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If you choose to marry in The Tale of Two Towns, you have 12 marriage candidates to select from. You can not marry someone of your own gender. Marriage cannot be undone once you propose to your spouse; there is no divorce in Harvest Moon games. Can you accidentally get married twice? Committing bigamy in the United States is against the law in every state, and those who engage in it can be subject to both criminal and civil penalties. Civil law treats this concept somewhat differently than criminal law. Because your second marriage is illegal, it is considered void because it legally cannot exist. What happens if you marry twice? Bigamy results in an invalid marriage. This happens even when the person thought they were legally divorced. In the United States, same sex marriage is legal. These marriages are not immune from bigamy. If a same-sex couple gets married but one spouse is still married to another person, the second marriage is invalid. Can you get married in Harvest Moon one World? In Harvest Moon: One World there are 5 available marriage candidates to select from. As there is no same-sex marriage in this game, players can choose from 5 bachelors if they are playing as the woman protagonist, and 5 bachelorettes if they are playing as the man protagonist. How often can you go on a date in Harvest Moon? You can only go on one date per day per person and dates can't trigger on festival days, stormy days, or if you haven't talked to the person for at least 7 days. You can continue to go on dates with the marriage candidates once you are married, but you will start to earn jealousy points with your spouse if you do. When do you get a blue feather on Harvest Moon? Once you have the bachelorette at a little more than five hearts plus the first house upgrade, you can purchase a blue feather from the peddler on Sunday and give it to your soon to be fiance on Saturday (Sunday if going for Nina). After the wedding, your wife will change into a rather bland lavender dress and move in with you. How many flowers do you need to get married? Each flower marker on the person's conversation box indicates the current friendship level you have with that person; 1 flower is below 10,000 FP, 2 flowers is between 10,000 FP and 20,000 FP, and so on. You need to be at 60,000 FP before you can marry him or her. If you choose to marry in The Tale of Two Towns, you have 12 marriage candidates to select from. There are 6 girls if you are playing as the boy hero and 6 boys if you are playing as a girl. You can not marry someone of your own gender. Marriage cannot be undone once you propose to your spouse; there is no divorce in Harvest Moon games. If you don't like your spouse anymore, then you will have to start a new game. Alisa Georgia Laney Nori The Oracle Reina Ash Cam Dirk Hiro Kana Mikhail Spouses in the game don't work on your farm, cook a daily meal, or bring in any income. Once you are married you can celebrate your birthday by going into your house after 8:00 pm to get a dinner party. You can't celebrate your birthday until after you're married. You will also celebrate your wedding anniversary the same way. Marriage Requirements Basics: - Year 2 or later- 60,000 FP (full flowers)- Big Bed- All Flower events (if required) The first thing you need to do is introduce yourself to your future spouse! Some of the marriage candidates are available from the beginning of the game, but some others aren't available until later in the game. Once you've talked to a person at least once, you can begin to give them gifts to increase friendship with that person. Each flower marker on the person's conversation box indicates the current friendship level you have with that person; 1 flower is below 10,000 FP, 2 flowers is between 10,000 FP and 20,000 FP, and so on. You need to be at 60,000 FP before you can marry him or her. Each person had different gift preferences and you can only give 1 gift per day. The best gift you can give will earn you +800 Friendship Points. If the gift is something the person likes you'll earn +300 FP. If the person is indifferent towards your gift then you'll only earn +50 FP. Give the best gift you possibly can per day in order to quickly raise friendship with the person. The Big Bed needs to be in your house so that your spouse has somewhere to sleep. You do not need to remodel your house in order to get married. Once you reach year 2 in the game, check the message board in the town you are living in for the Bed Build request from Eileen. She will post it once you are at Request Level 3 and Eileen has over 7750 FP. To complete the quest, bring her 2 Ore Stones and 30,000 G to get a larger bed for your house. Dates and Flower Events You can also raise friendship with a marriage candidate by going out on a date with the person. Once you reach at least 5000 FP with a marriage candidate, you can talk to him or her to ask about going on a date. On certain days of the week, talk to the person twice to be prompted to go on a date. Each person has three times per week that you can ask about dating. If you ask at the right time, you will be given three locations to choose out of five possible choices. Each person has two places they like, one place that they are okay going to, and one that they really are not fond of. If you select a good spot, you'll earn +100 FP. If you pick the bad spot, you will lose 100 FP. After you are married, you can go on dates with your spouse and your farmhouse becomes a sixth place for a date location. You can only go on one date per day per person and dates can't trigger on festival days, stormy days, or if you haven't talked to the person for at least 7 days. You can continue to go on dates with the marriage candidates once you are married, but you will start to earn jealousy points with your spouse if you do. Flower Events Most of the marriage candidates have flower events that you must trigger before you can marry him or her; Alisa and Dirk do not have any flower events so the events are not required for their marriage. These are the same as "heart events" from past Harvest Moon games. The flower events can be viewed when you are at the required color for the event or higher. To trigger a flower event, you will need to go on a date with the person at the right time for the event to occur. Instead of the standard date scene, you'll see the flower event instead. Flower events are available at purple (10,000 FP), blue (20,000 FP), green (30,000 FP), and yellow (40,000 FP) flower colors. Each flower event can only be viewed once. During the event you'll be prompted to respond to the person. A positive response can earn you between 2000 and 3000 bonus FP, but a negative choice will cost you between 2000 and 3000 FP. Some of the flower events have extra requirements, such as friendship with other villagers or a specific type of weather. Jealousy Points CandidateGrnYlw Ash+1+2 Cam+2+3 Dirk+3+4 Hiro+1+2 Kana+2+3 Mikhail+3+4 CandidateGrnYlw Alisa+3+4 Georgia+3+4 Laney+1+2 Nori+1+2 Oracle+3+3 Reina+2+3 Once you reach the green flower event with a marriage candidate, the other candidates will start to accumulate jealousy points if they have more than 5000 FP. Each time you trigger a green or yellow flower event, you'll earn more jealousy points with the other marriage candidates. Some candidates will earn jealousy points faster than others. The Oracle will actually earn +2 JP if you trigger a blue flower event with another girl! Also once you propose marriage to someone, or you experience a reverse proposal, all of the remaining candidates will automatically earn +5 JP. After you are married, you will still rack up jealousy points with the old marriage candidates. If you go on a date with your wife or husband, you will get +1 jealousy point with the people you didn't marry. If you decide to go on a date with one of the old candidates, you'll earn +3 JP with your spouse! Once you reach 10 JP with a person, he or she will stop giving you a friendly greeting. The person will also stop accepting your gifts, posting message board requests, or ask you about going on a date. If you get prompted to apologize to the person, then it might be a good idea to do so! Accumulating JP points might be worrisome, but the fact that they reset so easily means you may never have a problem with the jealousy point system. Going on a date with someone will reset that person's JP back to zero. Even simply taking first place in some of the festivals will reset the JP to zero if the candidate attended the festival. Basically it is good to know that the jealousy point system exists, but it is such a minor issue that you might never even notice it. Proposal and Wedding After you have completed the basic marriage requirements, you can propose marriage. The Blue Feather will appear in both Raul and Enrique's shops once you have reached 50,000 FP (pink flower) and you are in year 2 or later. The feather can be bought from either shop, but you can only buy it once; if you somehow lose it, then it is gone. The Blue Feather will cost 10,000 G. You can only propose marriage on Sunny or Snowy days. You do not need to go on a date to propose marriage. Simply give the Blue Feather to your potential spouse as a gift, and then watch the cut scene that follows. Your wedding will take place a week later. If the wedding was scheduled to occur on a festival day or villager's birthday, then the ceremony will be pushed to the first normal day afterward. The wedding date does not appear on your calendar. The wedding will take place on the mountain summit. Nathan and the villagers of your town will be there to witness your wedding ceremony. There are no special wedding clothes; you will be wearing whatever outfit you chose to wear before you went to bed that night. If you marry the Oracle, then the Harvest Goddess is the one who presides over the ceremony and there are no other attendees. After the ceremony is over, the game credits will appear and then you'll return back to your house. You can still trigger date scenes with other people even if you're engaged to be married. Reverse Proposals If you are playing as a girl, you can have the boys propose to you instead! You do not need to own the Blue Feather to trigger a reverse proposal. Only Ash, Hiro, and Kana have reverse proposals. To activate a reverse proposal the boy must be at 65,000 FP, which is the maximum number of friendship points possible. When the boy has a full bloom red flower you'll be at 60,000 FP, so you need to continue to give the person gifts until you are comfortable that he has reached the required friendship point value. The next step is to trigger a date scene and select a preferred location. After the normal date conversation, the boy will want to tell you something important. You'll then be transported to the Harvest Goddess' Pond where you will receive the Blue Feather from the boy. He will then explain how he feels about you and ask for your hand in marriage. If you accept his proposal then you will married a week later, but if you reject the marriage proposal then you lose 15,000 FP with him! Married Life After the wedding and the game credit, you will return to your farm house. Your spouse will ask what nickname you would like him/her to call you. You can put in your normal name or pick something cute. Once you've selected your nickname you can't change it! Now that you're married, you can celebrate birthdays and your wedding anniversary (which now appears on your calendar). Go into your house after 8:00 pm to have a dinner with your spouse when the day is your birthday, your spouse's birthday, your child's birthday, or your wedding anniversary. You will earn +1000 FP with your family members for triggering the special meal event. If you want to have a child, you will need to wait 31 days after the wedding, have the second bed upgrade, and have your house reformed. The house upgrade will cost you 30 Material Stone, 30 Lumber, and 1,000,000 G. Another thing that can happen is your spouse can become unhappy if you ignore him or her for 31 days and your spouse's friendship level is at 2 Flowers or less. When you wake up in the morning, your spouse will complain that he/she is not feeling well. You're always busy working! If you tell your spouse that today you'll stay close, you will earn +3000 FP with your spouse. If you respond by telling him/her that you're leaving for work anyway, then you'll get -3000 FP. Help and Admin Contact | Site Map | Harvest Moon News | Privacy Policy | Twitter | Game Credits This is a complete list of all 6 bachelors available for marriage in the game Harvest Moon: The Tale of Two Towns. All items (6) Released GamesAdvertisementsPopular GamesTetris DS, (DS)Robots, (DS)Advertisements Tale of Two Towns General Guide and Walkthrough by Freyashawk Created on 26 September 2011 Last updated on 13 October with section on Wonderfuls This is a work in progress and will be updated regularly! Credits: I would like to thank ILuvHM for all of her help with this and all my Two Towns Guides. ********** Introduction: ********** The Tale of Two Towns begins with a vision of an idyllic life: 'Welcome to a mountain of lush green forests and abundant wildlife. Nestled at the foot of the mountain on each side are two distinctive villages. A young farmer with dreams of owning a farm has come here to make the dream real.' In 'Tale of Two Towns', you choose not only your character's gender but his/her residence of choice. There are two Towns, as the name of the game announces. The two Towns are Bluebell and Konohana. Bluebell Town specialises in Animal Farming. Konohana specialises in Crops and Orchards. The Towns are separated by a mountain region. The mountain region is mentioned at the very start and indeed, it is one of the most important and entertaining aspects of Tale of Two Towns. You will find a multitude of wild items, fishing locations and wild animals in the mountain area and it is incredibly beautiful. The Harvest Goddess will tell you the history of the Two Towns as well as the reason why she blocked the tunnel that cuts through the mountain and once acted as a shortcut between them. Too much bickering between the Mayors and villagers of both towns became unbearable to her and she caused an earthquake to bring down boulders to act as a barrier. Your primary task at the start of the game is to restore good relations between Bluebell and Konohana as she regrets the act that further divided them. In fact, the Harvest Goddess is a very active participant in Two Towns, as she will appear to congratulate you for small accomplishments at every possible opportunity. She even will congratulate you when you have used the entertaining devices such as zip lines and bounce mushrooms in the Mountain Area a specific number of times! Although Crop Farming and Animal Husbandry are divided between the two Towns and you must choose between the two at the start of the game, it is not only possible but desirable to change your residence from time to time. You have the ability to make a choice each season, so every player can experience the unique beauty and charm of each Village, not only as a tourist but as a resident. While living in one Village, you are encouraged to visit the other. Each Village has some basic shops, but there are specialised businesses that can be found only in one of the two. Note that although you must choose between Crop Farming and Animal Husbandry, you will be able to grow Crops on your Farm in Bluebell Village or raise Animals on your Farm in Konohana. In true Harvest Moon tradition, there are Cooking Festivals and it is the Cooking Festivals that offer you the opportunity to begin to mend relations between the Two Towns. Players of both Harvest Moon and Rune Factory will note new options in this Harvest Moon game that have been taken from Rune Factory. Among other things, there is a Message Board where Requests can be taken and Courtship includes both Heart Events and 'Date Events'. Flower icons take the place of Hearts in Tale of Two Towns. Players who enjoyed Grand Bazaar will note that some of the Characters as well as gameplay options from that game have been included in Tale of Two Towns. The three brothers who were so prominent in the Bazaar are Characters in Tale of Two Towns. Other Characters who will be introducted at specific points in the game are Pierre the Gourmet who will preside over the Cooking Festivals and Nathan, who will occupy the Church in Bluebell that is empty at the start of the first Spring. Another Grand Bazaar option is the ability to purchase pets who will herd your Animals as they do in Grand Bazaar. The Mountain Area that separates the Two Towns is particularly glorious in this game, and gives a Player the ability to forage for Mushrooms, Bamboo Shoots and other wild items as well as Fishing and catching Insects. New to Two Towns is the ability to catch fish with your hands! The use of a Fishing Rod is necessary to catch many varieties of Fish but shallow waters offer the chance to 'hand fish'. ********** Effects of Choice of Residence ********** A Player initially may be reluctant to make a choice between the two villages or fear that doing so will affect his/her life drastically. In fact, a Player's choice for the most part simply changes the order in which new options are introduced to some extent as well as the distance to certain Shops. Most Shops are not duplicated and therefore, you may have to travel to the other village to visit a specific Shop. This involves a journey through the mountain region. At the start of the game, in particular, the mountain area will be your primary source of income and you therefore should welcome the opportunity to travel between the two Villages. At the start of the game, the Shops and Businesses are divided between Bluebell and Konohara as follows: ********** List of Shops and Businesses ********** ********** Bluebell: ********** Bluebell Town Hall Open 7.00 a.m. to 5.00 p.m. Closed Mondays, Festivals Cam's Flowers Open 10.00 a.m. to 5.00 p.m. Closed Monday, Thursday, Friday Diego's General Store Open 8.00 a.m. to 8.00 p.m. Closed Saturdays, Festivals Eileen's Carpentry Shop Stop by for all your Carpentry Needs Grady's Animals Open 10.00 a.m. to 5.00 p.m. Closed Monday, Thursday, Festivals Howard's Cafe Open 10.00 a.m. to 10.00 p.m. Closed Thursdays, Festivals Jessica's Livestock Open 10.00 a.m. - 5.00 p.m. Closed Wednesdays, Festivals ********** Konohana: ********** Konohana Town Hall: Open 7.00 a.m. to 5.00 p.m. Closed Thursday, Festivals Konohana Clinic Stop by if you're feeling sick or under the weather. Gombe's Seeds Open 10.00 a.m. to 5.00 p.m. Closed Monday, Tuesday, Festivals Kana's Animals Open 10.00 a.m. to 6.00 p.m. Closed Friday, Saturday, Festivals Mako's Orchard Bring all your questions about fruit trees to me! Raul's Shop Open 8.00 a.m. to 8.00 p.m. Closed Sundays, Festivals Sheng's Smithy For all your Smithing needs. Yun's Tea House Open 10.00 a.m. to 10.00 p.m. Closed Tuesday, Festivals As you can see, your Character will need to travel often between the two Villages in order to visit Shops that are not found in his/her own Village. There are other differences between Bluebell and Konohana that will not be apparent immediately but are associated with advanced options. In Bluebell Village, you can have Bee Hives, a Cheese Maker, Yarn Maker, Drink Maker and a Pet Playpen. In Konohana Village, you can have Rice Paddies, a Seed Maker, Flour Mill, Fermenter and Fish Pond. Hints are given as to some of these special advanced options in the Books you can find even at the start of the game. For example, a Book in Bluebell Town Hall discusses Bees, Hives and Honey and a Book in the Konohana Town Hall discusses Fish and Fish Ponds. ********** Requests ********** The Request system at the heart of Rune Factory social interactions has been introduced to Harvest Moon in Tale of Two Towns. You will find a Message Board in the centre of each Village and a number of Requests will appear almost immediately. These are in the nature of elementary tutorials with respect to hand-fishing, insect-catching and social interactions and a specific Item or Items is connected to each Request. By obtaining the Item/s before you accept the Request, you can expedite the process. Note that the same four initial Requests will be found in each Village although the Character who makes the Request will be different in each case, as it will be a Resident of your own Village. You will find bookcases throughout both Villages in the houses and shops that contain books on various topics. A book in the Town Hall deals with the subject of Requests: The basics of requests. To fulfill a request, first examine the message board. Both Bluebell and Konohana have a message board. The boards are posted with requests for help or favors by members of that village. Choose the request you want to fulfill, and give the requested item to the requester withing the posted time frame. When you give the requester their requested item, you can give them items from your cart if it's nearby. Not all requests are for items. Some people request help with various jobs...And pay attention, because sometimes people post requests to be fulfilled for other people. Even if you are unable to fulfill a request before the deadline, there is no penalty for failed requests. So try to take on requests even if you're not confident that you will succeed. If you succeed in fulfilling a request, you'll get a fantastic reward! However, if you bag is full when you get your reward... You'll have to get rid of items in your bag to accept the reward. Make sure to make some room in your bag before you fulfill a request. Or bring along a cart with plenty of room left. Levels and rankings. If you've fulfilled a lot of requests, you will go to the next request level. When your request level goes up...You'll be able to take on higher-ranking requests. The rank shows just how difficult a request is. There are 5 different ranks: D, C, B, A, and S. Basically, the higher rank a request is, the harder it will be to fulfill, and the more difficult the request. High-ranked requests give you the chance to earn rare items...So try and fulfill a lot of requests so you can attempt the high-ranked requests. As your request level goes up, so does the number of requests you can take on. In the beginning, you can only take on 10 requests at a time. But when you get to a higher rank, you can take on more requests at a time. However, once you accept a request, you can't cancel it. So be careful not to take on so many requests that you can't accept any more. Your first Request likewise gives information about Requests. If you live in Bluebell, the Requester will be Rutger. If you are a Resident of Konohara, Ina will make the Request and deliver the tutorial as follows: First, you accept a request from the message board. Next, you try to acquire the item or items the person has requested. Finally, you give the items to the person that requested them. If you deliver the requested item by the deadline, you'll receive a reward. Once you get your reward, you are done with the request! And that's basically how it works. There are three things to remember about requests. The first is that there is a deadline. If you go past the deadline for a request, then you will fail to fulfill it. The person who requested the item won't accept it from you anymore. But don't worry! There are no penalties for failing! So don't be afraid to fail. Go ahead and take on requests! . The second thing to remember is how to deliver the item to the requester. First, after taking on the request, get the item and put it in your bag. Next, talk to the requester, and they'll ask if you want to talk about the request. After that, a screen will appear where you can give the requester their item. After you've delivered the items requested, you'll receive a reward. This is the final thing to remember, and it's important! If your bag is full... ...You'll be forced to throw away one of your items, or lose your reward! You wouldn't want to lose the reward you worked so hard for, would you? So make sure you have room for your reward when you go to fulfill a request! Tap requests on the bottom screen if you want to check what requests you've taken. Now, why don't you try taking on a request? First, check the message board. You'll see requests on the bottom screen. Use the +Control Pad to select a request, then push the A Button to view it. I put up a starter request, so try picking that one! Rutger's first Request allows your Character to obtain his/her first adult Chicken and Cow. Ina's first Request allows him/her to obtain the first Turnip and Potato Seeds. New: Life in Bluebell Requester: Rutger Request: Welcome to Bluebell. I want to tell you something. Please accept this request. Press the Y Button to see the details. Select with the A Button. When he pressed the Y Button, he saw the following details: Life in Bluebell Give to Rutger Reward: Fodder, Chicken Feed When he pressed the A Button: Accept Cancel He moved the cursor to 'Accept' and pressed the A Button. Rutger: That's the way! That's how you accept a Request! For the request you just accepted, the requester is Rutger... That's me, of course. And just like it's written on the request, I want to explain something to you. So, let's go back to your farm now. When you return with Rutger to your farm, he will introduce you to Jessica, who has brought a Cow and Chicken with her. You then will learn the basics of Animal Husbandry. If you receive your Request from Ina, you will learn the basics of Crop Farming. The text of this tutorial is given in the section that deals with Crop Farming. ********** Importance of Requests ********** Although you can ship Items in Tale of Two Towns, the Requests System is based on your Character's ability to give specific Items to the Requester. In the same way that your Character in Grand Bazaar saved Items for the Weekly Bazaar, he or she will need to organise Items for the Requests that appear almost constantly on the Message Boards in both Villages. Requests offer Rewards for Items that otherwise have little financial value, such as various Small Fish and Insects. Completing Requests regularly will give your Character Ingredients and Supplies that are extremely useful. You need seldom buy Chicken Feed, for example, if you complete Requests regularly. Completing a Request will raise the Requester's FP as well. In a sense, it is as important to complete Requests as to give Characters Gifts regularly. The daily 'meeting and greeting' ritual with any Character has a value of +100 FP. Completing a Request for any Character raises Friendship by +50 FP. If more than one individual is involved in the Request, the Friendship Level of each will increase by +25 FP. ********** Game Controls ********** In Tale of Two Towns, the A Button is the Action Button but, unlike most of the other Harvest Moon games, it serves as the Button for Tools as well as Items and social interactions. Your Character will have an Equip Slot and a Hold Item Slot. When any Tool is equipped, the A Button will be allocated to use of the Equipped Tool and you will be forced to unequip it before you can do anything else. The Y Button places held Items in your Bag. The L Button allows you to change your Character's Speed in movement from walking to running. The R Button allows you to equip a Tool. The X Button displays the contents of your Bag. When your Bag is displayed, you can use the Touchscreen or the +Control Pad and A Button to move Items. There is a square white box in the lower right corner of the screen to Discard Items. The B Button will close the Bag and return you to the main screen. Your Bag is divided into three different sections. The first is for Items, including all Tools. The second is devoted to Fish and the third to Insects. ********** Your House ********** At the start of the game, irrespective of the Village, your House will contain a basic Kitchen, a Storage Box, a counter where a Calendar and a miniature Cart are displayed, a Bookshelf, a Vase for Flowers and a Bed. The Kitchen can be used initially for 'No Utensil' Recipes. After the first Cooking Festival, you will be given a Pot. The Bookshelf is the location of your Assets Menu. At the start of the game, there will be very little displayed in your Assets Menu. Your Farm Title will be Beginner and the only other information that is shown is your own Birthday. The Vase will not accept wild Flowers, so you will not be able to use it until you have grown your own Flowers. ********** The Calendar ********** The Calendar will display all Birthdays and Festivals from the start, except for those that deal with Characters who have not arrived yet in either Village. Birthdays obviously will be the same in both Villages but although some Festivals are shared, there are others that are Village-specific. You therefore will experience different Festivals when living in Bluebell from those experienced in Konohana. ********** First Year Calendar of Birthdays and Festivals: ********** The following Calendar combines the Calendars of the two villages and therefore is different from the one you will find on your own Counter. Where a Festival occurs only in one of the Two Towns, the Village that celebrates the Festival will be given in each instance. The Birthdays of Characters who have not appeared yet at the start of the first Spring are included as well. Spring Season: 1 Spring: New Year's Day 4 Spring: Georgia's Birthday 6 Spring: Mako's Birthday 7 Spring: Cooking Festival. Starts at the mountaintop at noon. Bring a Salad! Bluebell and Konohana 9 Spring: Cherry Blossom Festival Starts at Town Hall at noon. Bring a dish to share. Konohana 13 Spring: Cooking Festival. Starts at the mountaintop at noon. Bring a Soup! Bluebell and Konohana 14 Spring: Spring Harmony Day. Boys give chocolates to girls. Bluebell 15 Spring: Children's Festival Starts at Town Hall at noon. Bring a dessert! Konohana 16 Spring: Rutger's Birthday 19 Spring: Cooking Festival. Starts at the mountaintop at noon. Bring a Main Dish! Bluebell and Konohana 20 Spring: Ash's Birthday. 24 Spring: Cheryl's Birthday 25 Spring.: Spring Crop Festival Starts at the Town Hall at noon. Who has the best Turnip? Konohana 26 Spring: Spring Animal Festival. Starts at Town Hall at noon. Who has the best Chicken? Bluebell 27 Spring: Nori's Birthday. 29 Spring: Cooking Festival. Starts at the mountaintop at noon. Bring a Dessert! Bluebell and Konohana Summer Season: 3 Summer: Critter Contest Starts at Town Hall at noon. Catch the most critters! Konohana 5 Summer: Ina's Birthday 6 Summer: Hand Fishing Contest. Starts at Town Hall at noon. Who can catch the most fish? Bluebell 7 Summer: Grady's Birthday 9 Summer: Cooking Festival. Starts at the mountaintop at noon. Bring a Salad. Bluebell and Konohana 10 Summer: Flower Festival. Give flowers to every one in the town. Bluebell 12 Summer: Dirk's Birthday 13 Summer: Kana's Birthday 14 Summer: Cooking Festival. Starts at the mountaintop at noon. Bring a Soup! Bluebell and Konohana 15 Summer: Angling Contest. Starts at Town Hall at noon. Catch the biggest fish! Konohana 17 Summer: Jessica's Birthday. 18 Summer: Stargazing Festival. Starts at Town Hall at 8 p.m. Enjoy gazing at stars. Bluebell 19 Summer: Cooking Festival. Starts at the mountaintop at noon. Bring a Main Dish! Bluebell and Konohana 21 Summer: Diego's, Raul's and Enrique's Birthday. 23 Summer: Laney's Birthday. 25 Summer: Summer Crop Festival. Starts at Town Hall at noon. Who has the best Radish? Konohana 26 Summer: Summer Animal Festival. Starts at the Town Hall at noon. Who has the best Dog? Bluebell 28 Summer: Cooking Festival. Starts at the mountaintop at noon. Bring a Dessert! Bluebell and Konohana Autumn Season: 1 Fall: Cam's Birthday 4 Fall: Nathan's Birthday Freyr's/Freya's Birthday as well 7 Fall: Cooking Festival. Starts at the mountaintop at noon. Bring a Salad! Bluebell and Konohana 8 Fall: Sheng's Birthday 10 Fall: Music Festival. Starts at Town Hall at noon. Listen to lovely music. Bluebell and Konohana 12 Fall: Mikhail's Birthday 14 Fall: Cooking Festival. Starts at the mountaintop at noon. Bring a Soup! Bluebell and Konohana 15 Fall: Moon Viewing Festival. Starts at Town Hall at 8.00 p.m. Gaze at the Full Moon. Konohana 16 Fall: Rahi's Birthday. 18 Fall: Flower Day. Give flowers to every one in the town. Konohana 21 Fall: Cooking Festival. Starts at the mountaintop at noon. Bring a Main Dish! Bluebell and Konohana 23 Fall: Rose's Birthday 25 Fall: Fall Crop Festival. Starts at Town Hall at noon. Who has the best Carrot? Konohana 26 Fall: Fall Animal Festival. Starts at Town Hall at noon. Who has the best Sheep? Bluebell 27 Fall: Howard's Birthday. 28 Fall: Cooking Festival Starts at the mountaintop at noon. Bring a Dessert! Bluebell and Konohana 30 Fall: Ayame's Birthday. 31 Fall: Pumpkin Festival. Give candy to children who come by your home. Bluebell Winter Season: 5 Winter: Hiro's Birthday 7 Winter: Cooking Festival. Starts at the mountaintop at noon. Bring a Salad! Bluebell and Konohana 9 Winter: Eileen's Birthday. 10 Winter: Snow Festival. Starts at Town Hall at noon. Enjoy the snow art. Konohana 12 Winter: Yun's Birthday. 14 Winter: Winter Harmony Day Girls give chocolates to boys. Bluebell 16 Winter: Cooking Festival. Starts at the mountaintop at noon. Bring a Soup! Bluebell and Konohana 17 Winter: Alisa's Birthday N.B. You cannot meet Alisa until Autumn of the second Year and only then, if you have met specific condtions. 19 Winter: Ying's Birthday. 21 Winter: Cooking Festival. Starts at the mountaintop at noon. Bring a Main Dish! Bluebell and Konohana 22 Winter: Gombe's Birthday. 24 Winter: Starry Night Festival. Festival to spend with that special some one. Bluebell 27 Winter: Reina's Birthday. 28 Winter: Cooking Festival. Starts at the mountaintop at noon. Bring a Dessert! Bluebell and Konohana 30 Winter: Oracle's Birthday N.B. You will not be able to meet the Oracle until the 2nd Year. 31 Winter: New Year's Festival Starts at Town Hall at 8 p.m. Ring in the New Year! Bluebell and Konohana As you can see, the traditional romantic Harvest Moon Festivals are divided between Bluebell and Konohana. Bluebell has the Spring Harmony Day, Winter Harmony Day and Starry Night Festivals. Konohana has the Stargazing and Full Moon Festivals. The Festivals that are specific to one Village are celebrated only by the Residents of that Village. If your Character lives in Bluebell, for example, he/she will celebrate the Harmony Festivals but the only Eligible Bachelor or Eligible Girls who will recognise the Festival are those from Bluebell. This is the Calendar for the first year. Although the same Festivals will occur each year, the Themes may differ in some cases. ********** Saving your Game ********** The Bed is the only place where your game can be saved, unfortunately. You can choose to sleep without saving, but you cannot save unless you choose to Sleep. As with any Action, you need to press the A Button to Sleep or to Save and Sleep. Incidentally, you can spend the night in a Town Hall. There are Guest Rooms both in Bluebell Village and in Konohana Village. ********** Energy Levels ********** As usual in Harvest Moon, many actions require Stamina and there are some actions that always deplete your Character's Energy. You begin the game with 200 Stamina Points and every time your Character sleeps, he/she will awaken with a full Energy Bar of 200 Stamina. Actions that deplete or restore Stamina include: Use of a basic Hoe or Sickle: -2 Stamina Plant any Seed: -2 Stamina Use of a basic Axe or Hammer: -2 Stamina Use of a Fishing Rod: -3 Stamina Being assaulted by a Wild Boar: -4 Stamina Refill your Watering Can: -6 Stamina Being assaulted by a Bear or Wild Bat: -10 Stamina Falling or leaping into deep water before 9.00 p.m.: -20 Stamina Falling or leaping into deep water after 9.00 p.m.: -50 Stamina Catch a Message in a Bottle, Fish Fossil or Legendary Treasure: +3 Stamina Catch a King Fish: +5 Stamina Use the Toilet: +10 Stamina Use the Bath: +20 Stamina Eating will restore your Stamina as well. The amount by which your Stamina is restored depends on the nature and quality of the Food or beverage that you consume. In the course of the game, you will be able to increase your total Stamina to 300 Points. Each Magic Water received as a Reward for a Request from the Oracle will increase your total Stamina by 10. When you have achieved specific goals in the game, you will be able to build a Hot Spring near the Harvest Goddess Pond. The requirements are as follows: Unblock the Tunnel between the Two Towns Have Level 5 Bulletin Board Rank Have 3 1/2 Friendship Flowers with Irene Crop Farming Farming is the very foundation of any Harvest Moon game and even in Tale of Two Towns, where the towns are divided between Animal Husbandry and Crop Farming, your Character has the opportunity to grow Crops even if he or she chooses to reside in Bluebell Town. The necessary Tools for elementary crop farming are a gift. If you begin the game in Konohara, the village that specialises in Crops and Trees, you will have a slight advantage in this matter as Ina will give you a Sickle, a Hoe and a Watering Can on 2 Spring, the first day of your game. If you chose Konohara as your initial residence, do not despair. Although your first major gifts will be an adult Chicken and Cow, you will receive a Sickle, Hoe and Watering Can from Rutger on 10 Spring. As in most Harvest Moon and Rune Factory games, you will receive a small reward if you are patient enough to endure the tutorial that accompanies a new option. Ina will give you 3 Turnip Seeds if you complete her initial farming tutorial. Rutger will give you 1 Turnip Seed. In Tale of Two Towns, a bag of Seeds contains only a single Seed. ********** The Mechanics of Crop Farming ********** In prior Harvest Moon games, sometimes tillable land had to be cleared of Branches, Stones or Weeds before you could begin to till it. In Tale of Two Towns, you actually must uncover the soil by using your Sickle on any waist-high Grass growing on your land. If you live in Konohana, you will learn how to grow Crops when you accept your first Request from Ina and you will be given 3 Bags of Turnip Seeds and 3 Bags of Potato Seeds. If you live in Bluebell, you must wait until 10 Spring to receive your instructions as well as your basic tools, although you can purchase Seeds in Konohana prior to this. Ina will instruct you as follows: Ina: The steps to growing crops are: clearing, tilling, cowing, and watering. Here, let me give you this. She passes a Sickle to Freya. Ina: This is a sickle. You use it for clearing grass. Give it a try. A downward-pointing red arrow now appears on the ground. This arrow is characteristic of the visual tutorials you will receive in Tale of Two Towns. Ina: Clear the grass with your sickle where the arrow is pointing. There are two ways to equip your sickle. Either move the sickle in your bag to where it says 'Equip'.. ...Or use the R Button to bring up the equip screen, and select the sickle! After you equip your sickle, go where the pointing arrow is and push the A Button. And that's how you clear grass! Ina neglected to tell Freya that, if she uses the R Button to choose a Tool, she then must press A to equip it afterwards. Freya clears one square of grass with the sickle by pressing A at the location of the arrow. Ina: That's the way to do it! Looks like you got it! Let me give you this next. This is hoe. You use it to till soil. Till the ground where you just cleared the grass. Again, Freya presses the R Button to go to the Equip Screen, then presses A to exchange the Sickle for the Hoe. Freya uses the hoe as instructed . Ina: Great! You look like a natural! Next, let me give you these. These are turnip seeds. You sow them on tilled ground. Sow them on the ground you just tilled. Equip the seeds, then sow them with the A Button. Freya finds the Seeds in the Equip Screen by pressing R. She then uses the +Control Pad to move the cursor to the Seeds and presses A to equip them. She walks to the tilled square and presses A again to sow the Seed. Although it looks as though there are many Turnip Seeds on the square, a Bag contains only a single Seed. Ina: There you go! That's how you sow! Now for the last step. Ina gives Freya a Watering Can. Ina: This is a watering can. Use it to water crops. Fill the watering can with water from the water source near your fields. A red arrow now points to the watering source. Ina: This is your water source. Equip the watering can, then push the A Button near the water source to fill it up. Once your watering can is full, use the A Button to water your crops. Freya presses R to go to the Equip Screen, then uses the +Control Pad to choose the Watering Can, equiping it by pressing A. She walks to the Watering Source and presses A again to fill the Watering Can. Walking to the square where the Turnip Seed was sown, she presses A once more to water the Seed. Ina: That's the way! And that's the basic of how you grow crops. Now, i'll explain how your crops grow. A trench is shown, where four Crops are growing in different stages. The arrow hovers over the one on the far left, which has sprouted. Ina: If you water them every day, they'll start to sprout. But if you forge to water them, even for a single day... The arrow now hovers over a Crop that has turned grey with neglect. Ina: ... your crops will dry out! That's a sign that your crops need watering! If you continue to neglect your crops... The arrow moves to the third crop which has withered. Ina: ...they'll eventually die! Be careful! Once they get like this, it's too late to water them... Use your sickle to clear dead crops. You can then plant new seeds. The arrow moves finally to the ripe Turnip on the far right. Ina: When watered properly, a turnip will grow to look like this. Now you can harvest it! To harvest a crop, just stand near it and press the A Button! However, some crops are harvested using your sickle. Examples of such crops are wheat and soybeans. Over there are some turnips ready to harvest, so try harvesting them later. A field is shown with nine ripe Turnips. Ina: By the way, you can use harvested crops for cooking or get money for them. Here's some advice: water your crops early in the morning. That way, by the evening, your crops will be dry again. Then you can water your crops a second time, and they'll grow even faster! Oh, one more thing about growing crops... You can tell the quality of your crops by the amount of yellow stars they have. To improve the quality of your crops, use fertiliser. Apply fertiliser to tilled ground, and you'll raise the quality of nearby crops! To use fertiliser, equip it, just like your sickle or hoe. Be sure to apply fertiliser while your crops are growing, or it won't work. Keep that in mind! Here's some fertiliser. You can try it out later. This farm has plenty of room to grow crops, so grow as many as you can! On the upper left of the top screen is a blue gauge. That gauge tells you how much stamina you have left. When you use a too, it reduces your stamina. You'll pass out if it gets empty. If you pass out, you won't be able to work anymore that day, so be careful. However, you can recover some stamina by eating something. And that fulfills my request from the message board! Oh, and I put some housewarming gifts in your storage. I'll get around to putting other requests on the board, so go and take a look. If you forget how to take on requests, ask at the counter in Town Hall. You can also find out where villagers' houses are there. That's handy when you want to know where a requester lives. Farming is hard work, but I'm sure you'll do great! Good to have you in town! Well, I have to get back to Town Hall. See you later, Freya. Freya walks to the field where nine turnips are ready to be harvested and harvests one. Dum-Da-DA-DAA! You just harvested your first crop! Congratulations! By the way, have you figured out who I am? I'll tell you if you can find me! Well, keep up the good work! Toodles! This is the first of many congratulatory appearances by the Harvest Goddess. The first Request by Ina with respect to Crops imparts quite a lot of important information, apart from the basic clearing, tilling, watering, harvesting sequence that is required to grow a Crop. It deals with the topic of Star Quality, Fertilisation and Stamina. It mentions the 'tours' at the Town Hall where you can discover the position of every home and business in the Village. Note that Fertiliser cannot be placed on a square where a Crop is growing but must be placed on an empty tilled square. It is best placed in the centre of an area in a square surrounded by Crops. Fertiliser will raise the Star Quality of a Crop. ********** Unlocking New Seeds ********** Of all Harvest Moon games, Tale of Two Towns is most like Grand Bazaar, not only in the way Items lose their Freshness over time but in the system by which new Items are unlocked or introduced. In many cases, new varieties of Seed as well as specific Items are made available at specific times or in specific Years as in Grand Bazaar. There are ways to unlock them earlier, however. Whenever your Character participates in a Cooking Festival, he/she will receive a Reward from the local Mayor. This can be either an Item, such as Processed Food like Great Butter or a bag of Seeds. It appears that the consolation prize, given simply for participation rather than winning, tends to be a bag of Seed more often than the winning Prize would be. Although it gives slightly less of a boost to the Friend

biggest difference between a Win and a Loss is with respect to the increase in the Friendship Level between the two Mayors. If your Team wins, the increase will be slightly greater than it will be if your Team loses. It is not a significant difference in any case. After this Contest, you will be given a Pot and will be able to make quite a few Dishes without much trouble. Each time you attend a Cooking Contest, the Harvest Goddess will appear afterwards with a progress report as to the Friendship Level between the two Mayors. If your Village wins the Cooking Festival, the Friendship Level may increase a little more than 1/2 Heart. If your Village loses, the Friendship Level will increase a little less than 1/2 Heart. In other words, the Friendship Level always increases when you participate in a Cooking Festival but it will be given an extra boost if your Village wins. You will be given a Prize if you win the Cooking Festival but you will be given a Prize simply for participation in it. The Prize in either case can be an Ingredient, Processed Item or a Crop Seed. Receiving a Crop Seed as a Prize is a way to unlock that variety of Seed early in the game, but this can be a two-edged sword. For example, Freyr was given Cabbage Seeds as a prize for participating in the Cooking Festival in the middle of the first Spring. When he returned to Gombe's Seed Shop, he found that Cabbage Seed was being sold instead of Potato Seeds. Cabbage Seeds take longer to mature than Potatoes or Turnips. Potato Seeds did not reappear until the last week of Spring. Bear in mind the fact that you can plant Seeds in the Multiplayer Field once the Harvest Goddess introduces the option. You may wish to purchase a few Seeds for use there as the ordinary Seasons do not affect the Multiplayer Field. Instead, that Field is ruled by the Seasonal Suns that you can place in a Holder.. ********** Early Sources of Income ********** In good Harvest Moon tradition, it is through shipping that your Character will make his/her income. The first time you leave your Farm screen, you will experience a little Event with the Mayor of your Town (Rutger or Ina) who will be standing in front of the shipping bin and who will explain the process of shipping. Items can be placed into the Shipping Bin at any time until 5.00 a.m. You then will obtain credit for their value at 6.00 a.m. In fact, a little bell will ring at 6.00 a.m. and your total sales for the previous day will be displayed momentarily. Whenever items are placed in the Shipping Bin, they can be removed only until you shut the lid. Once you shut the lid, they cannot be retrieved but until then, you can move them freely from your Bag to the Shipping Bin or back again. Although Fish and Critters have separate compartments in your Bag, all of these can be shipped. The value of any Item in your Bag will be displayed in tiny numbers when you open the Shipping Bin. The value of Items without Quality Stars do not vary. It is the Items with Quality Stars that will have a value that is linked to the number of Stars they have. You will have a limited amount of storage space as well as rucksack space at the start of the game, although your Cart is an additional place in which to store a few Items. Items that are kept in your Bag will deteriorate faster than Items placed in storage. You can upgrade your Cart to increase storage space as well as its ability to slow the process of deterioration of Items stored. There is a Shipping Bin for Bluebell and one for Konohana. Your Character can use either or both irrespective of his/her current residence. ********** The Bounty of Nature ********** A Character who chooses Konohana as his/her first place of residence may be able to make more money initially through Crop Farming than his/her counterpart in Bluebell could make through Animal Husbandry, but for both, there is a wealth of treasure in the Mountain Area. Using nothing more than your hands, you can forage for Nuts,Herbs, Mushrooms, Bamboo, wild Flowers, Ores and Building Materials as well as catching Fish and Insects. In the Town Hall, you can find a Book entitled 'The Wonders of the Mountains'. It contains the following information: This book is called ‘The Wonders of the Mountains.’ What do you want to read about? Do you know about all the wonders of the mountains? Well, then, let me tell you! In the mountains, you can catch all different types of bugs and fish. You can also forage for plants and other items! To pick up a bug, get close and press the A Button. You'll also need to jump to catch some bugs. It can be tricky! Some bugs are very sensitive to noise, so you have to walk slowly when you approach them. Now let me tell you how to catch fish. There are 2 ways to catch fish. You can hand fish by approaching a fish in a shallow river and pressing the A Button to grab it. If you're the patient type, you might prefer fishing with your rod off a dock. Wait patiently, and once you feel a fish bite, press the A Button as fast as you can. However, some fish can only be caught by hand fishing, and some only with a rod. If you want to try and catch every kind of fish out there, master both! Foraging. You can also forage for all sorts of things on the mountain. Just look around, and you can find valuable plants and other interesting things. And now I'm going to let you in on a little secret! I found beautiful flowers and ore in the crevices of the mountain! The mountain sure is full of surprises! I've also found a weird looking building, too...Anyway, there's just so much to see on the mountain! Go and explore it! End of Text Most Items in the Mountain Area tend to be screen-specific so if you are looking for a particular type of insect, try to remember where you caught it before. Furthermore, insects and fish that disappear may reload on a screen when you exit and re-enter. You will obtain new Titles both in Fishing and Insect Catching as your totals increase, both in terms of the actual number as well as the variety of Items caught. Note that Tale of Two Towns is different from Grand Bazaar in that ALL Wild Items and Insects will be found solely in the Mountain Area. You cannot find Items in the Vilalges or on your Farm, apart from encounters with the pesky Mole who pops out of tilled land and who may leave an Item behind if you strike him. The Whack-A-Mole 'mini-game' is a classical feature in Harvest Moon games. ********** Wild Items found in Spring ********** Items that can be found in the Mountain Area in the first Spring include: Weed: Branch (1 ½ Stars): 7G Rock (1 ½ Stars): 7G Break with a hammer to turn it into material stone. Bamboo (! 1/2 Stars): 140G Pandas' favourite. Use it in many recipes. Bamboo Shoot (1 Star): 60G Can be found in spring. Used in many recipes. Brown Mushroom (1 Star): 120G A type of mushroom. Unique aroma and flavor. Poison Mushroom: 30G Poisonous. Can be used in recipes if you’re brave. Shiitake: (1/2 Star): 100G A type of mushroom. Good aroma and flavour. Chamomile (1 ½ Stars): 40G A type of herb. Used in recipes and in tea. Mint (1/2 Star): 30G A type of herb. Used in recipes and in tea. Magic Blue Flower (1 Star): 30G A wild flower. Smells very nice. Moondrop Flower (1 Star): 30G A wild flower. Smells very nice. Honeycomb (1 Star): 90G Put it in the hive to get honey. Walnut (1/2 Star): 50G Sometimes found on the ground. Use in desserts. Nooks and crannies in the rocks as well as hollow tree stumps can contain a variety of items. A niche behind the waterfall contains Ores, among other things: ********** Ores found in Spring ********** Scrap Metal: 10G Useless metal commonly found while mining. Ore Stone: 1G Break it with a hammer to find out what's inside. Copper: 700G Commonly found ore. (1 ½ Stars) ********** Hand-Fishing List in Spring ********** In the first Spring, you can catch the following in the shallows: Old Boot: 20G Fell off a fisherman while he was fishing. There are some holes in it. Old Ball: 20G Has a hole and is no longer fun to play with. Small Coin: 100G Regular coin with simple design. Some people collect it. Small Char (1 ½ Stars): 30G Caught in spring and summer. Small but fine char. Small Funa (2 Stars): 40G Caught in spring, summer and fall. Small but lovely. Small Goby: (1 Star): 20G Caught in spring and summer. Small but fine Goby. Small Killifish: (1 ½ Stars): 30G Caught in spring, summer and fall. Small but lovely. Small Masu Salmon (1 Star): 30G Caught in spring and summer. Small but fine masu salmon Small Shishamo (1/2 Star): 20G Caught in spring and summer. Small but fine shishamo. Small Smelt (1 Star): 30G Caught in spring. Small but fine smelt. Small Sweetfish (1 star): 30G Caught in spring and summer. Small but fine sweetfish. Small Trout (2 Stars): 40G Caught in spring and summer. Small but fine trout. Small Crab (1/2 Star): 20G Caught in shallow water. Don’t get nipped! Crab (1/2 Star): 20G Caught in shallow water. Only lives in clear water. Killifish: (2 stars): 30G Caught in spring, summer and fall. Likes clear water. Smelt: 120G Caught in spring, fall and winter. A common fish. (1/2 Star) When you have caught a total of 100 items with your hands, the Goddess will congratulate you, then tell you: H. Goddess: Did you know that there are some itmes you can only get when hand fishing? You will receive your first Fishing Rod on the 1st Day of Summer. Summer traditionally is the season for Fishing as well as all water and beach activities in Harvest Moon. ********** Spring Insect List: ********** Comma Butterfly: 40G Silver Box A common species of butterfly. They feed on many kinds of sap. Cornered Cricket. 60G Gold box Cricket with a unique face. Can be found in the city and the countryside. Cricket: 30G Silver box An insect that brings in the autumn. Its chirp brings joy to all. Dirt Grasshopper: 30G Silver box Very large grasshopper that loves the grass and the leaves. Eastern Locust. 40G Gold box A locust from an eastern land. It’s said to be more fierce than western ones. Hira Grasshopper: 30G Silver box While it has wings, this grasshopper prefers to walk. Kobane Grasshopper: 20G Grasshopper that can be found year-round. Calls many habitats its home. Kutsuwa Katydid. 40G. Green box Its chirp is very unique. It’s active in day and night, but prefers the dark. Longheaded Locust. 20G Green box A common locust. Miyama Swallowtail: 50G Gold Box A large and beautiful butterfly with purple wings. Nymph Butterfly: 30G Green box Butterfly with white and black spots. Seems to float in the air. Pale Cloud Yellow: 30G Silver box A small butterfly with black spots on its wings. Found in flower fields. Piggyback Locust. 20G Green box Frequently carries a fellow locust on its back. Found in fields and mountains. Red-Eyed Tree Frog. 30G Green Box. Frog which lives in forests. The contrast between its eyes and body is striking. Ringed Butterfly: 50G Silver Box A butterfly with the colours of a jaguar. They fly around in the summer. Scarce Large Blue Butterfly. 20G. Green Box White butterfly with a blue underside. Small White Butterfly. 20G. Green box Butterfly with white wings. They look like flower petals. Found in fields. Spiked Locust. 40G. Gold box Locust with a spiked body. Will play dead when preyed upon by frogs. Spotted Locust. 30G Gray box. Locust with the constitution to withstand many habitats and seasons. Swallowtail Butterfly: 30G Silver Box A large and common species of butterfly. It’s seen in various habitats. Tree Frog. 20G Green Box. A green frog that always comes out during the rain. Velvet Brush-foot: 100G Gold Box A beautiful butterfly with wings that look like velvet. White-Lipped Frog 30G Green Box A large, green tree frog. Enjoys the branches more than the ground. White Swallowtail: 40G Green box An ancient species of butterfly. They even fly around in the cold. ********** Shop Prices ********** In the section that follows, Shop Menus for the first Spring will be listed with descriptions and prices. Note that Tourists usually pay a higher price than Residents. In other words, if your Character is from Bluebell, he/she will pay a higher price for Items in Konohana than a Resident of Konohana will pay. In like fashion, a Resident of Konohana will pay more for Items sold in Bluebell Shops than a Bluebell Resident would pay. The price difference usually appears to be 20G. Note that the three brothers from Grand Bazaar have General Stores in Bluebell and Konohana. Some of the Items sold at these Shops are the same, but others are specific to one Shop. For example, Diego in Bluebell sells Flour while Raul in Konohana sells Rice. Both brothers sell Oil, but these Items, although generally available from the start of the game, will not appear every day. You therefore may wish to buy a few portions of Flour and a few portions of Rice when they DO appear. ********** Shop Menus in Spring ********** In the first Spring, you may find the following at local Shops in Bluebell Village: At Cam's Flower Stall: Two Items will be offered, usually one Flower and one variety of Seeds: Marguerite (1/2 Star): 420G Blossom in spring. Give it as a gift or make a bouquet. Pink Rose (1/2 Star): 640G Blossom in spring. Give it as a gift or make a bouquet. Carnation: 650G Blossom in spring. Give it as a gift or make a bouquet. Carnation Seeds: 250G Spring flower. 7 to 10 days until it's ready for harvesting. Marguerite Seeds: 140G Spring flower. 5 to 7 days until it's ready for harvesting. His other option is: Make bouquet or perfume. At Diego's General Store: Three Items will be offered at first. Once you purchase a Pet, a fourth Item in the form of Pet Food may be offered. Diego sells Umbrellas and Raul sells Parasols. Usually one item on the counter will be an Umbrella. Flour (1 ½ Stars): 150G A bag full of flour. Ingredient for bread/pasta. Oil (½ Star):100G Used in many recipes. Most recipes need oil. Chili Pepper: 800G Sprinkle a dash of this to give your meal a spicy kick. Seaweed: 180G Normally found by the sea. Very rare in this area. Sea Urchin: 500G Normally found by the sea. Very rare in this area. Blue Umbrella: 500G Beautiful sky blue umbrella with yellow lines. Striped Umbrella: 500G Fashionable umbrella with white and green stripes. Pet Food: 150G Food for cats and dogs. Use it in the dish in the corner of your room. Horse Treat: 150G Cookie full of horses' favourite vegetable. A very nutritious treat. If you buy a Cat: Cat Bell: 2500G Throw it and your cat will fetch it. Raises your cat's affection. Grady's Animals: He sells and upgrades Carts and sells Pets at the start of Spring. Carts: Bamboo Cart: 5000G A nice, lightweight cart made of bamboo. Striped Carriage: 5000G A nicely crafted carriage decorated with a fine weather vane. The actual Pets that are offered from day to day vary somewhat but can include: Big Dog: 5000G Cat (white): 5000G Cat (black): 5000G Howard's Cafe: The menu at the Cafe will change slightly from day to day but usually consist of two Dishes. Dishes you may find there in the first Spring include: Fried Egg (1 ½ Stars): 140G A simple and easy dish. Just fry it up in a pan. Onion Salad: 260G Salad made from sliced onions. A little strong. Chocolate Donuts: 1090G Chocolate and donuts: the perfect combination? Onion Soup: (1/2 Star): 390G Simple but flavourful. Omelet: 250G (1/2 Star) Dish made with eggs. Getting them fluffy is key. Honey Cake (1/2 Star) 640G Honey-flavoured cake. Honey Pudding (1/2 Star): 340G Pudding covered with honey. Asparagus Soup: 470G Has a crunchy kick. Chocolate Sponge Cake: 650G Sponge cake covered with chocolate. ********** Jessica's Livestock: ********** There are two counter areas. Cheryl presides over one and sells the following: Chicken Feed: 80G Feed for chickens. One bag makes 5 meals. Animal Medicine: 500G Use it on a sick animal to cure them. Treat: 500G Treat for animals. Don’t give them too many. Fodder: 60G Food for cows and sheep. Feed box can hold up to 10. One fodder makes 5 meals. Jessica presides over the other end of the counter and sells Animals as well as organising breeding. Her options are: Buy Animals. Sell/Impregnate Animals. Under the option to buy Animals in the first Spring: Chick: 800G Calf: 1500G Cow: 3000G Lamb: 3000G* *Note that the Lamb will become available if you live in Konohana only if you have purchased a Calf and a Chick from her. The Adult Chicken and Cow will be available from the start if your Character lives in Bluebell but if he/she lives in Konohana, only a Chick and Calf will be available at the start of the first Spring. Under the Breeding Option: Get Chicken pregnant: 700G Get Cow pregnant: 2500G As you can see, instead of incubating an Egg as in other Harvest Moon games, Jessica actually will deal with the mechanics of producing a baby chick. If you pay for breeding, Jessica will take the Animal with her and return it only after a fortnight with its young. Items at Shops in Konohana Village: Raul's General Store: Raul will offer three Items until you purchase a Pet, when Pet Food will be added as a fourth Item. As at Diego's Shop, one of the Items on the counter usually will be a Parasol. Seaweed: (1/2 Star): 180G Normally found by the sea. Very rare in this area. Curry Powder: 230G You can’t make curry without curry powder. Rice Cake: 210G Good by itself. Yu can also use it in many recipes. Oil: 100G Used in many recipes. Most recipes need oil. Rice: 180G Used in many recipes. Is also good on its own. Ruby Red Parasol: 520G Stylish sunshade parasol made with red oilpaper. Made by a skilled artisan. Indigo Parasol: 520G Stylish sunshade parasol made with blue oilpaper. Made by a skilled artisan. Horse Treat: 150G Cookie full of horses’ favourite vegetable. A very nutritious treat. Pet Food: 150G Food for cats and dogs. Use it in the dish in the corner of your room. Yun's Tea House: Among other Dishes, you may find: Cucumber Namul: 180G. Cucumber seasoned with oil. goes well with rice. Green Tea: 70G. A popular tea. Wakes you up. Sencha Tea (1/2 Star): 140G A very aromatic tea. Kappa Roll (1/2 Star): 290G Cucumber and rice wrapped in seaweed. Natto Roll (1/2 Star): 390G Natto and rice wrapped in seaweed. Mixed Juice (1/2 Star): 550G Sweet fruit juice. Sushi Bowl: 220G Raw fish on a bowl of seasoned rice. Egg Custard: 130G A savoury custard made with eggs. Other Items that you can collect or earn as Rewards in the first week of Spring include: Fish Paste (2 ½ Stars): 160G Reward for completing Request Lavender: 40G A type of herb. Used in recipes and in tea. Reward for completing Request Udon Noodles: Blueberry Jam: Apple Jam: (1 1/2 Stars): 230G Jam made with apples. Sweet and a little tart. Crops: Turnip (1/2 Star): 250G A spring crop. Eat it raw or use it in recipes. Onion (1/2 Star): 350G A summer crop. Eat it raw or use it in recipes. Reward for participation in the first Spring Cooking Contest Animal Products: Egg: (1 Star): 140G Milk (1 Star): 240G Drink it or use it in recipes. Butter: 240G (1/2 Star) Delicious Butter. Used in many recipes Reward for Request.. Cooked Dishes: Some Cooked Dishes that you can make in early Spring include: Turnip Salad (1 1/2 Star): 270G Salad made from turnips. Very crunchy. Note that cooking often increases the Star Quality of an Item. The Turnips that you can harvest on the first real day of gameplay if you live in Konohana are only 1/2 Star but when made into the 'No Utensil' Dish, Turnip Salad, create a 1 1/2 Star Dish. ********** Ingredients for Sale in 1st Spring ********** In the 1st Week: Flour: 150G A bag full of flour. Ingredient for bread/pasta. Oil: 100G used in many recipes. Most recipes need oil. Seaweed: 180G Normally found by the sea. Very rare in this area. Curry Powder: 230G You can’t make curry without curry powder. Horse Treat: 150G Cookie full of horses’ favourite vegetable. A very nutritious treat. In the 2nd week: Chili Pepper: 800G Sprinkle a dash of this to give your meal a spicy kick. Oil: 100G Used in many recipes. Most recipes need oil. Rice: 180G Used in many recipes. Is also good on its own. Pet Food: 150G Food for cats and dogs. Use it in the dish in the corner of your room. Other Items: Fertiliser: 1000G Use on crops and trees to get higher-quality produce. If you buy a Cat: Cat Bell: 2500G Throw it and your cat will fetch it. Raises your cat's affection. ********** The Radio ********** The Radio will be introduced in a Request by Rutger. He will sell it to you essentially for 1500G, advertising it as an essential Item for any farmer. ********** Crops List ********** Tale of Two Towns is very much like Grand Bazaar in terms of the Crops that are unlocked in the course of time. The biggest difference is the fact that there is no Bazaar and Gombe's Shop therefore is the one source for Crop Seed purchases. In Tale of Two Towns, there are default Crops that are available in the first year, second year and third year respectively. There are ways to unlock Crops before their given time, however. When you participate in any Cooking Festival, you may be given a Crop Seed as a consolation prize. Once given to you in this manner, it then may appear at Gombe's Shop. Whatever the Crops that have been unlocked or are available, their actual appearance at Gombe's Shop appears to be random. Be patient if you do not see the Crop that you want. It should re-appear in the course of the Season, even if it is not sold by Gombe for a few days. Here are the Crop Seeds and the years in which they will be unlocked if not given as prizes: ********** Spring Crop Seeds ********** Turnip Seeds: 120G Spring Crop Available from the start Potato Seeds: 170G Spring Crop Available from the start Cabbage Seeds: 300G Spring Crop Available in the 2nd Year Cucumber Seeds: 350G Spring Crop Available in the 2nd Year Asparagus Seeds: 240G Spring Crop Available in the 3rd Year Strawberry Seeds: 850G Spring Crop Available in the 3rd Year ********** Summer Crop Seeds: ********** Corn Seeds: 450G Summer Crop Available from the start Radish Seeds: 250G Summer Crop Available from the Start Onion Seeds: 120G Summer Crop Available in the 2nd Year Pumpkin Seeds: 220G Summer Crop Available in the 2nd Year Tomato Seeds: 100G Summer Crop Available in the 2nd Year Pineapple Seeds: 4000G Summer Crop Available in the 3rd Year Watermelon Seeds: 3000G Summer Crop Available in the 3rd Year ********** Autumn Crop Seeds: ********** Carrot Seeds: 150G Autumn Crop Available from the start Eggplant Seeds: 330G Autumn Crop Available from the Start Yam Seeds: 950G Autumn Crop Available in the 2nd Year Spinach Seeds: 290G Autumn Crop Available in the 2nd Year Green Pepper Seeds: 200G Autumn Crop Available in the 3rd Year ********** Winter Crop Seeds ********** Daikon Seeds: 110G Winter Crop Available from the Start Bok Choy Seeds: 370G Winter Crop Available in the 2nd Year ********** Grain Seeds: ********** Soybean Seeds: 100G Sold in Summer and Autumn from 1st Year Buckwheat Seeds: 80G Sold in Autumn and Winter Available from Autumn, 1st Year Wheat Seeds: 60G Sold in Winter and Spring Available from Winter, 1st Year Rice Seeds: 90G Sold in Spring Available from Spring, 2nd Year ********** Saplings and Plants ********** Saplings for Fruit Trees and Vines will be sold first in Winter of the first Year. As with Crop Seeds, there is a specific Year in which each will become available. Tea Tree Seed: 1000G Will be sold in Winter and Spring Available from Winter, 1st Year Cherry Tree Seed: 100G Will be sold in Spring Available in 2nd Year Coffee Tree Seed: 120G Will be sold in Spring Available in 3rd Year Peach Tree Seed: 250G Will be sold in Summer Available in 2nd Year Banana Tree Seedling: 300G Will be sold in Summer Available in 2nd Year Grape Tree Seedling: 330G Will be sold in Autumn Available in 2nd Year Apple Tree Seedling: 120G Will be sold in Autumn Available in 2nd Year Cacao Tree Seedling: 2000G Will be sold in Autumn Available in 3rd Year Orange Tree Seedling: 550G Will be sold in Winter Available in 2nd Year ********** Game Tutorials ********** Early Requests in both villages, although given by different Characters in each, actually are the same tutorials in many cases and deal with topics such as hand-fishing and insect-catching. Often the same information can be found in one of the Books or Notebooks scattered throughout both Villages but a wealth of detailed information is a good Harvest Moon tradition. In fact, if players actually paid attention to all of the information given in the game itself, a strategy guide would be superfluous to some extent! ********** Books and Notebooks ********** Although most of the Books found at the two Town Halls are the same, at the start of the first Spring, there are a couple of important Books that are not duplicated. In Bluebell, you will find a Book that deals with Animal Husbandry: ********** Animal Husbandry Basics ********** This book is called ‘How to Care for Animals’. What do you want to read about? Farm Animals Feed and brush your animals every day. If you let your animals out into the outside yard, they will eat by themselves. But on rainy days, animals will get stressed out if you let them out. So, on rainy days, feed your animals by putting fodder in the feed box. If you have fodder in storage, you can get it out of the dispenser. Also, cows and sheep will get dirty if you don’t brush them every day. If you let your animals stay dirty, they can get sick. So make sure to brush them once a day. If you take good care of them every day… you’ll be able to get milk, wool and eggs from your fully grown animals. Milking and brushing take Stamina, so pay close attention to it. If you use up all your Stamina, you’ll pass out and wake up the next day. Of course, farming takes a lot of Stamina! When you’re taking care of a big farm, you can never have enough stamina… The best thing to do to is to eat lots of delicious food to restore Stamina. The amount of Stamina you gain depend on the food you eat. Food made with a large variety of good quality ingredients gives you more. So try cooking different dishes to find which dishes give you the most stamina. Read about Pets Greetings, ladies and gentlemen. I’m Felicia, world-famous cat fancier. My beloved cat Isis and I have taken up the pen to share with you all just how to care for your own beloved felines. Of course I’ll cover dogs as well… Hee hee. So first off, what’s the most important thing when it comes to caring for cats and dogs? Physical contact. You need to hold your pet at least once every day. It’s very simple to do. All you need to do is pick your pet up. You can also play with your pet using toys. Just buy a cat toy for your cat and a dog bone for your dog. Throw the toy near your pet, and they’ll play happily with it. Your pets love to play, so you should play with them as often as you’re able to. There are also pet playpens that you can build for your pets to play in. Build a strong bond with your pet, and you’ll have a friend for life. Of course, Isis doesn’t, but some pets will help you out on the farm. You can learn about those pets in the book in the animal barn. Now, I’ve never had one myself, but… I’ve heard that some people keep owls as pets. Just don’t forget that no matter what kind of pet you have, physical contact is the most important way to show them you care. Now, about feeding your pet. I won’t say much but just remember to feed your pet once every single day. And that’s all I can tell you about caring for your pets. All I want is for people to love their pets with all their hearts. Good bye! In the Konohana Town Hall, you will find a book about Crop Farming: ********** Crop Farming Basics ********** How to grow crops. The basics of crop growing are clearing grass, tilling, sowing seeds, and watering. Use a sickle to clear out any grass, then a hoe to till the land. When you've tilled the land, sow your seeds. Each type of seed can only be sown during a certain season. Crops won't grow if it's the wrong season. Once you've sown your seeds, use a watering can to water then. Your crops will grow as long as you water them carefully every single day. They'll grow better if you water them twice a day. To do that, water them early in the morning, then again later in the day. However, caring for your crops uses stamina...So make sure to keep an eye on your stamina bar. If you use all your stamina, you'll pass out and wake up the next day. Of course, farming takes a lot of stamina! When you're taking care of your crops, you can never have enough stamina...The best thing to do is to eat lots of delicious food to restore stamina. The amount of stamina you gain depends on the food you eat. Food made with a large variety of good quality ingredients gives you more. So try cooking different dishes to find which dishes give you the most stamina! All about fertiliser. If you want to raise the quality of crops, use fertiliser before you sow. To use fertiliser, just equip it like you would any other item. When you use the fertiliser, the area around you will be fertilised. Let me try to make a diagram for you despite my poor drawing skills: (The diagram shows a 3 x 3 square each space represented as blacked out square with a heart in the middle) The heart is fertiliser, and the square is the area that gets fertilised. The more fertiliser you use, the more effective it is. If you put fertiliser on both sides of a spot, the crops in that trench will get the fertiliser from both sides. Like this: (The diagram shows a 4 x 3 area. Tow row: square, star, square, square. Middle row: heart, star, heart, square. Bottom row: square, star, square, square.) The Star is a trench getting the effects of two fertilisers. If you grow crops that way, the star crops will be higher quality than the square crops. So if you want to raise the plant quality of your crops, plant lots of fertiliser by them. If you plant fertiliser in a field with irrigation trenches, the entire field will get fertilised. You should try it. There is one other Book in each Town Hall at the start of the game that is not duplicated. These are specialisation Books. In Bluebell, you will find: ********** Bees and Honey ********** This book is called ‘Me and Honey’. Ah, honey… what a wonderful word that is! I’ve long been obsessed with it, and I finally built my own beehives recently! I wasted no time in putting in some honeycombs I found in the mountains. After that, all you can do is wait, and that’s not very interesting, is it? Bees love perfume, so I decided to put some into the hive every single day. And would you believe it? The Honey I got was so high quality! I was also shocked at the special honey I got after planting flowers and fruit trees near my hives. After that, I made honey every single day. Until one day, when it snowed and all my bees disappeared! That’s right! Winter had arrived! And you can’t make honey in winter… It’s sad but true… As I wait for spring, I’ll spend my time thinking of new ideas for better honey. ********** The Fish Pond ********** In the Konohana Town Hall, you will find a Book about Fish Ponds: This book is called 'My Amazing Fish Pond.' Ah, 'fish'. What a lovely word that is! I'm obsessed with fishing. Not content with just pole fishing or hand fishing...I finally added my own pond to fish out of! I wasted no time in putting in the fish I'd brought. I didn't want to put any weak fish in my pond, so I made sure to put in fish that were very fresh. After I put the fish in, they multiplied day by day. I didn't need to feed them. But it's not very interesting to just site around and wait, is it? So I kept on feeding the fish in my pond fish food every single day. And suddenly, the fish in my pond became really high-quality fish! I guess good fish food does a fish good! Well, I've got to go add more fish to my pond! Other Books can be found in private Homes and Businesses. In Yun's Tea Shop, in Ying's bedroom, you will find a Book on befriending Wild Animals. ********** Befriending Wild Animals ********** This book is called ‘Befriending Wild Animals’. The wild animals on the mountain are really cute, aren’t they? I think my favourite are the bears! Bears are so adorable! But it wasn’t easy for me to become friendly with the bear I saw… The first time I tried to get close, he slammed into me. That ws a shock! It made my head spin! But that didn’t stop me from liking bears! Every day, I tried to talk to him. But the bear still wouldn’t open his hear to me. So I tried to bring the bear some food to eat. But when I got close, he just body slammed me again! So I tried leaving the food near the bear and watching from a distance… And it worked! The bear happily ate all of the food I left for him! So I kept on giving food to the bear, and now… Sometimes the bear comes over to me and gives me a present! Now we’re the best of friends. But, the other day, I accidently hit the bear with a farm tool… And the bear told me it was so startled it hated me for a little bit… Animals hate to be hit with things, or when you throw things in the river… So be careful when you’re using tools near animals and try not to drop things into the river! Okay! I’m going to try hard to be friends with some of the other animals, too. As in many other Harvest Moon games, you often can find special Recipes if you are willing to explore private Homes and Shops. ********** Cooking Tutorial: ********** On 8 Spring, the day after the first Cooking Festival, you will experience a visit from Howard if you live in Bluebell Village. He will give you a Pot as well as some advice about Cooking. If you live in Konohana, your visitor will be Yun. Howard enters. Howard: Sorry to bother you, but I’ve come to bring you a housewarming present! Me: (?) Howard: Let’s head into the kitchen… He places a Pot on the cooker. Howard: This is a pot! There are a lot of recipes that you’ll need a pot to make! Using this will really widen your repertoire of recipes, Freyr! Make sure you make good use of it! Me: (with music) Howard: Also, do you know how to learn recipes, Freyr? Your choices now: Tell me! I already know. Me: Tell me! Howard: All right, then! Let me explain it to you! There are two ways you can learn a recipe. The first is by reading a cookbook and following the instructions. If you make the dish correctly, you’ll learn the recipe! The second is by thinking up a new recipe after you’ve been inspired! If you cook a lot of dishes, sometimes you’ll think of a new recipe! Even when you want to make a lot of the same dish, you should make them one by one! That way, you’ll have more opportunities to get inspired! I nod. Howard: So that’s how you learn recipes! Do you understand? Your choices now: Yep, I got it. Explain it again. Howard (with music) Fabulous! I knew you would, Freyr! You can also get a frying pan and a spice rack! I’ll put up a notice on the message board when you can get those! Let’s see… Why don’t you use your new pot to make me some hot milk? Well, I’ll be on my way! Stop by the café sometime, Freyr! As you can see from this Event, the acquisition of the other Utensils is linked to Requests by Howard. ********** Cooking Inspiration ********** Great Cooks in Bluebell and Konohana speak of the role that Inspiration plays in Cooking. This Inspiration is a concrete aspect of the game. When it strikes, a lit bulb will be displayed over your Character's head and an announcement will be made as to the new Recipe that your Character has divined or 'figured out'. For example, early in the first Spring, Freyr made Turnip Salad and Herb Salad in succession for the first time. He had increased his Cooking Level prior to this and was a 'Novice Cook'. As soon as he completed his first Herb Salad, a light bulb was displayed over his head and the following announcement was made: You figured out how to make Cucumber Namul! Recipe recorded. ********** The Harvest Goddess and the Multiplayer Field ********** The Harvest Goddess will make her presence known from the start of the game, although she will not acknowledge your Offerings to her immediately. The Goddess Spring is located on the Mountaintop Screen, to the right of the actual Mountaintop where Festivals are held. Pursuant to the old Harvest Moon tradition, you simply throw an Offering into the Spring as a Gift. Her Birthday is on 8 Spring and the best Gifts you can offer at that point in the first Year probably would be Moondrop or Magic Blue Flower, both of which grow wild in the Mountain Area throughout Spring. Her Most Favourite Gift always is a Strawberry, but you will not have access to them in the first Spring. The Harvest Goddess will awaken you one morning to take you through her Spring to the Multiplayer Field where you can grow Crops in any season with the aid of a Sun. These Crops cannot be harvested by the same Player who plants and grows them. The system is one wherein only Friends can harvest these Crops. You will be paid a nice profit for the Crops you grow in your Multiplayer Field. On your introduction to the Multiplayer Field, the Harvest Goddess will instruct you as follows: First, select Multiplayer from the Main Menu. There are two ways to play Mutliplayer Mode. To play with nearby friends, select Local Wireless. To play with faraway friends, select Nintendo WFC. You'll need a wireless internet connection and at least one friend's friend code to play over Nintendo WFC, though. Well then, let me explain what you can do with Multiplayer Mode. Like i said, you can invite friends over to harvest crops you've grown... Or you can visit a friend's field to take home some of their crops. The first thing you'll want to do is invited a friend to your farm. Next, choose how much the entrance fee is to enter your farm. Make sure your fee's not too high, though, or no one will want to come to your farm... Oh, and if you want to leave during Multiplayer Mode... Just exit right through there! (Exit in the south) However, the connection won't end until all players have exited. Every one harvests at a different pace, so be nice and wait for every one! I'll give you your collected entrance fees after you exit Multiplayer Mode. So select Continue from the Main Menu and come back here to collect it! You can't invite any one else to Multiplayer Mode until you collect the fees. Oh, and if you use Multiplayer Mode a lot, I'll give you a reward! Freyr: How do I grow crops here? Harvest Goddess: The process of growing crops on the Multiplayer Field is different than normal. Usually you need to cut down the grass with a sickle before you plant crops. But you don't need to cut any grass here, as you can see. Also, there's no set seasons in the Multiplayer Field. So, before you sow your seeds, you have to use a Sun to chose the season. The view goes to a green Sun in the top right corner on a stand. Harvest Goddess: That's a Sun right there! If you want to change the season, put the Sun from that season there! First, change the Sun to the season you'd like. After you've done that, just till the field, sow the seeds, and water them! Oh, only you can't sow wheat, buckwheat, soybeans or use fertiliser! Keep that in mind! Ah, I need to show you where you can get water! You can get it... Water source in lower left corner ... right here! Don't forget now! By the way, are you watering your crops every day, Freyr? Normal crops will wilt if you don't water them every day... But the crops here won't wilt, even if you don't water them! However, even though they won't wilt, they won't grow unless you water them! But if you're busy, that means that you don't need to water your crops here! You're free to raise the crops here at your own pace! Friend Codes You can enter a friend's friend code directly in your friend roster. Or, when you connect to people over local wireless, their friend codes will automatically be entered in your friend roster. But if you already have 30 friends on your friend roster, your new friend will not be registered on your friend roster automatically. ********** Initial Requests: ********** The first Requests will be Tutorials on various subjects and each will be linked to an Item Request. In Tale of Two Towns, unlike Rune Factory, you can accept more than one Request in any given day. You therefore can collect all the requested Items, then complete all the Initial Requests in one day. Note that many of the requested Items are screen-specific. Bamboo and Bamboo Shoots are found in the higher tier close to Konohana Village. All requested Fish can be caught by hand-fishing in the shallows although Sweetfish appears to be found most often in the shallows near Konohana Village. You will find that Requests often will require specific Items found in the Wilds, including Insects and Fish. Completing a Request with such Items usually is more profitable than shipping them, both in financial terms and in terms of boosting Friendship Levels. Useful supplies, such as Pet Food and Chicken Feed as well as Cooked Dishes often are Rewards for completing Requests. New Tools, such as a Hammer and Axe, as well as new options, often are obtained through the Request system. You will find that the same Request will appear again and again, with some variations. Georgia, for example, will request fish ingredients for her Special Medicine more than once. The actual Item Requested may be different, but the Reward may be the same. Ash will request Ingredients for a Dish for his sister more than once. If you do not complete a Request in the time space given, it often will reappear a Season later, especially if the Reward is something important or unique. ********** The First Request ********** The first Request in Bluebell is given by Rutger as a Tutorial both in the Request System and in Animal Husbandry. You will receive an Adult Chicken and Adult Cow as well as a Milker and Brush from Jessica. The actual Reward for completing the Request will be Fodder and Chicken Feed. Life in Bluebell Requester: Rutger Welcome to Bluebell. I want to tell you something. Please accept this request. Press the Y Button to see the details. Select with the A Button. Reward: Fodder, Chicken Feed The first Request in Konohana is given by Ina and likewise is a Tutorial about the Request System as well as Crop Farming. Your Reward will be three bags of Potato Seeds and 3 Bags of Turnip Seeds. If you allow Ina to teach you how to plant Crops, even if you actually know how to do it, you will gain an extra Turnip as she will give you one to plant immediately. Life in Konohana Requester: Ina Welcome to Konohana! I want to tell you something. Please accept this Request. Press the Y Button to see the details. Select with the A Button Reward: Turnip Seeds x 3, Potato Seeds x 3 Initial Bluebell Town Requests: Critter Catching Requester Georgia Requested Item: Spotted Locust Do you know about critter catching? It can make the mountains a lot more fun! To learn how, just accept this request and come and see me! Reward: Treat x 2 Fishing Requester: Grady Requested Items:1 Small Smelt 1/2 Star or better, 1 Killifish 1/2 Star or better Do you know how to hand catch fish? It can make the mountains a lot of fun! To learn how, just accept this request and come and see me! Reward: Fish Paste x 2 Mountain Bounty Requester: Laney Requested Items: 1 Mint 1/2 Star or better, 1 Chamomile 1/2 Star or better You can find all sorts of things in the mountains if you just know what to do. Accept this request and come see me to find out how! Reward: Lavender x 2 Let Me Tell You! Requester: Cheryl Requested Item: Longheaded Locust Hey, wanna know something really great? If you do, just accept this request and come to see me! I’m only telling people who come to see me. Chicken Feed x 2 Jump and Catch Requester Georgia Requested Item: Small White So you’ve mastered bug catching, eh? Then let me teach you how to catch