

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

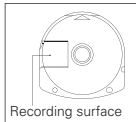
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape.
- Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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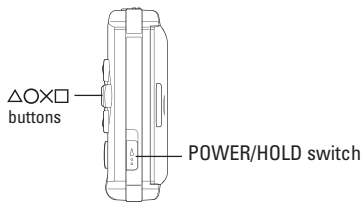
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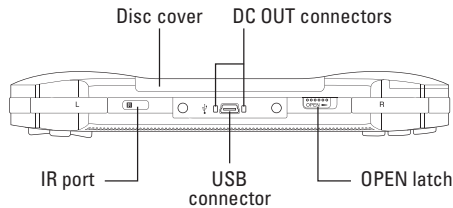
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Burlingame, CA 94010

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **HARVEST MOON®: BOY & GIRL** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **ⓧ** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

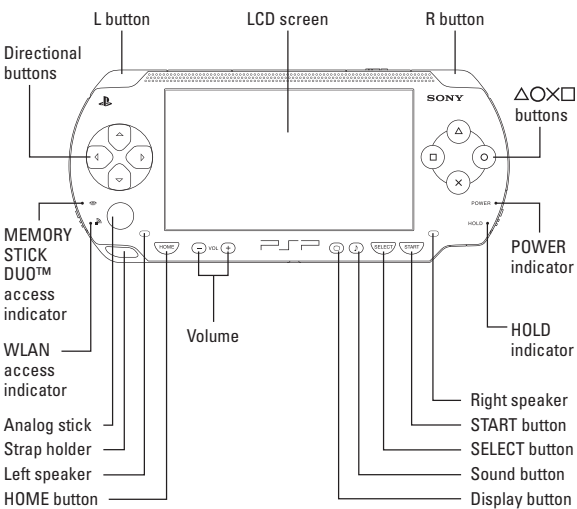
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



△ button	Views rucksack contents and gives description of highlighted items.
□ button	Uses the tool that you have in your hand.
× button	Selects menu choices, harvests and picks up or drops item in your hands.
○ button	Cancels option and allows you to run if you hold the button down.
L button	Whistles for your dog, push twice to whistle for your horse.
R button	Switches between equipped tools when pressed with the □ button. Adds or removes an item from your knapsack when pressed with the ○ button.
Directional Buttons	Moves your character or menu cursor around on the screen.
Analog Stick	Moves your character or menu cursor around on the screen.
START	Pauses the game and brings up the Status Screen. (see page 11)
SELECT	Displays the map screen. (see page 10)



FATE OR DESTINY?

Life is a bumper crop of fun and sometimes difficult decisions. In Harvest Moon: Boy & Girl, you must choose between **Destiny** (playing as a boy) or **Fate** (playing as a girl). While the farming chores might be the same, how you live with the locals can be completely different.

If you choose **destiny** and play as a boy, you take over the responsibilities of repairing and restoring your grandfather's ruined farm. It's been ten years since you last played here as a child. The mayor gave you three years to refurbish the old farm and then the local villagers will vote to accept or reject you and your efforts. There's also one other nagging question—back when you used to play here as a child, there was this charming neighbor girl who used to visit. You might remember her, but if you found her, would she remember you?



If you choose **fate** and play as a girl, you'll begin your adventure on the high seas. While cruising on a ship you meet a mysterious man who hints at the secrets to a wonderful life. Before you could learn more, your ship ventured into a violent storm and you were washed ashore near the remote village of Mineral Town. You're not sure how you reached shore or who found you and looked after you, but you do know that you're penniless and alone. Luckily the mayor of Mineral Town knows of an old farm where you can live until you figure out what you want to do with your life. And maybe you can find a way to thank the unknown figure who carried you to the beach after the shipwreck.



START YOUR LIFE

There's lots of chores waiting on your farm, but the most important thing now is starting the game. These easy instructions will get you on your way:

Choose Boy or Girl



As the game title suggests, you can play as a boy or a girl farmer, but the game story and goals are different depending on the choice that you make!

Start a New Game



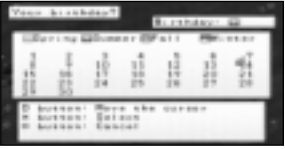
Choose the "New Game" option on the main menu to start the game. It's also a good idea to have a MEMORY STICK DUO with at least 320KB of empty memory for saving your game progress.

Enter Your Name



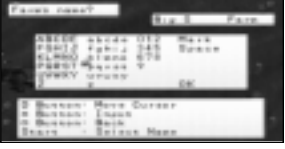
This is an important step. Pick a name for your character and make sure it's a good one. You don't want town folk calling you by a name that you don't like for the next three years...

Enter Your Birthday



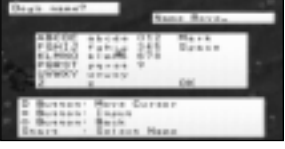
Choose the season and the day for your character's birthday. Everyone has a birthday. If you're really nice to people, they might even remember it and give you something special.

Name Your Farm



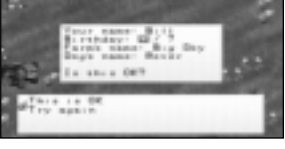
The folks down at the Yodel Farm named their digs, you should take it upon yourself to name your place too. Choose a good one that the folks in the village will like and remember.

Name Your Dog



Starting out on a farm by yourself can get a little lonely unless you have a dog around. Pick a name for your best friend—and don't forget to give him a hug every day!

Start Farming!



Let's see... name, birthday, farm name, and dog's name—yep, you're all set and ready to farm! Just remember to pace yourself. Don't get tuckered out on your very first day!

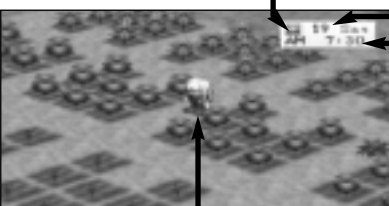


GAME SCREENS

A good farmer isn't just a hard worker; he's a smart worker. Besides using the right tools for the job, he knows how to use tools properly. This is also true for the game menus and displays. Use this information properly to work smart and you'll save yourself plenty of time without any runaround.

Main Screen

Your life unfolds on the main screen. Keep in mind that unless you're on a menu screen or inside a building, time is always ticking, and time is money on the farm.



SEASON
Color icon box displays the current season. Each season has 30 days.


DAY
The current day of the week. Sat. and Sun. are noted in blue and red.

TIME
The current time. Time ticks off in ten minute intervals.

YOU

Map Screen

There are plenty of places to explore and visit, which can get a little confusing if you're in a hurry to get somewhere. Press SELECT button to see a map of your surroundings and your farm acreage.




Map screen showing a top-down view of the farm and surrounding areas.



Rucksack screen showing a grid of items.

Rucksack

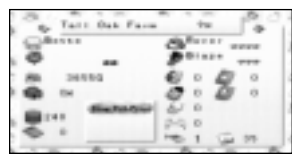
Your rucksack is probably the most important tool in the game. Press the  button to display the contents inside. Buying a larger rucksack will allow you to carry more goods.

Status Screens

The key to having a productive farm is to keep track of what you need to do and to prioritize your tasks. The best way to do this is with the game's status screens. Here's how they work:

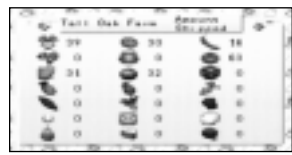
MAIN STATUS

The Main Status Screen displays your inventories, livestock count, fodder levels, farm improvements and cash reserves.



HARVEST

The Harvest Status Screen keeps a tally of all of the fruits, vegetables and dairy products you've shipped from your farm.



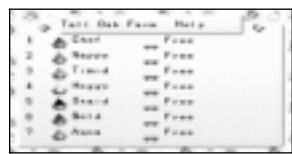
LIVESTOCK

Know how your animals are doing at a glance on the Livestock Status Screen. Here you can track age, happiness and other important stuff.



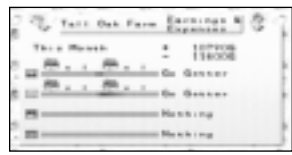
HELPER

Looking for an extra hand on the farm? The Helper Screen displays which Harvest Sprites are available and how much they like you.



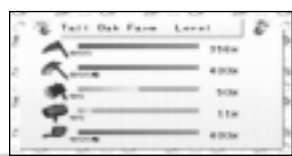
EARNINGS

Keep track of exactly how much cash you're spending versus how much you're earning per season on the Earnings Status screen.



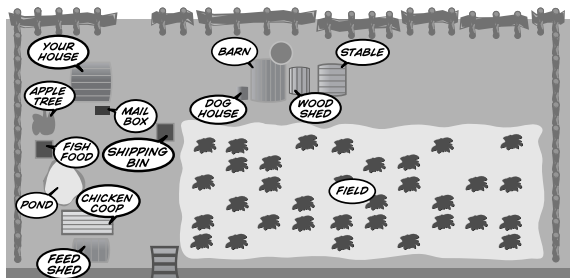
TOOL

You can't upgrade a tool unless you know how to handle it. Check the upgrade information on the Tool Status screen.



FARM MAP

You didn't inherit a poor farm-your place is one of the biggest around. Not counting additions and improvements, you have six buildings to manage. Aside from the woodshed and the mill, you'll need to visit these places daily.



YOUR HOUSE

This is where you can watch the news, fix a meal (after you remodel) and catch up on some needed shuteye. Your house is further explained on page 14.

APPLE TREE

The apple tree can do more than give you autumn apples-plant a couple of patches of flowers around your fields to attract bees. The bees will build a hive, allowing you to harvest honey.

MAIL BOX

Even if you don't have time to visit the village, you can still keep up with events and sales by reading the mail in your mailbox. Unopened mail will stay here for up to thirty days.

FISH FOOD

When you purchase fish food from Jeff at the Supermarket, the bags end up in the fish food bin. No matter how many fish you have in your pond, you only need to feed them one bag of food per day.

SHIPPING BIN

This is where you deposit your harvested crops for pick up. All produce must be in the drop box before 5:00 pm, excluding holidays, or you won't receive payment.

POND

If you catch fish with your fishing rod, you can release them into your farm pond and raise more fish. Just remember, if you start raising fish, you'll need to feed them every day.

CHICKEN COOP

You initially have room for five chickens in your chicken coop, but if you pay Gotz the woodcutter to remodel the coop, you'll find enough room for ten chickens and Saibara's amazing mayonnaise machine!

FEED SHED

Buying chicken feed is expensive, but if you toss corn into the corn mill, it will grind it up into your own blend of chicken feed. One ear of corn is enough to make ten chicken-satisfying servings.

DOGHOUSE

This is where your pooch sleeps when he isn't protecting your fields and livestock from wild beasts. Of course, having a doghouse won't stop your dog from curling up anywhere and sleeping at his leisure.

BARN

Your barn will hold up to ten sheep or cows in any combination. If you remodel the barn, you'll be able to accommodate up to twenty livestock. Thankfully, time stops whenever you work inside a building.

WOOD SHED

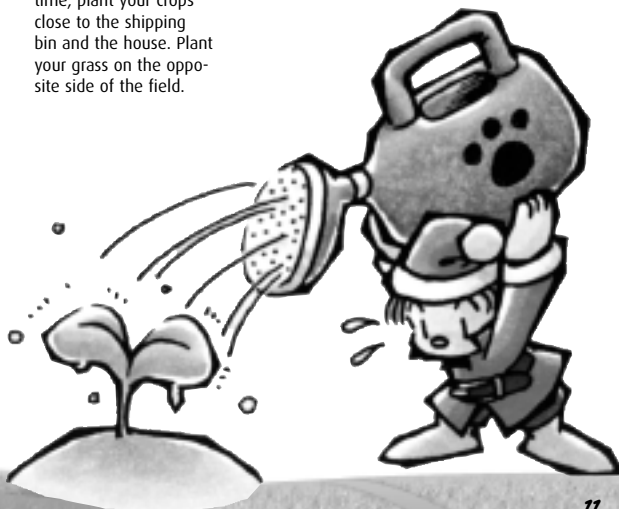
The wood that you chop up with your ax ends up in your wood shed. You can remove pieces and build fences in your field, or store the wood here for Gotz to use during his remodeling projects.

STABLE

Your horse sleeps in the stable. He would prefer to be outside if it's not raining, but it's important to call him (L button twice) and guide him inside if the weather report calls for rain in the morning.

FIELD

This incredibly expansive field is where you grow crops and plant grass. To save harvest time, plant your crops close to the shipping bin and the house. Plant your grass on the opposite side of the field.



YOUR HOUSE

Your day begins and ends in your house, which is filled with practical devices for helping you plan your workload and your week. If you plan each day properly, you'll find that you'll have extra time to squeeze in social events.



CALENDAR

The calendar on your wall displays all of the important holidays for each season. The shipper won't pick up crops on holidays.



TOOLBOX

Store your tools and seeds inside the toolbox. If you buy a larger rucksack, you'll be able to carry more tools at one time.



BOOKSHELF

Looking at books on the bookshelf activates a special option menu that allows you to configure your game options. After you remodel your house, you'll be able to use a second bookshelf to store important items like ore and stuff that takes up space in your rucksack.



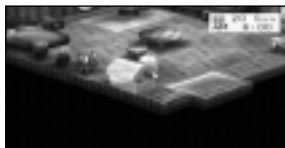
TELEVISION

Your television receives four channels. Press the directional buttons to choose a channel. The weather and news channels will alert you to upcoming events, but the Farmer Fran show has advice and tips on how to maximize your farming performance. If you're starting out, don't miss it.



DIARY

The diary is on the table next to your bed. Writing in your diary will save your game to a MEMORY STICK. Reading your diary will load a previously saved game from a MEMORY STICK. If you know someone who is playing Harvest Moon®: Boy & Girl, you can also exchange animals.



FANCYBOX

If you're playing as a girl, you'll find one more special box in your house: a Fancy Box. What do you do with it? Well, you certainly don't put tools inside here! As you explore the game you'll find beautiful and intriguing items that you won't want to throw inside your Rucksack. Put them in your Fancy Box instead!

Hey good lookin', what'cha got cookin'?

After you remodel your chicken coop, Gotz the woodcutter will offer (for a price, of course) to remodel your house. Remodeling and expanding your house is essential to improving your farm and your love life. One of the most important new features in your house will be your kitchen and its state-of-the-art appliances.

STEP 1: EXPAND

Gotz will need 4700G and 370 pieces of lumber to remodel your home. This might seem a little pricey, but it's worth every penny. No woman or man in their right minds would live in your little house. Besides, you can woo her/him with the great meals that you make in your new kitchen.

STEP 3: BUY

You'll also need utensils to cook in your kitchen. Luckily for you, there's a new TV program on Saturdays that sells them. Watch the show, then go to the Inn and use the phone to make a call to the shopping program to buy the great stuff you saw on TV.

STEP 2: SHARE

After you own a kitchen, start sharing your crops with villagers and they'll begin giving you their favorite recipes. You'll also learn new recipes on the Tuesday cooking show. Write the recipes down on a piece of paper so you can cook up these fancy dishes in your newly expanded home.

STEP 4: COOK

Once you have recipes, ingredients and utensils, you can start cooking in your kitchen. After you've successfully cooked a meal, the recipe will be automatically recorded in your cookbook. Cooking is an outstanding way to make friends. Besides, a guy/girl who can cook won't be single very long.



PLANTING & HARVESTING

With some careful planning you can run a really efficient farm. Pay attention to the date and the planting cycles of your crops. It's best to try to plant on the first day of a season, that way you can reach the farms full potential.

STEP 1: TILL

After you clear an area of rocks, weeds and sticks, you'll need to use your hoe to clear a patch for planting seeds. Seeds won't take root on ordinary ground. You'll need to till the earth with your hoe to make it easy for roots to grow.



STEP 2: PLANT

Each bag contains enough seeds to fill nine tilled squares in a 3x3 grid. Aside from throwing seeds on untilled soil, there is no way to control how your seeds fall to the ground. Once you select your seeds and press the ☐ button, there's no way to rearrange the seeds on the ground, so plan before you plant.



STEP 3: WATER

With the exception of grass, all seeds and crops must be watered daily to maximize your seasonal profit. Watering crops twice daily won't speed up plant growth and you don't need to water crops on rainy days. If your water can runs dry, you can replenish it at the fishpond next to the apple tree.



STEP 4: HARVEST

You can't pick a fruit or vegetable until it matures. Stand in front of the crop and press the ☐ button to pick it. Press the ☐ button again in front of the shipping bin or basket to store it. If you use the basket, carry it over to the shipping bin when it's full, press the ☐ button to empty the basket into the shipping bin.

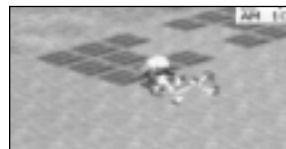
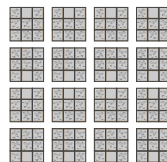


Crop Circles?

Since the game won't give you all the time you need to complete your daily chores, it's important to plan your fields to optimize crop yield and save time. Until you buy a basket, plant your crops close to your shipping bin. Leave paths for access and watering and read about the plant patterns below:

FAVORITE PLANTING PATTERN

Until your watering can is upgraded twice, the most productive field patterns are the ones shown on the right. If you plant your crops in a 3x3 plot, you won't be able to water the center square. Some farmers insist on doing this anyway with non-renewable crops like turnips and onions. If you decide to do this, keep in mind that you're leaving eight crop spaces fallow while waiting for one plant to mature.



AN EXCEPTION TO THE PLANTING RULE

After you've powered up your watering can twice, you'll be able to reach the crop square in the middle of a 3x3-tilled plot. To maximize your profit potential with non-renewable crops and a powered-up watering can, plant your seeds in a 3x3 grid. Some farmers will even resort to using this 3x3 grid format on renewable crops, cutting a path on the last day of the season to the center crop for a final bonus.





RAISING LIVESTOCK

You can raise 3 types of livestock on your farm: Chickens, cows and sheep.

Chickens

At 1500G each, chickens are the most affordable livestock in the game. Your chickens will constantly lay eggs as long as you remember to feed them daily. Miss a day of feeding and you'll miss a few days of egg laying.

BUY ONE CHICKEN

While it's never a good idea to count your chickens before they're hatched, all you really need is one egg to start your poultry empire. Use the incubator to hatch eggs and add to the rest of your flock.



EGGS VS. MAYO

After you pay Gotz to remodel your chicken coop, you'll be able to buy a mayonnaise maker from the blacksmith. The mayo maker is expensive, but the result is a better profit than from eggs.



Cows

Cows require more work than chickens, but cow's milk is worth a lot more than a handful of eggs. You need to brush and talk to your herd daily to keep them happy. A happy cow produces more milk than a sad one.

GROW GRASS

Barley at the Yodel Ranch won't sell you a cow unless you have plenty of harvested grass in your silo. A remodeled barn will hold 20 livestock—grow lots of grass before winter.



BUY A COW

If you have enough fodder, Barley will sell you a cow. After you buy your first cow, you can raise a calf by using a C.M. Potion. While raising a calf makes your expectant cow very happy, you can't milk her.



MILK VS. CHEESE

If you expand your barn, (which allows you to have more cows and sheep—as many as twenty total) the blacksmith will carry a cheese maker at his shop. Buy the cheese maker to make cheese from the milk.

Sheep

Your buyer is willing to pay a high sum for wool, especially if it is from a happy sheep. Like cows, sheep require brushing, talking and feeding every day to keep them happy, but the extra effort pays off big profits.

BUY SHEEP

If you have enough fodder, Barley at the Yodel Ranch will sell you sheep. Like cows, you can raise more sheep yourself if you buy a S.M. Potion. You won't be able to shear pregnant sheep, but a happy mom will produce extra wool.



WOOL AND YARN

If you invest the money and lumber in expanding your barn, the blacksmith will carry a yarn maker in his shop. Investing in a yarn maker will increase the profit of the wool you collect from your flock.



Your Dog

Hug your dog every day. Take good care of him and he'll protect your farm and your livestock from wild animals.



DOG RACES

The dog race is held on the 10th of Winter. Practice playing ball with your best friend during the fall. If he can follow your scent and you don't run too far ahead, you'll probably win.



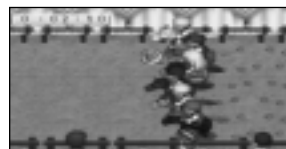
Your Horse

Considering that you don't have to feed your horse every day, it's easy to forget about him. Remember to brush him daily.



HORSE RACES

A happy horse is a fast horse. Brushing your horse daily will make it much easier to win the Horse Race each 18th of Spring. Keep in mind that you're strictly a spectator during the first year.





TOOLS OF YOUR TRADE

Tools are the lifeblood of your farm. As you use the hoe, ax, hammer, sickle and watering can, you'll be able to upgrade with a special ore at the Blacksmith Shop. Upgrading your tools will make you more productive.

HAMMER



Your hammer will crush the small rocks in your field. You'll need to improve it twice to break up all the big stones.

SICKLE



Use the sickle to cut grass. You can also use it to trim weeds, but you'll save energy if you pull the weeds by hand.

HOE



You'll need to till the soil in your field to make seeds take hold. Also, use the hoe to dig for ore in the mine.

AX



Use the ax to cut up branches in your field. You'll need to improve this tool before you can bust up the tree stumps.

WATERING CAN



If you grow any crops, you'll need the watering can. If you run out of water, refill it from the pond near your field.

RUCKSACK



Carry ore, flowers and cooking supplies in your rucksack. Later you can buy a larger rucksack at the Supermarket.

BASKET



You'll save trips to the shipping bin if you buy a produce basket at the Supermarket. It holds up to thirty crops.

BALL



Won sells you the ball during the first Summer. Use it to improve your dog's retrieving skills for the dog race.

BRUSH



To keep your cows, sheep and horse happy, be sure to brush them every day. You'll find it for sale at the Blacksmith's shop.

CLIPPERS



You can't cut the wool from your sheep unless you own the clippers. Buy them from Saibara the Blacksmith's shop.

MILKER



Saibara the Blacksmith sells the Milker at his shop. You'll need it the moment your new cows grow large and mature.

FISHING POLE



Talk to Greg on the pier at Mineral Beach to earn the Fishing Rod. You'll need it to catch fish and stock your pond.

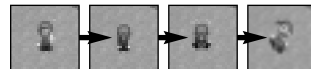


YOUR STAMINA

How much you complete each day on your farm isn't just limited to time—it also depends on how much energy you have and how you use it. As you work, you'll grow tired. If you work too hard, you'll even pass out!

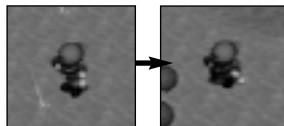
How Long Can This Go On?

Your body will start to falter and you'll stumble as you grow tired. If you keep on working, you'll wake up in the Clinic and end up missing a full day's worth of work.



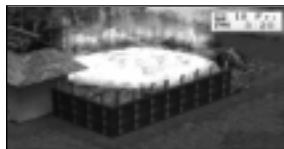
I Don't Feel Well...

Working long and hard outdoors in a rainstorm or during a snowstorm will wear you out. Recover in the hot spring or eat food or you'll end up sleeping in late the next day.



THE HOT SPRING

Soaking in the hot spring will revive a portion of your stamina, but you need to soak for at least an hour to receive any benefit. Of course, you can soak longer than an hour and replenish more of your strength, but this tends to take a big chunk out of your workday.



Power Berries

Power Berries are possibly the most valuable item in the game. Swallowing a Power Berry will permanently raise your stamina.



CARBO LOADING

Eating food will also restore a portion of your strength. If you're not strapped for cash or the work is too important to miss for the day, try eating a ripe fruit or vegetable from your field. Depending on the season, you'll also find food in the forest.

FIND A MATE

You don't have to be a romantic to get hooked on courting the spouse of your dreams—the chase is all part of the fun. But if you're not careful, you'll miss critical signals. Here's some important relationship tips:

Bring Them Gifts

Share gifts with all of your neighbors, but bring as many gifts as possible to the mate of your dreams. During conversations, they'll hint at their favorite item.

Do They Like It?

If they like the gift, you'll see it in their expression. If your gift is a favorite item, they'll have an amazed or dreamy look. Hint: Repeat, repeat, repeat...

Get to Know Them

While your sweetheart often mentions the same topics, sometimes they'll throw a question at you. Think before you answer—it will affect your relationship.

Tickle Their Fancy

Watch the love meter to see if your sweetie is ready for a long-term commitment. If so, buy the Blue Feather at the Supermarket and give it to them.

THE LOVE METER

Do they like you? The easiest way to tell is by checking the heart color in the dialogue box. If a they don't have one, their taken.

BLACK → PURPLE

BLUE → GREEN

YELLOW → ORANGE

RED



BACHELORETTES

ANN

While Ann might come across as a tomboy at first, she likes being treated like a lady. Try charming her with chocolates, strawberries and jewelry.



ELLI

While Elli usually seems more mature than most girls in town, she enjoys seeing kids play. She also likes flowers, strawberries and jewelry.



KAREN

There's never enough hours in the day for all of Karen's planned activities, but when it's time to relax, she enjoys sipping wine from the Aja Winery.



MARY

Mary is easily one of the most well-read villagers for miles around. If she's not reading a book or writing something, ask what she thinks of grape jam.



POPURI

Popuri can come across as childish at times, but nothing brightens her day more than sweet treats, Pink Mint flowers and special meals made from eggs.



BACHELORS

DOCTOR

While the Doctor might seem too focused on patients to give any thought to romance, he can be won over if you pick some fresh wild herbs for him.



CLIFF

Cliff comes across shy and quiet at first, but he will warm up if you visit with him often. His favorite foods include Very Berries, curry, bread and rice balls.



KAI

Kai has a notorious reputation around town as a ladies man, but you can rise above local romantic rivals with special gifts of oil, corn and honey.



RICK

Rick seems social and friendly but his ugly side appears whenever he talks about Kai. Try distracting him with eggs or tasty dishes made with eggs.



GRAY

If Cliff is shy, Gray is silent and sullen. Uncover his real personality and feelings with gifts of wine, flowers and practically any mineral you can mine.



THE SEASONS

SPRING

The work that you start in the spring won't let up or even slow down until you're into the short days of winter. Each of the four seasons has thirty days. These handy calendars show you what to expect so you can plan ahead.



Crop	Days to Grow	Renewable	Value Each
Turnips	4	N	60G
Potatoes	7	N	80G
Cucumbers	9	Y	60G
Cabbage	14	N	250G
Strawberries	8	Y	30G

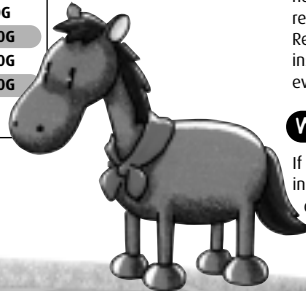
*RENEWABLE - This means that as long as you continue to water the crop, it will produce throughout the season.

Item	Amount	Value Each
Bamboo Sht.	3 by Hot Spring	50G
Blue Grass	1 Gotz House/1 Hot Spring	100G

SUMMER

As the Spring rains subside, you'll need to plant a new batch of Summer crops and water your fields regularly. Corn and tomatoes will continue to grow in the same plots even after you harvest them-provided you remember to water.

Crop	Days to Grow	Renewable	Value Each
Onions	7	N	80G
Tomatoes	9	Y	60G
Corn	14	Y	100G
Pineapple	20	Y	500G
Pumpkins	14	N	250G



FALL

There might be a few more rainy days in the Fall than there were during the Summer, but the work on your farm is intensifying as the days grow shorter. Harvesting grass for your livestock should be a high priority.

Crop	Days to Grow	Renewable	Value Each
Eggplant	9	Y	80G
Carrots	7	N	120G
Sweet Potatoes	5	Y	120G
Green Peppers	7	Y	40G
Spinach	5	N	80G

Item	Amount	Value Each
Mushrooms	4 All Over Forest	70G
Poisonous M.	1 By Gotz House	100G
Berries	2 By Lake	50G
Truffle	1 By Lake	500G
Green Grass	1 Gotz House/1 Hot Spring	100G



WINTER

Your fields might be buried beneath heavy snow, but Winter is no time to rest. Improve your tools and strengthen bonds with your neighbors. Spring is just around the corner, and with it comes more work and surprises!

GROWING CROPS IN WINTER HOTOHOUSE STYLE

If you invested in a hothouse earlier in the year, you'll reap the fiscal benefits in the Winter. Hothouses allow you to plant fruits or vegetables in any season and harvest crops throughout the year. There's enough room to plant four 3x3 plots. The best crops to grow in a hothouse are pineapples, which are renewable and worth 500G per plant. Remember that you don't have to rush inside the hothouse-time stops whenever you work indoors.



WINTER-A TIME FOR MINING AND WOOD CUTTING

If you don't own a hothouse, you can still build up your reserves for the coming months by cutting wood and digging for ore in the mines. Winter is the only time you can cross the ice and explore the ore-rich cave located on the island in the middle of the lake on Mother's Hill.

SPRING

1 New Years Day	2 Louis's Birthday	3	4 Bold's Birthday	5	6	7
8 Goddess Festival	9	10	11 Saibara's Birthday	12	13	14 Thanksgiving
15 Strid's Birthday	16 Eli's Birthday	17 Barley's Birthday	18 Horse Race	19 Lillie's Birthday	20	21
22 Cooking Festival	23	24	25	26 Aqua's Birthday	27	28
29 Greg's Birthday	30 Sasha's Birthday					

SUMMER

1 Opening Day	2	3 Popuri's Birthday	4 Harris's Birthday	5	6 Cliff's Birthday	7 Chicken Festival
8	9	10	11 Basil's Birthday	12 Tomato Festival	13	14
15	16 Timid's Birthday	17 Ann's Birthday	18	19	20 Cow Festival	21
22 Kai's Birthday	23	24 Fireworks Display	25 Thomas's Birthday	26	27	28
29 Zack's Birthday	30					

FALL

1	2 Goltz's Birthday	3 Music Festival	4	5 Stu's Birthday	6	7
8	9 Harvest Festival	10 Hoggy's Birthday	11 Manna's Birthday	12	13 Moon Viewing Day	14 Chef's Birthday
15 Karen's Birthday	16	17 Doctor's Birthday	18	19	20 Carter's Birthday	21 Sheep Festival
22	23 Anna's Birthday	24	25 Fall Horse Race	26	27 Rick's Birthday	28
29	30					

WINTER

1	2 Kano's Birthday	3	4	5	6 Gray's Birthday	7
8	9	10 Dog Race	11	12	13 Ellen's Birthday	14 Winter Thanks
15 Duke's Birthday	16	17	18	19 Won's Birthday	20 Mary's Birthday	21
22	23	24 Star Night Festival	25	26 May's Birthday	27	28
29 Jeff's Birthday	30 New Years Party					

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Updating the PSP® (PlayStation®Portable) system**Updating the PSP® system software**

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

