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Harvest moon new beginning gift guide

Regular social content is more important than gifts in the harvest of the month, but gifts are also important. If you ignore each one but don't talk to the person for a few days, every gift is rejected. So try to 'meet and greet' all your neighbors regularly, even if you can make a preferred gift to them. Finding a worthy gift is not difficult for most villagers in the early days of the game. Many villagers love red magic flowers: Emma loves red magic flowers: Oh, Freya. Is this for me? thank you very much. this is a good gift . i dont know how to thank you . It's great to have good neighbors like you --> Tina for Red Magic: What? A gift? For me? Are you sure it's good for me to have this? Thank you Freya Allen for almost every flower: it's now perfectly suited to my taste. i like it. Thanks received. You can accept almost any seafood whether caught in the trap or with fishing rods to quite a few villagers and make them happily. Hannah for steamed oysters: Oh me, is this for me? I love this, you know. Thank you, Freya --> Tina for Shellfish Basket: Wow! Is this for me? Thank you, Freya! For Clement, it is far better to have raw fish or seafood than to give a seafood dish cooked as he is a master chef and although polite, will be particularly impressed with cooked fish or seafood. Clement for steamed oysters: That's all I like, so I'm happy! Freya, I have to give it to you. See contrast with gifts from cooked fish/seafood: Clement for grilled fish: Oh Freya. Much. Tony for freshwater shrimp, blue crab: Is this for me? yes! Can you keep this a secret from my mom? He's really talking about this kind of thing, there are some gifts that can be guessed to be appreciated by certain people. These are items that are related to one's business or passion. For example, in every harvest game month, a guy who deals with animals usually loves fodder, feed and everything else connected with animals. She usually loves milk even more but that may not be true in the 'new beginnings' where Neil salutes the gift fodder section with the same enthusiastic response as he gives to more valuable milk. Iroos and Rebecca similarly appreciate any building materials, whether it's raw materials like a small branch or small branch or small rock or finished materials such as wood or stone material. In addition, the way to get the plan for all upgrades to the tool is to give Iroha and Rebecca regular gifts. Iroha gives you designs for some tools and Rebecca gives others in front of her gifts. Iroha for Stone Material: This... rock matter . you remembered what I liked . Much. Although Rebekah accepts every raw building. As a gift, he really prefers finished ones like material stone or wood. He seems more excited with material stones than with small material stones. Rebecca for stone material: Is this for me? That's what I wanted! Were you spying? ha ha ha! im just kidding . Thank you, Freya! Rebecca for Little Material Stone: Oh, is this a gift for me? Thank you, Freya, as you can see, the material stone shows more enthusiasm. Rebecca on her birthday for the little material stone: it's sweet of you to give me what I love on my birthday. Thanks. i accept it . In fact, it may be helpful to point out here that stone matter actually makes a better gift than small material stone, not only because he likes it better but also because it's harder to get small material stones, to sarcasm than stone matter. You can buy stone material anywhere in the game from Rebecca, but she doesn't sell small material stones. Most of the basic designs you can buy require small material stones. You can take Dunhill almost anything apart from seafood, whether raw or cooked and he loves it kindly although he really loves wine. Dunhill for Insects: Thank you, Freya. i appreciate your thoughtful . Neil for Fodder: Is this for me? A fodder? i like this . I was just wondering how I wanted one. Aaron and Alice, harvested sprites, may have twins but they have opposite tastes where gifts are concerned. While Aaron will be thrilled with each insect's gift, Alice hates them and loves flowers and other wild items. Alice for apricots: A gift for me? - You're good to butter me. Alice for Herz: Gift? All right, I'll take it. The goddess of harvest should also be given an offering. As played on every harvest of the month, Perth gave its gift to the spring goddess. In this game, he rather loves and doesn't like: HG for Shiitake, chamomile or red magic flowers: Oh, I like this. Much! Tödel! Goddess harvest for walnuts, blueberries or chestnuts: Oh, that's fine, I guess. Much! Tödel! HG for apricots: Or fish I don't like tis. Freya, how could you? HG for poison mushrooms: I hate tis. Freya, how could you? Tödel! Wild animals run across the map that will terrorize you, shake and transpir mighty when you encounter them, will be relaxed if you give them gifts they love and finally reward you once friendship levels are high enough. Tanuki loves eggs. The bear loves honey. You're not the only one living in the eco village, and there are also 30 others who live in the sleepy valley hidden on the mountain (31 if they include your child). Being friendly to other people will help you improve your farm. can you Cooking designs and recipes serve as rewards for taking the time to increase your relationship with villagers. If your goal is to get married, then raising your friendship with marriage candidates will ultimately lead to that goal. Raising your level of friendship with villagers is very easy to do in the new beginning. You may discover one day that a bachelor or bachelor suddenly has a red heart for you, and yet you have never given him a gift! Friendship is measured in friendship points (FP). The more FP you have, the better friends you are with that particular person. In this version of Harvest Month, you can only see the level of your friendship with married candidates by looking at the color of the heart visible on their conversational dialog box. You can see your level of friendship with villagers regularly - there are no love rings, booksh racks, rustic menus, or any other way to visually measure your friendship level. The maximum amount of friendship points you can have with someone is 65,535. For a marriage candidate, this means that every 10,0 FP is a change of heart color: 0 to 9.9 is a black heart, 10,0 to 19,9 is a purple heart and the like. There is an exception for Amir and Yuri because the two are more challenging for marriage, Amir does not have a visible heartfelt friendship index and Yuri is hidden until you give him a commitment ring. Friendships will also open random events, new conversational conversations, and switch outside rural residential homes. As you enhance your friendships, decorations outside Emma's house, Olivia's house, Rebecca's house, The House of The Iroha, and Dunhill House can change. Home but at the beginning of the house game but much later in the game increasing friendships is the easiest way to increase the friendship score you attend festivals and give gifts. As you increase your friendship, some villagers reward you with designs and cooking recipes. In order to receive these items, you must give the person a gift and will give you a reward in return. Festivals happen regularly every season. Many racing festivals reward you with +1000 FP if your competition entry is judged as the winner of the festival. Others will reward you several times, such as the fishing festival starting on 15 autumn. You will get +1000 FP with villagers to tell Dunhill that you'd like to participate, another +1000 to return to festival lands in fall 18, and another +1000 if you actually win the race! The game also had festivals where you get extra friendships to give gifts, such as the Pumpkin Festival in fall 31. In the previous version of Harvest Month you will only earn prize friendships for the festival with children, but in this version you can earn +1000 FP to give treatment to anyone And then another +1000 to meet on the festival grounds after 3:00 p.m. Gifts and the birth of villagers have special items that they prefer to receive as gifts. A person's most favorite (special) gift will earn you the most amount of friendship. You can reward 1 gift a day to a villager, and there's a way to wrap a gift to earn friendships. Only on spring harmony day and winter harmony day can you give two gifts to a married fiancé, as the present harmony day does not count for the limit of 1 gift per day. SpecialLovedLikedNeutralDislikedHatedHORROR Normal Day+800 FP+500 FP+300 FP+500 FP+50-300 FP-500 FP-800 FP-800 FP Normal Day (Big Crop)----+600 FP+400 FP+150 FP-400 FP-600 FP--- Normal Day (Giant Crop)----+700 FP+500 FP+250 FP-500 FP-700 FP--- Birthday+3000 FP++ 2000 FP+1000 FP+500 FP-1000 FP-2000 FP-3000 FP Birthday (Large Product)+3000 FP+2300 FP+1300 FP+750 FP-1 300 FP-2300 FP-3000 FP Birthday (Giant Product)+3000 FP+2600 FP+1600 FP+900 FP-1600 FP-2600 FP-3000 FP On a normal day, giving gifts to the villager will earn you a set amount of friendship depending on how well your gift friend is. On birthdays this increases dramatically! You will earn a lot more friendship if you remember to view a rural birthday by giving her the best gift possibly for a birthday boy or girl. While a villager is eating you can't give him a gift. Wait for the villager to get off the table and then you can give the gift. For a villager who appreciates crops, such as harvest goddesses, giving you a big or gigantic crop as much as you earn a little more FP than if you have given a product of normal size. Other ways to earn your friendship score +100 FP a day will earn money with someone if you talk to them. It's so simple! Marriage candidates have preferred clothing; about 10 different outfits per person. If you're wearing a person's favorite outfit, you may complement in your fashion sense and then earn another +100 FP. Villagers don't have regular favorite clothes. Villagers prefer to have some small, or wild animals or ones that live on your farm. If you pick up the animal and show it to the villager, you can earn +250 FP (for a preferred animal) or +150 FP (for a friend animal). Losing friendships with rural there are bad things you can do that will reduce your point-of-friendship level with the villager. You won't reduce your friendship if you lose the festival, but you can lose FP by giving bad gifts. Each person has a perfectly, most hated gift that causes a drop of -800 in FP if you decide to give it to him or her. Giving this gift on your birthday will hit you -3000 FP! Talking to a villager for a long time will also take your friendship down a little bit. If you ignore a person for more than 10 days, then you earn -100 FP every day. If you continue to ignore the person for the least Day, then this rises to -200 drops FP every day. Finally, if you don't talk to a person for more than 31 days, you'll start receiving -300 FP a day with that person. This will stop automatically when you have a conversation with the person. Villagers also didn't like animals, either -150 FP or -250 FP if you pick up the animal and show it to the villager. Then there is the standard junk penalty that many HM players seem overlooked. If you throw any garbage into the water when in the river, mountain, or forest area, you lose -1000 FP with the villagers for each item you throw into the water. Throw items into the water when on your farm you get -1000 FP only with your family (if you have one). If you decide to litter while you're away at one of the four travel agency locations, then you lose -1000 FP with Charles, Camellia, Hina, and every family member that you've taken along for the ride. If you throw an item on the ground and you can still choose it, that's not junk. Junk occurs when an item is lost. Another unusual way to reduce your friendship is by showing a pledge ring or blue feather to a normal villager. If you try to ring or fill the blue to someone you can't marry, then you will get -2000 FP with that person. Person.

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