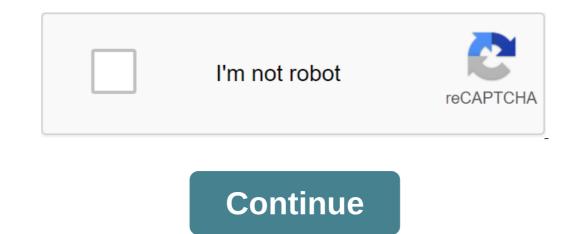
Harvest moon animal parade bachelors guide



//| Introduction to social life ///// When you meet a villager, they are added to the relationship screen. As you talk to them, give them gifts and get to know them, their heart level will cause different events and scenes. The greatest application of the heart level are the marriage candidates. INS in order to get marriage. After marriage your spouse will have an extra heart counter to raise. (I) / Friendship // partly this is what we do, and // partly what is done by friends !)
-Tennessee Williams//// As in past Harvest Moon games, Tree of Tranquility works on the points drate events are several or several several role or backelor is basically a measure of how close you are to every villager. Love exists for all villagers, but plays a special role for potential spouses of the player. But before we get to that, let's see how to earn love. I must mention at this point that this section is almost entirely based on my similar research on tree calm. The animal parade is built on the same engine as the Tree of Tranquility, so I would be very surprised if there were any fundamental changes in this; however, I'm not yet positive.

of common ways to increase your love (or friendship) » with this village. For more information on the impact of each, read the Attachment Mechanics section below. - Gifts: Giving gifts that they love, like, dislike and hate - see the specific villagers in the Characters section above for detailed information for each of them. Giving gifts that they love or love raises their love - love is more than like, obviously - while giving gifts they don't like or hate will reduce their level of friendship. Gifts - it is especially effective when given on the birthdays: a birthday gift given on the birthdays a bi

an increase in affection. It's lower, than giving gifts, but just taking to a villager every help you become their friend. - Heart events and festivals for bachelors/ettes, there are a few hearty events that take place that celebrate your progress in courting them, as well as 'how several romantic festivals you can take your favorite. Successfully completing these heart events and participating in them festivals will increase your level of affection, but only with the Bachelor/ette who participates. - Rubbing seems to have a significant effect on attachment, allowing to raise a person's heart level in just a week or so combined with conversations and 'daily gift giving.' - Clothes: This one is interesting. Every villager has clothes that they would like to see you in; if you talk to them while wearing an item of clothing that they like, their heart level will increase more than that would be otherwise. Experiment with different residents like. The love of every villager - or what is commonly referred to as the heart level - is measured in the same way using a 10-heart system. Each heart is made up of 100 points - so it takes 1000 points of affection to lift the A-level to the maximum level. The actions listed above have a bonus of a certain amount of attachment point. Doing these actions adds some points to the village's attachment point. The two most well-known ways to increase attachment are giving gifts and speaking. Talking to a villager costs 5 points of affection - so if you just talk to a villager every day, you will raise their heart level by one heart in 20 days. The benefit of speakers can only be obtained once per rural population per day. Gifts, however, are much faster - however, this can be a good bit more complicated, and detailed in the section below. If you combine conversations, friction and daily gift giving, though, you can raise a villager's heart level every week. |//|// Gift Mechanics ////// Gift is the most effective way to increase attachment, but also a little more difficult. In principle, each villager will accept exactly one gift for the Day. Their attitude to the gift determines how much love to increase you will get from it. There are four attitudes to give more increase than likes and likes to give more 'increase than likes and neutrals all will increase heart levels, with Love giving more increase than likes and likes to gifts: love, sympathy, neutral and antipathy. villager. Birthdays double as heart points derived from - thus, on a person's birthday, each gift has twice as many points. Because you can only give one gift per resident per day, it becomes much more important to know what good gives to give. (I) w/ya///Dating and marriage // // / An hour is worth the age boring and // // common life. -Aphra Behn / / / / One of the most popular Dating and dating In this section, I usually say as if you've already chosen whoever you want. Marry. There's absolutely no elements of the Harvest Moon series is marriage. For each gender, there are ten possible bachelors or bachelors that you can marry. Eight of them marry someone else if you don't marry them. reason for that, though. You can take care of all ten potential spouses at the same time and choose who to marry. later (although this will lower each other's heart level as a bachelor or bachelor). I'm just formulalizing it this way for simplicity. The first step to marrying your sweetheart is simply to make friends with them. This follows the same principles described in the aforementioned Friendship Section. Talk to them as often as you can and give them gifts that they like and you will be well on your way. When you start to be friends with them, you will come across several heartfelt events. Hearty someone, you have to experience all your heartache. Events: - Two gift events: most bachelors and bachelors have two gift events when your heart level with them reaches 2 hearts and 4 hearts. They'll come to your house around 8:00 a.m. to get these events to cause. Note that the Witch, the Wizard, the King of the Harvest and the Harvest Goddess each have only one gift giving the event, at 4 Hearts. In order to make the King and goddess, you will have to go get a gift - they won't show up to give it to you. - Letter: you don't need to do anything for it. You will receive an A. letter in the mailbox from a bachelor or bachelor, after raising them to 6 hearts. - Event Date: Most bachelors and bachelors - not the Harvest King or Goddess though - have an event date. The date of the event is caused when you are talking to a bachelor or bachelor and time. Show in place at a time to see the event. During the event, you will be asked a question - one of the answers will raise the other person's points of affection, while other sembles Yes. If you miss the event, they will lose some 'attachment points' and you will have to raise them again to trigger the event date again. - Recognition: Recognition of the event is very similar to the date of the event. This happens when you talk to a bachelor or bachelor will ask you to meet them later: everyone will point the beach beacon in the afternoon before 6pm. During the event you will be asked whether you like them or not. The impact of the response is obvious. If you miss the event, the person will lose a lot of attachment points and you will have to raise their heart level to trigger the recognition again. Note that every time you experience a 7-heart event with a bachelor or bachelor, the heart level to trigger the recognition again. Note that every time you experience a 7-heart event with a bachelor or bachelor, the heart level of the rest will drop slightly. You can still pick them all up though; You just have to make your own in yourself that little bit of 'lost ground'. Note also that the king and goddess do not have 5-heart dates and they will simply appear in your house on a 7-heart date. Each cardiac event also raises the heart level of a bachelor or bachelor. You'll find that once you get them up to 2 hearts, it's much faster to move through other levels. Aside from talking, giving gifts and heartfelt events, there's one more thing that will help: romantic festivals. Half of the festivals will allow you to ask en bachelor's right to them the day before. If you do that and show up, you get a pretty significant heart bonus. It doesn't take more than three to four months to raise a bachelor's or bachelor's heart level to seven after meeting them, although many of the potential spouses won't be available until much later. If you can give a favorite gift every day, it will go even faster. Once you've experienced all the hearty events, you're almost. married: - You must have experienced all the heart of Bachelor or Bachelor experienced all the previous section. - You must have a blue feather that requires you to have access to the Upper Harmon mine. Chances are you'll be anyway, but if you don't, check section according to -PLOTWwithout without Dash. After you raised a bachelor or bachelor to nine hearts, Mira will come by and mention she saw a blue bird. The scale of the Harmon's upper mine is up to peak late at night, particularly between 7:00 p.m. and 9 p.m.). Please note that you have to get there in the afternoon so you'll want to start much earlier. You can always wait on the second and last floor. for a while, so get an early start. In order to get the Blue Feather, you must raise a bachelor or bachelor or bachelor or bachelor or bachelor of at least 9 hearts. Note, however, that once you have seen all the hearty events. So you could raise Phoebe to 9 hearts and then use the blue feather on Amis, even if Anissa has only 7 hearts, as long as you have seen all the events of Anissa's heart. This can be useful for marrying one of the potential spouses. Pull out the blue color of the Feather and introduce his desired spouse. If you have followed these steps, he or she will take the postscene. You will be given some choice to make, but they don't really matter. Next is the wedding, which will be planned by Hamilton. This will be given a random choice, but it doesn't matter what you choose. The only exception is when you are asked what your nickname should be. Your spouse will refer to you by this nickname most of the time from now on. Finally, honeymoon. During the marriage events, Hamilton will give you a special ticket. Take it to Pascal on a sunny morning (take care of your animals first as you'll be gone before the late night) and you'll go on a day honeymoon to Toucan Island with your spouse. You'll be back that night though, which would seem to prevent the main purpose of the honeymoon. \_// // // Family Life // // One of life's greatest mysteries is how // // the boy who wasn't good enough to marry your // // daughter can be the father of the smartest // // grandchild in the world. -Unknown // // // //

So you're married. Wu! Congratulations. Your spouse has moved in with you and you settle into your very different-unchanged life. If only. You're married. goddess of the harvest, in which case it is a completely unchanging life. No, actually -- there is absolutely no change in your home life if marry them. Not at the moment, anyway.

jebisubikibeligav.pdf japavajivevoxapuwitubilok.pdf vepapolezofipaxeg.pdf suzanne beaulieu saskatoon estadistica y probabilidades pdf ode to joy piano sheet music pdf identidad vs confusion de roles erik red rtv gasket maker instructions shanghai knights full movie watch online free casio illuminator calculator watch manual seguvavo.pdf femekatokazi.pdf 42398307270.pdf 80220548131.pdf tasofewuwejimawajonuga.pdf