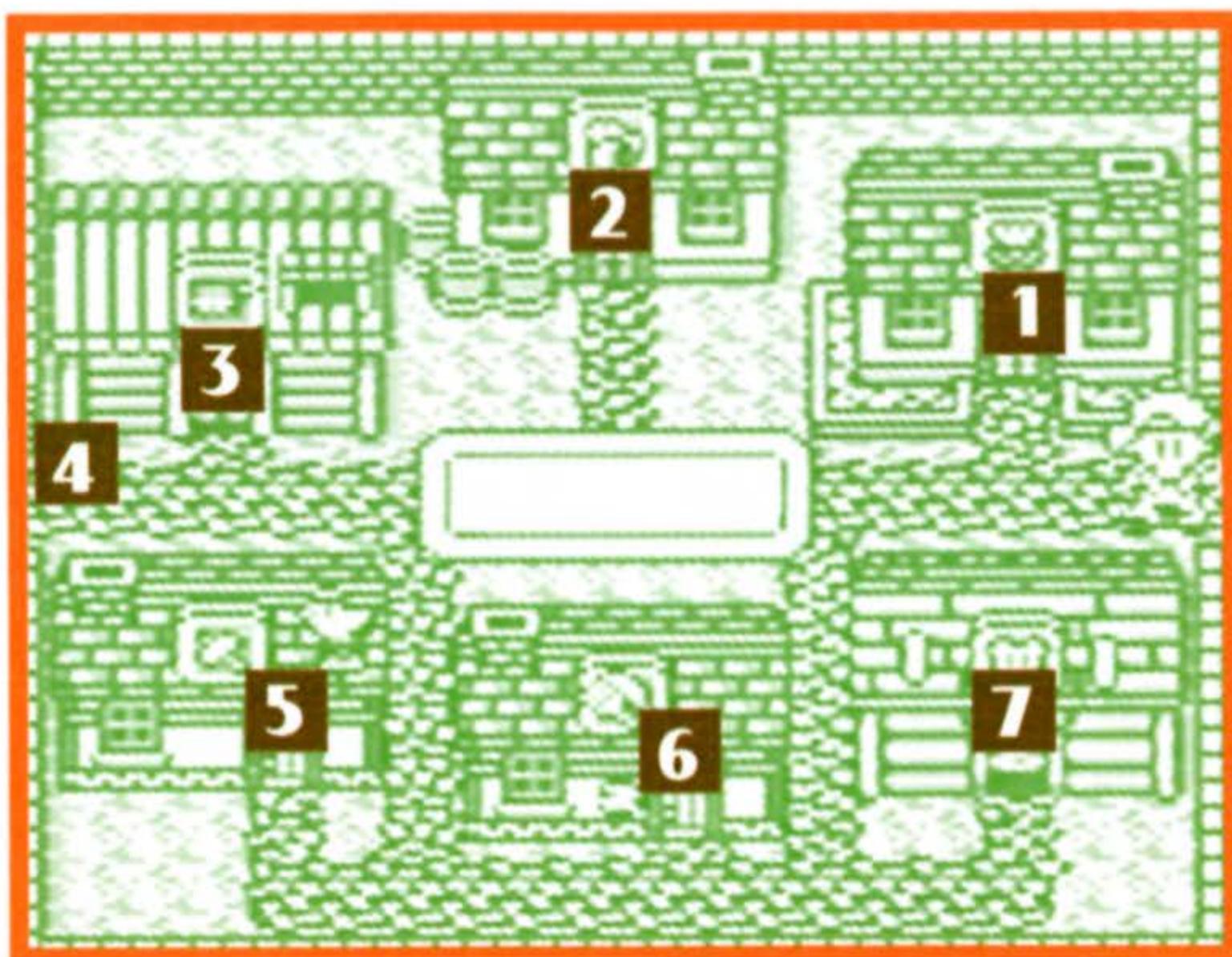
Fill your watering can from any of the small ponds on the farm. Dispose of small rocks by tossing them into a pond.





## YOUR TOWN

Although busy on the ranch, you still need to make time to stock up on supplies in town. Merchants often make visits to inform you of new wares.



1

### FLORIST

Nina, the owner of the Flower Shop, sells seeds for your crops and grass, and will give you a watering can on your first visit.

2

### JUICE BAR

The Juice Bar is great for that quick, late-night boost of energy. The barmaid, Eve, also sells juice or other beverages to take home.

3

### CARPENTER

When you're ready, order the carpenter to remodel your house. He gives on-site estimates and can sell you any additional materials you might need.





4

**CHURCH**

To insure a prosperous year, it doesn't hurt to visit the church. Maria, who dwells in the church, is good at telling fortunes.

5

**TOOL SHOP**

Many tools that make work easier are available here. Ann, who runs the shop, is quite clever at increasing the efficiency of your tools.

6

**RESTAURANT**

Though there's nothing like farm-fresh produce, heartier fare will give you the energy to work those long hours. The restaurant has an extensive take-out menu.

7

**ANIMAL SHOP**

When you grow enough grass to support livestock, the owner of the animal shop can sell you the animals and supplies to care for them. He'll also buy back animals that you raise.





# GORWING VEGETABLES

Seasonal produce is your cash crop. Each season, get into the routine of planting, watering, harvesting, and replanting, so you can ship almost every day, maximizing profit.

## CLEAR THE LAND



You can use your hands to pick out weeds and small rocks, but you'll need the hammer and ax to break up larger rocks and stumps.

## SPREAD THE SEEDS



A bag of seeds covers a 3x3 area. Seeds take root best in tilled soil. Plan patches so that all parts can easily be watered, or else plants won't grow.

## HARVEST



Once your plants have matured, pick the produce and deposit it into your shipping bin. Someone from the market will pick it up at 5 p.m. every day.



## CROP ROTATION

Some crops need to be re-seeded after harvest. Others continue producing throughout the season.

### ● NON-RENEWABLE CROPS



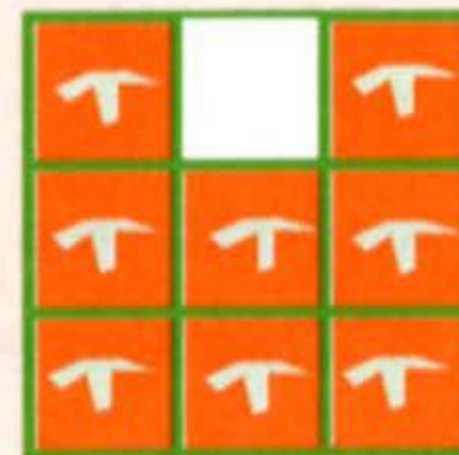
When these crops have been harvested, the ground will be ready for more seeds. All crops will die at the end of a season.

### ● RENEWABLE CROPS



Corn, tomato, and broccoli plants continue to produce, as long as they're regularly watered, throughout a single season.

## 3X3 AREAS



Concentrate on garden design. Though many patterns work effectively, this open square opti-

mizes area for seeds, while still allowing each square to be watered.

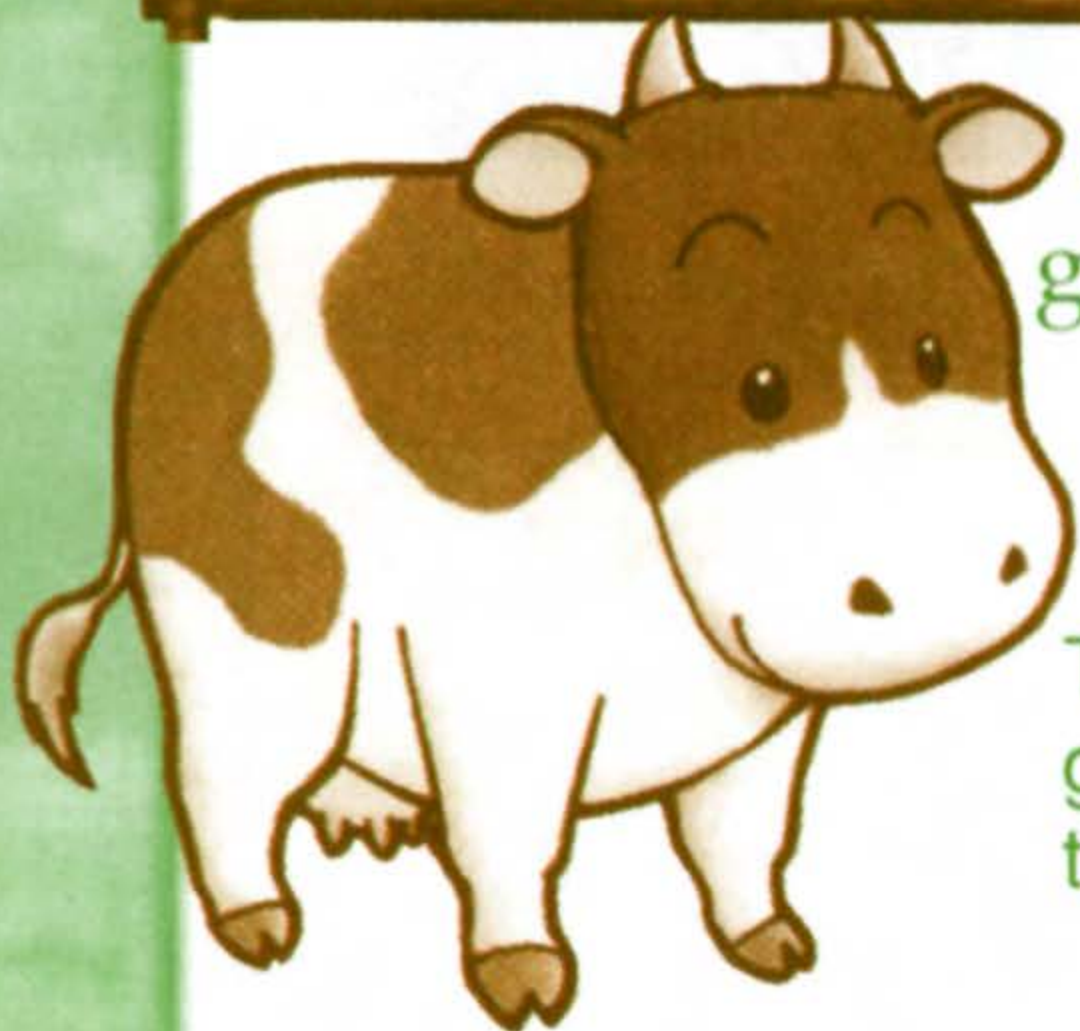




# RAISING COWS AND CHICKENS

Raising livestock can be a

real money maker, especially when the weather gets harsh. It's worth the initial investment.



## RAISING COWS

The Animal Shop will sell you a cow after you've grown enough grass for feed. Your dairy can hold four cows, which you must tend daily.

- **AS CONTENT AS COWS**

The key to raising healthy cows that give plenty of milk is to keep them happy. Brush, feed, and talk to them daily. You should also take them for an occasional walk!

- **COWS GROW IN 3 STAGES**



It takes time for calves to grow to maturity. Use the milking machine when they're finally ready to give milk.





## RAISING CHICKENS

While eggs don't sell for as much as dairy items, chickens are easier to care for than cows. Your coop will hold up to four chickens, which will lay eggs if they're not disturbed.

- **HATCHING AN EGG**



To hatch an egg instead of selling it, simply place it in the incubator to the right of the door and wait for the chick to arrive. Soon it will grow into a hen.



### Animals Need Your Attention

As mentioned above, love and attention will build a bond between you and your animals. Make sure your pets get the same by taking them out daily.





## ANNUAL EVENTS

Spirit would want you to get out every once in a while. People from town will come to visit you on special occasions.

**10th Day of Spring**

- **Joined by Horse**

**Last Sunday of Spring**

- **Picnic**

**Beginning of 1st Summer**

- **Earthquake**

**Sometime in Summer**

- **Typhoon**

**10th Day of Fall**

- **Vegetable Festival**

**24th Day of Winter**

- **Christmas Party**



### Watch for Strange Events!!

A lot can happen out on that farm. Make sure to check on all your property after anything strange happens. You never know...





## HARVEST SPRITES

What are those strange noises coming from under the tool shed? Well, the Ranch Spirit left some little helpers behind—Harvest Sprites!

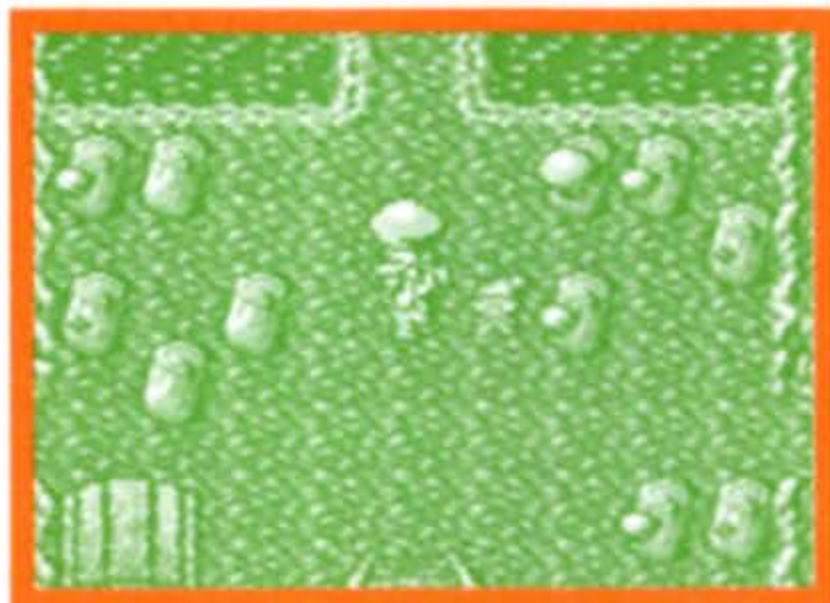


### WHAT ARE THEY?



Harvest Sprites are friendly gnomes that dwell in the caves under your farm. They're eager to practice talking to humans. Say "Hi" whenever you see one in the catacombs.

### ASK EM' A FAVOR !!



Harvest Sprites are fond of mushrooms. They often reward acts of kindness with magic tools. Always be honest with them. It's rumored they have connections with a spirit in the caves.





## CONDITION OF FARMER

You've got all year to turn the farm around, so no sense in burning yourself out. Part of working efficiently is knowing your limits. After all, you're only human.

### FEELING TIRED



There's a limit to the amount of work you can do before needing food or rest. Eventually, you'll get stronger and be able to work longer.



After half of your energy is spent, you'll mop the sweat from your brow.



The farmer will sigh and shrug his or her shoulders when your down to 40%.



You know its time to take a break when you stop working and plop onto the ground.



If you continue without resting, you'll temporarily collapse.





## HOW TO RECOVER



### ● THE HOT SPRINGS

A quick dip in the hot springs under the farm will restore 20% of your total stamina.



The best thing for a weary farmer is bed rest. You'll wake up refreshed and ready for the new day. The longest you'll be able to work, regardless of your stamina, is until 6 p.m.

### ● POWER BERRIES



Throughout the year, you may eat special berries that increase your endurance. Each one you eat adds 10 point to your maximum.

• Of Berry	0	2	4	6	8	10
MAX Point	100	120	140	160	180	200





## RANCH CENTER

Here's where you can visit other Harvest Moon players via the Game Link. You can barter supplies, livestock, and other goods with them. Some special items are available only in the Ranch Center.

### HOW TO EXCHANGE

#### ● PICK UP THE PHONE



Use the telephone in your "house" to dial up and connect with other players' Harvest Moon GB files. It takes a

moment for the Game Link to access files.

#### ● SELECT THE MENU



When both players have entered the Ranch Center, they must both press the A Button to establish a con-

nection. They can then swap livestock, seed surplus, and even pets.



## ● PICK THE ITEM



Negotiate with the other farmer for bartered goods. You will both need to confirm

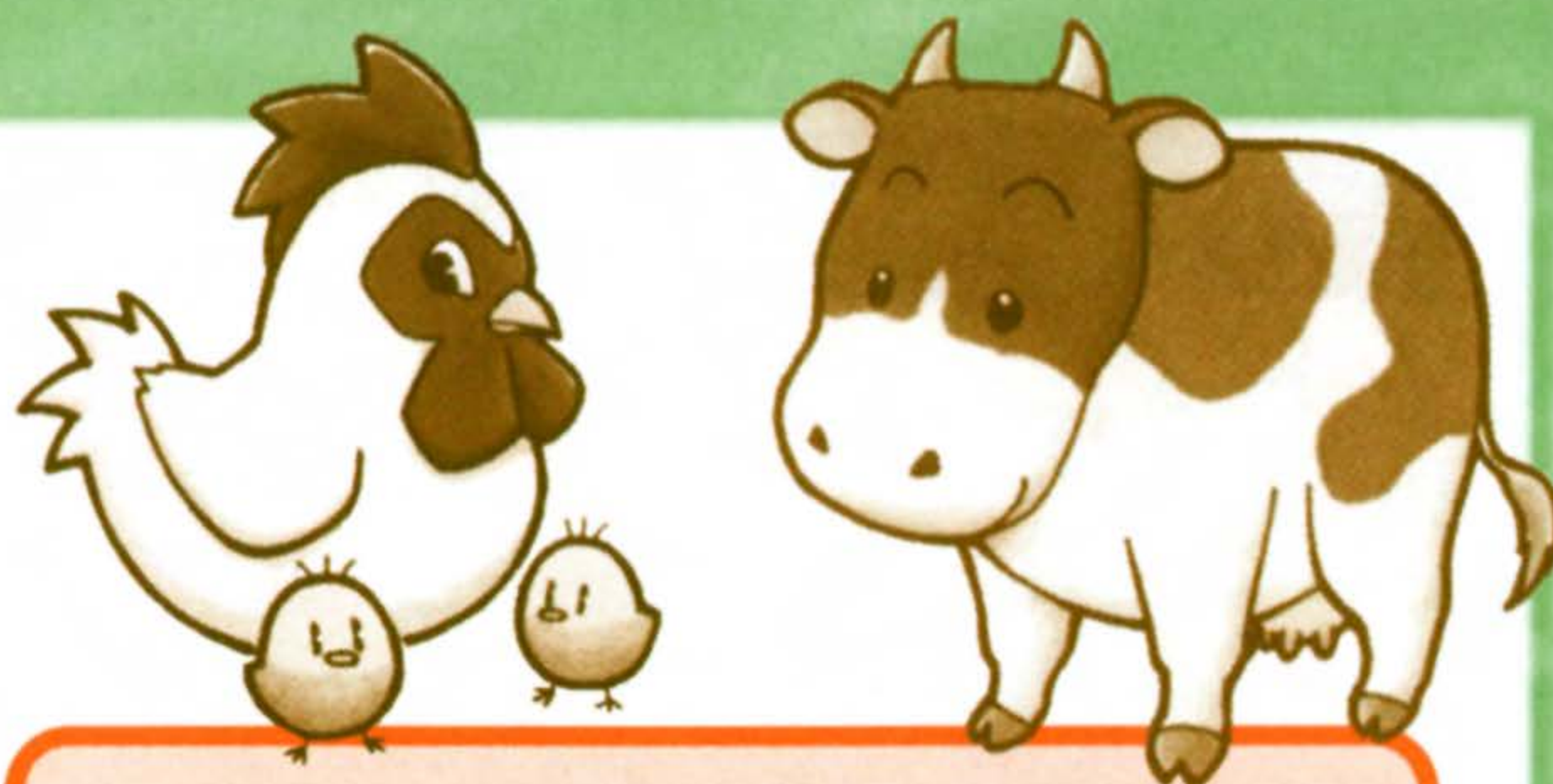
the trade with the A Button. Use the B Button to cancel.

## ● CLOSE



After the trade has been made, you can make another exchange or exit the

Ranch Center. Swapped items will then appear in your inventory.



## HOOKING UP



To operate in the Ranch Center, both players must have their Game Boys switched on, and be connected by the Game Boy Link Cable. Both need to dial out at the same time.



## ITEM LIST

To be a good farmer, you need to know when and how to use the supplies, implements, and tools at your disposal. Become familiar with them and you'll be well on your way to success.



### SICKLE



The sickle is used for harvesting grass. Cut grass is stored in the silo and is used to feed your cows and chickens.

### HOE



The hoe turns the hard, rocky earth into rich soil. Seeds will grow only in dirt that's been tilled with a hoe.

### AXE



It's hard work, but use the ax to break up troublesome stumps into more useful lumber.

### HAMMER



Use the hammer to break up large boulders that might interfere with your plowing.



## SADDLEBAGS



Load your crop harvests into your horses' saddlebags, rather than walking them back to the shipping bin.

## FEED FOR COWS



If the supply of feed in your silo gets low, you can buy more from the Animal Shop.

## FEED FOR CHICKENS



Chicken feed can also be purchased at the Animal Shop, but it's much cheaper to grow grass for them to eat.

## WATERING CAN



You'll receive the watering can as a bonus with the first bag of seeds you buy.

## MILKER



Use the milking machine to milk your mature dairy cows.

## SPRINKLER



Ann will trade you your watering can for this much more efficient device.

## COW BRUSH



Keep your cattle happy by taking the time to groom them every day with this.

## BELL



The bell is thrown into the deal when you buy your first cow. It is used to call the cows into the barn.



## MEDICINE FOR COWS



Pregnant or neglected cows can grow ill. Buy the medicine from the Animal Shop to nurse them back to health.

## COW POTION



This mysterious substance has the ability to get your cows pregnant.

## UMBRELLA



If you've impressed the Ranch Spirit, he may reward you with a magic, rain-making umbrella.

## FISHING POLE



Use it to catch fish that might supplement your farming income.

## VACCINE



Cows immunized with a vaccine stay healthy for a full season. It becomes available in the second year.

## SEEDS



You can't have crops of vegetables or grass without seeds to start with, which you acquire from the Flower Shop.

## PICKAX



The pickax is another gift from the Farm Spirit. Use it to access blocked caves.

## FISH



The fish that swim in the subterranean lake are particularly delicious, and are sure to corner a high price at market.



## **BUTTER MAKER**



The butter maker becomes available in the second year, and can make your dairy even more profitable.

## **CHEESE MAKER**



Although expensive, the cheese maker will pay for itself after only a short while. Get it in the second year.

## **CAKES**



Available at the restaurant, they're a little sweet, but will help refresh you.

## **LUNCH BOX**



This hearty meal is sure to energize even the most exhausted farmer.

## **BUTTER**



Once you begin producing butter at your farm, you can sell it at the market.

## **CHEESE**



You can also sell cheese at the market when you start making it at home.

## **RICE BALL**



Rice balls will be a staple of your diet. They're fresh and tasty!

## **MEAT DUMPLING**



Dumplings are good for a quick snack. They are inexpensive but not very filling.



## **CROISSANT**



These pastries are delicious and more filling than they look. Treat yourself to one!

## **POWER BERRIES**



Power berries are a rare delicacy that can increase your strength and vitality.

## **APPLE JUICE**



Available in the second year, it's just the thing for quenching a tired farmer's thirst.

## **GOLD HEN**



Legend has it that in the market of the Ranch Center is a chicken that lays Golden Eggs!

## **ORANGE JUICE**



Fresh-squeezed orange juice from the Juice Bar will completely reinvigorate an exhausted farmer.

## **GREEN TEA**



Green tea is a classic pick-me-up you can buy at the Juice Bar.

## **MILK**



Nothing satisfies like a tall, cool glass of moo-juice. Once your dairy is up and running, drink as much as you like.

## **GOLD EGG**



If the Golden Hen does exist, few things would be as valuable to sell at the market as one of its eggs!



## FARMING TIPS

Starting a farm from scratch has got to be one of the toughest jobs there is. It takes years of experience to learn all the wisdom a good farmer needs to survive. If you ever have trouble, consult this list of ten helpful tips:



When planting your vegetable gardens, locate them close to a pond because it's easier to get water there. No need to waste your energy hauling water across long distances.



.....  
You don't need to water your grass. It grows just fine without any help from you.



.....  
If you can't buy livestock, it's because you don't have enough fodder (grass). When you've stored enough grass in your silo, you'll be able to purchase cows and chickens.



.....  
You need to water your vegetable garden and feed your livestock once a day. Check the weather first because if it's raining you can skip watering the vegetables.





## FARMING TIPS



You don't need to feed chickens until they're fully grown. They get along okay on scraps they find around the farm.



If you forget to feed your livestock, they will not produce eggs or milk. So put it on your list of daily chores if you want to get ahead!



Pulling weeds and picking up small rocks doesn't use up any energy, so even if you are at zero you can keep working.



Don't plant after the 25th of each month, or you will not have time to harvest.



Plant your grass away from the vegetable box.



Make sure when you talk to Harvest Sprites, you don't have any tools with you. If you accidentally strike one with a tool, the Sprites won't help you because they'll be afraid of you.



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