

# OFFICIAL GAME GUIDE

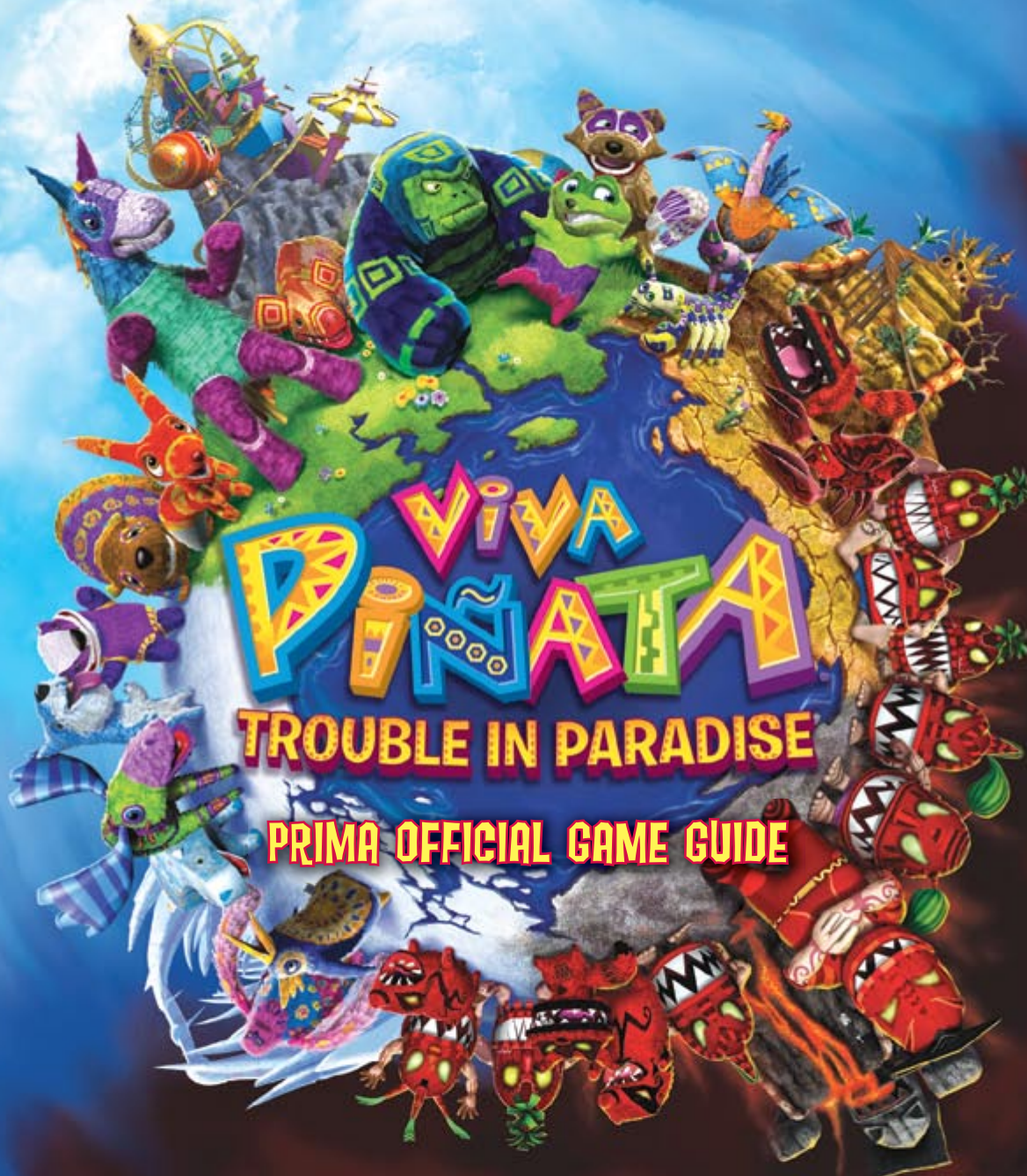


BASED ON A GAME  
RATED BY THE  
ESRB **E** EVERYONE



**Microsoft**  
game studios®





# VIVA PINATA

## TROUBLE IN PARADISE

### PRIMA OFFICIAL GAME GUIDE

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CHAPTER 1

# Training: Piñata Preparation





# Take Control

If you've read the *Viva Piñata* instruction manual, you're now ready for a closer look at what these controls can do. These instructions are based on the advanced control scheme, which gives you much more to play with.

## CURSOR MOVEMENT



The red and yellow circle is your target cursor (L); place the object you wish to target within this cursor before you select it. You can press (L) in to move from one end of your garden to the other much quicker. This is great for reaching a sick Piñata or intercepting Professor Pester's minions.

## TOOL SHORTCUTS AND ALERT HIGHLIGHTS

Your directional pad (D) is very useful. Press (D) to access your Watering Can. Press (D) to grab your Shovel. Press (D) to take out your grass seeds. Finally, press (D) to read an alert when it springs into your screen's bottom-right section.

## CAMERA MOVEMENT

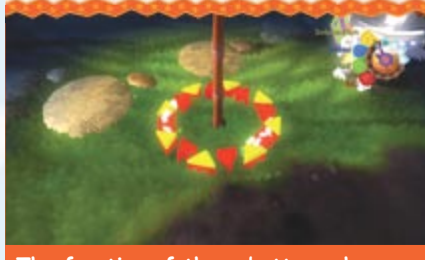


Moving the camera (R) is an important control to master. It allows you to look up, down, left, right and all around. Use this to quickly find an object.

## ZOOM IN AND OUT

Use (LT) and (RT) to zoom in and out; zooming out gives you a wider view of your garden and makes finding objects easier. Zoom in to check out your Piñatas in detail, or to pick up a hard-to-reach seed from Seedos.

## CONTROL BUTTONS



The function of these buttons changes depending on what the top-right clock menu says.

- A Action or select
- B Discard or cancel
- X Main menu
- Y Information (highlight an object)

# The Main Menu

Press (X) at any time to reach this eight-petal menu. Press (L) in appropriate direction to access these in-game menus. During this time, your clock continues to run; this isn't a Pause menu, so don't leave your game running!



## START AND BACK



Start (START): Enters the Pause menu. Make sure you select the "Save and Quit" option (L) each time you want to stop your game.

The Back button (BACK) is great for returning to your garden in a hurry (from a shop, for example).

## XBOX GUIDE BUTTON

Press (X) lightly to reach your dashboard; hold this to reach the option turn your console or your controller off, based on your Xbox preferences.



## CAUTION

Remember to save and quit from the Pause menu (START then L) before shutting down your console.





**Shovel (L):** Grab your Shovel; however, it is much easier to grab the Shovel using .



**Trick Stick (L):** Pick up your Trick Stick and train your Piñatas to recall tricks. Check out the details on the Trick Stick later in this chapter.



**Surface Packets (L):** Grab a grass packet and sprinkle in on your Soil (but not on cracked earth or ponds). It is much easier to grab a packet using .



**Journal (L):** Enter the Journal to read entries on every object and Piñata you encounter. The Journal has many sections, the most important of which we will review later in this chapter.



**Village (L):** You'll be using this a lot. Here you can select (A) whichever villager you need. Check out the next chapter for information about all the villagers.



**Camera (L):** Grab your camera to capture those special moments and upload them to [www.vivapinata.com](http://www.vivapinata.com).



**Watering Can (L):** Use the Watering Can to sprinkle water on your plants and Piñatas. It is much easier to grab the can using .



**Seed Bag (L):** Use the Seed Bag to save yourself a trip to the store. Cycle through seeds with (LB) and (RB) and plant them with .



## TIP

"Level" and "Gardener Level" are two separate measurements. The former is an in-game number (usually from 1 to 10) to show how advanced a Piñata, plant, or piece of equipment is. "Gardener Level" measures your experience. For a complete list of what happens as you level up, check out the Appendices at the back of this guide.

## How Does Your Garden Grow?

Your garden grows because of the actions you take, and these actions increase your level of experience. You know the basic commands such as watering a plant, hiring a helper, and digging a pond. But beyond the basics, there are two ways to improve your garden and your Piñata-attracting skills: gaining experience and making money.

## Gaining Experience

The following tasks get you experience and level you up. You receive the experience boost only the first time the task is completed (although you may need to perform a task many times).

To see what you've completed and what you still need to complete (which makes it easy to focus on a task you haven't tried yet), go to the Journal, select Player Awards (L), and then select either the Plant Awards (L) or the Piñata Awards (L).



## PLANT AWARD TASKS

### Grow a Plant to Maturity for the First Time

This is simply a matter of growing a plant until the Watering Can meter no longer appears. You don't need fertilizer, but you do need to water the plant and keep it halfway between wet and dry. Now do this with every plant you can grow from a seed.



1 Dig a hole and place a plant seed in.



2 Water the plant, unless it is raining or you have hired a sprinkler helper. This is the correct amount of water.



3 This plant is too dry; the plant dries out when you haven't watered it.



4 This plant is too wet; this occurs if the plant is in mud (darker soil, usually near a pond), or you're watering it too much.



5 This plant has grown to maturity.

### Fertilize a Plant Three Times for the First Time

This is known as "catalyzing" in the Plant Awards section of your Journal. The trick to growing a big plant is knowing when to fertilize each of the three times and what color fertilizer to use. We detail this later in this chapter.



1 A plant fertilized incorrectly; it is smaller.



2 A plant fertilized three times correctly; it is huge.



3 Trees and bushes grow bigger when correctly fertilized, and they produce more fruit.



4 Vegetables grow bigger in size and flowers have more flower heads.

#### NOTE

You can sell flower heads, trees, bushes, fruit, and vegetables to make money. However, if you need a particular vegetable (for example, to feed a Piñata), there's no need to spend the coins on fertilizer to grow a giant vegetable; the Piñata eats it no matter the size.

## PIÑATA AWARD TASKS

### A Piñata Visits for the First Time



A curious Piñata strolls into a garden, looking for fun.

Piñatas that appear around your garden's perimeter don't count toward your experience, but when a new species of Piñata wanders into your garden, you receive experience. Exactly

what causes the visit is based on the specific requirements of each Piñata.

You can venture just beyond your garden with your target cursor to view the visitation requirements for any Piñatas that haven't entered your garden.

### A New Piñata Species Residing for the First Time



When Piñatas turn from black and white into color, they are happy with your garden and want to stay.

When Piñatas fulfill their resident requirements, they turn into full-color Piñatas and can be sold or, better yet, romanced. The higher the Piñata's level, the more difficult satisfying their

needs becomes. You must cater to them if you want them in your garden.

If you already have a Piñata residing in your garden, you don't need to coax another of that species in; simply give Gretchen Fetchem a large sum of coins and she catches one for you.

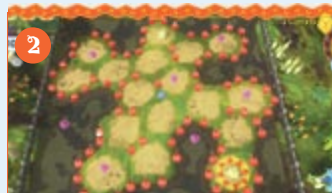


## A New Piñata Species Romanced for the First Time

When you have two of the same species in your garden, they have several romance requirements to fulfill. When this has been done for both Piñatas, direct them together and they enter a romance maze. After you maneuver one Piñata through the maze and reach the other Piñata, they enter their house and do a romance dance. Moments later, Storkos arrives with an egg. It hatches, and a third Piñata is born.



1 When two Piñatas love each other very, very much, they do a courtship dance.



2 Then you must maneuver one Piñata through a minimaze to reach the Piñata's partner.



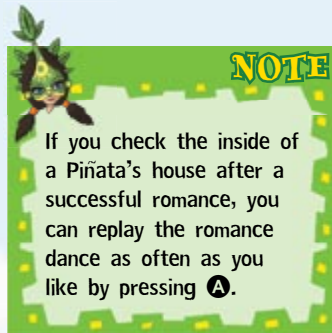
3 If you succeed, they dance inside their house.



4 Storkos soon arrives, drops off an egg, and it hatches.



5 The baby Piñata can be fed milk, which quickens its maturation. It enters a cocoon and becomes a mature Piñata.



After you fulfill the romance requirements of your first two Piñatas, finish the romance maze, and another Piñata of this species has arrived, you can romance any of them again with Romance Candy. This is much easier than fulfilling the romance requirements and is a quick and easy way to raise loads of Piñatas. Buy these candies from Costolot's store.

## A Master Romancer Award for a New Piñata Species



With seven of the same Piñatas in your garden at once, expect this reward.

The Master Romancer should be your next task, as it's easy to attempt when you have two or three of the same species already living in your garden. To become a Master

Romancer, you need to have seven of the same Piñata type in your garden at once. Increase the population to seven in a few different ways:

- Continue to romance using Romance Candy.
- Continue to romance by means of fulfilling regular romance requirements.
- If your Piñata has evolved from another Piñata, the original species is usually easier to romance; therefore, romance that Piñata species first, then turn all of them to the evolved Piñata species.
- Request that Gretchen Fetchem find your remaining Piñatas and pay for it.

## Three Color Variants for the New Piñata Species

The final experience award occurs when you feed a Piñata a certain object and it changes color; such Piñatas are called "variants" and can romance with the other colors, too (except Flutterscotches). Each Piñata has three variations to find.



1 Change your Piñata's color to create a variant. Here is the original Piñata.



2 Here's the first variant.



3 Here is the second variant.



4 And here is the third; you receive experience for each variant.



## PIÑATA AND PLANT CULTIVATION TACTICS

Increase your experience points and Gardener Level quickly and easily by implementing all of the following tactics.

### Watering and Fertilizing Flowers and Vegetables

Grow and fertilize each plant and tree as soon as you can you can buy them from Costolot's store, or request them from Seedos. Here are the steps to take for flowers and vegetables.



1 Take the seed, and plant it in a hole.



2 Purchase fertilizer that matches the plant's color from Costolot's store.



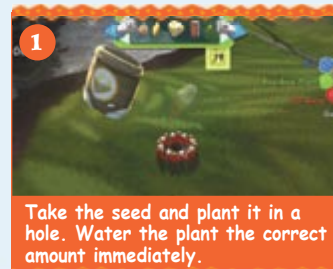
3 Squirt three portions of fertilizer as the plant starts to grow.



4 Check the plant's water needs constantly until it is fully grown. If you're successful, you receive a "bonus growth" message.

### Watering and Fertilizing Fruit Trees and Bushes

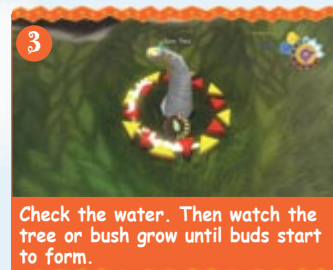
The steps to take for fruit trees and bushes vary for each species, but require the following techniques:



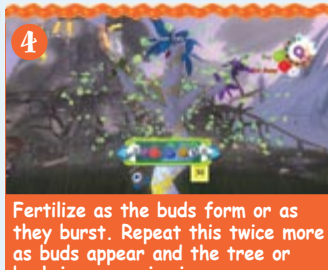
1 Take the seed and plant it in a hole. Water the plant the correct amount immediately.



2 Purchase fertilizer that matches the plant's color from Costolot's store.



3 Check the water. Then watch the tree or bush grow until buds start to form.



4 Fertilize as the buds form or as they burst. Repeat this twice more as buds appear and the tree or bush increases in size.

### Plant Plans: Great Tactics to Try

- Use more fertilizer than you need, just in case.
- Don't use the wrong color fertilizer.
- Once special mix fertilizer becomes available in Costolot's, you can use this to fertilize and plant. Then you don't have to worry about its color.
- The Coadile and the Taffly produce their own fertilizer. Check them out in the Prospectus for more information.
- Purchase the One Pour Wonder Watering Can as soon as possible; it allows you to water a plant once and never worry about it again.
- Before you buy the One Pour Wonder, put your Watering Can away, then bring it back out to refill it instantly.
- Only plant weeds if necessary to gain a Piñata as a visitor or resident.
- When planting weeds, keep them in their own area and fence them off to stop most Piñatas from eating them.
- If you are running out of plants to fertilize for experience points, talk to Seedos; he sometimes gives you a new seed earlier than when it is available in Costolot's store.
- When you level up, Seedos may give you new seeds, so make sure to talk to him often. After you get a new seed, it will thereafter also be available in Costolot's store.
- If you have a mine in your garden, seeds can be unearthed, although this is a slow process.
- When you level up, always check Costolot's store and plant any new seeds you see.





## Pinata Plans: Great Tactics to Try

- The Master Romancer Award occurs when seven of your species reside in a single garden. There's no need to romance them all; you can buy them or send them to yourself from another garden.
- Gretchen Fetchem charges more for an Express hunt, but this gets you the Piñata much faster; the price is usually worth it, as you can claim the Master Romancer more quickly, then sell off your Piñata and try another species.
- Consult the Piñata Prospectus, and make sure you get all the Piñata variants; they are easy to get and give you a load of experience. Do this for every Piñata species, including ones you evolve and domestic Piñata you buy.
- When Sour Piñatas arrive to spoil your garden, tame them to residents as soon as possible; you receive a free Tower of Sour piece (saving you loads of coinage), and you can easily romance and find variants of them, too.
- You can ignore the (usually tricky) romance plans and buy seven Piñatas, get the Master Romance Award, and sell off your Piñatas and start again. You'll get loads of experience very quickly, but you'll have to Romance these species later on.

## Viva la Evolution



Some of your Piñatas can be evolved into other Piñatas (check the Piñata Prospectus for all the details). In this example, we romanced and bought seven

Sparrowmints. When we had all seven, we grew dandelions and evolved all seven into Candaries. This gets you an instant Master Candary Romancer for the price of only seven scoffed dandelions! It's an easy and quick burst of experience points.

## Putting Down Everything in Your Journal

As you progress through the game, you may find that you aren't increasing your Gardener Level as quickly as you previously were. Check your Journal for the Piñatas and plants you still haven't had in your garden; the exact requirements are in the check boxes inside this guide.

## Post Office Prowess

Want the easiest way to level yourself up quickly? Well, you'll need friends on Xbox LIVE who are playing this game, too. Have them send you high-level seeds and Piñatas, or ones you really want or need. You get the experience as soon as you open the crate. And if they send you seven of a particular Piñata, you get the Master Romancer and loads of experience points right away. Or, if you don't want to be greedy, just ask for one, then pay Gretchen to find the rest.

## LANGSTON'S INTERNATIONAL CHALLENGES

Another way to unlock experience (and special items for your Piñatas), is to check in with Langston at the village to volunteer for one of his International Challenges. These challenges are very specific, and often require that you turn a visiting Piñata into a resident. They are arranged by regions. Once you accept a challenge, you can meet the requirements at your leisure; however, you will not be able to progress to additional challenges within that region until you've completed your current objective. Langston's challenges are a great way to gain experience and increase your Piñatas' value. You can find more information on Langston and all of the International Challenges in the next chapter.



Use the challenge crate at the south end of your garden to check or complete your current challenge.



# Making Money

The other part of your gardening plan is to make lots of chocolate coins so you can pay Gretchen to hunt the exotic Piñatas you need. You can then buy the items and objects to make your garden the coolest around. Here are some incredible money-making tactics to try.

## QUICK CASH FROM THE VERY START

Certain low-level Piñatas require only a simple enticement to appear. All a Mousemallow needs, for example, is a turnip. If you're trying for a different Piñata, you can still leave a turnip or two till a Mousemallow shows up, then sell him immediately. For easy and constant coinage, do this for Whirlms, Tafflies, Sparrowmints and other Piñatas that always turn up.

## A REDDHOTT CRAZE



One of the first flying Piñatas you see is the Taffly. He's easy to attract (just plant flowers), but even easier to evolve. Buy the firebrand (a garden torch)

from Costolot's store, switch it on, and direct your Taffly into the flame. Douse it with water, to make it evolve into a Reddhott. Each Reddhott is worth 2,205 coins! Now attract Tafflies into your garden like crazy; get Gretchen to hunt them, too. Set fire to each of them, douse them so they evolve, and cash in on this Reddhott craze.

## A SUNNY OR CHILI RECEPTION

When you can grow sunflowers or chilies from seeds, plant them and then fertilize with the special mix fertilizer. They grow to a gigantic size, and they're worth 400 coins each! The best part is the chilies take only seconds to grow. Buy about five or six, plant them close together so you can fertilize two plants at once, and rake in the coinage.

## BIRD OF PARADISE AND ORCHID BONANZA



Later in your gardening, plant bird of paradise seeds and orchids in groups of about six or seven. Fertilize them with the special mix fertilizer, then

water them with the One Pour Wonder Watering Can. This allows you to make over 8,000 coins of profit in about a minute. Ka-Ching!




### NOTE

You can also make smaller sums of coinage with bulrushes, tulips, and a fertilized giant pumpkin.

## PLANS FOR THE PENNILESS

- Although there is a bonus for picking all of the hearts in a romance maze for each Piñata, the amount of money you can receive is minimal. Don't concentrate on this as a source of income.
- If you're really low on funds, focus on picking up the minimum number of hearts (this varies between Piñatas) and getting through the maze as quickly as possible to maximize coinage.
- If you are penniless, get coins by growing and selling the seeds that you get from Seedos.
- You can also sell unwanted Piñatas that reside in your garden.
- Another way to earn money is to ask Bart the Tinkerer; he can turn blackberries into jam, which sells for 150 coins; the process requires only 15 coins at the lowest rate of success.
- Check out Costolot's store; if she is having a sale, don't sell anything, but buy, buy, buy! Usually the prices are a third less expensive.

### TIP

- Begin a second garden that consists only of Tafflies, chilies, bird of paradise flowers, and orchids. Spend an hour increasing your wealth to huge levels.
- With a flower, tap the stalk with , and if the flower head falls, leaving just the stalk, quickly sell the stalk before it shrivels up; then sell the flower head to double your money.
- You can also sell trees with all the fruit on them; you receive coins for each fruit and for the tree.



## A GREAT GARDEN AND PIÑATA VALUE



Garden items, such as pathways or scenic items, should be planted for your own personal benefit. Avoid clutter in your garden by building only the houses and scenery you need to

satisfy requirements; sell everything else.



If your garden value is of paramount importance, you should buy scenic items, especially Captain's Cutlasses—you can increase the value

of your garden by hundreds of thousands of coins simply by buying a lot of Captain's Cutlasses.



### TIP

Look inside your Journal at the number of spaces your garden has; each item takes up a space, and if your garden is crowded, new Piñatas won't show up.

Putting accessories on your Piñata is a good way to increase your Piñata's value.



Give your plants enough room. A daisy needs little or no space, but an oak tree requires a huge amount of room. If your plant didn't grow big enough, and you watered and fertilized it properly, it was seeded too close to an object (like another plant, a pond, or a building).



For Piñatas whose values you want to increase, make sure they are chewing on happy or joy candy and have a full Happiness Meter. This is especially true of Piñatas

you've just acquired and are trying to romance.

## Advanced Piñata Plans and Tactics

Now that you have the basics of how to build a Piñata empire, here are some more techniques for creating the greatest garden ever.

### EVERYTHING'S FINE AND CANDY



As soon as you fulfill your romance requirement for a species and want to romance more of this species, always use Romance Candy. It costs 110 coins per candy, which is almost always cheaper (and less hassle) than completing the romance requirements.

### NOTE

To learn about all the Achievements you can unlock during this game, check the Appendices at the end of this book.



## FRUIT AND VEGETABLE TIPS



If you need fruit for a requirement, buy it from Costolot's store instead of growing it on a tree or bush; it's always quicker (as long as you have the coins).



If you need a vegetable for a requirement, grow it from seed. Vegetables take no time at all, and it's no real hassle to harvest them, unlike fruit.



It's good to fertilize flowers, trees, and bushes, as more fruit or flower heads always appear if you fertilize it correctly, and one tree can produce more fruit. Target the plant with **Y** and find out if you managed to get the maximum fruit on it. The more fruit you have, the more useful the plant is (for selling the fruit or using it for requirements).



Fertilizing vegetables makes them grow to a huge size. This is great if you're selling the vegetable or doing it for the first time. But it is a waste of coins if you're growing it for a Piñata to eat or using it for another requirement. Don't fertilize vegetables unless you really need to.



When a new seed becomes available, plant four immediately; this is usually enough to attract a new Piñata without your needing to look up specific requirements in the Piñata Prospectus. Or, check out the Garden Goods chapter, which tells you everything a particular plant is used for.

## ADVANCED PIÑATA PLANNING



Feed milk to a baby Piñata to make it grow up faster. If you happen to have a Cluckles around and desperately need another of a higher-level Piñata to make a pair, direct the Cluckles to the egg. Cluckles does a dance and instantly hatches the egg. Note that a Cluckles can only hatch one egg per day.



If you want to see two Piñatas fight, tap both Piñatas with your Shovel to reduce their Happiness. Experienced fighting Piñatas can unlock new Achievements and accessories. Conversely, use the Watering Can to douse angry Piñatas; this calms them. It also increases the Happiness of many Piñatas. Be careful, though, for this only works occasionally. Some requirements need the fight to occur.



During the early part of the game, many Piñata begin to arrive, but don't try to romance them all. Concentrate on the requirements of one or two Piñata species, and then move to the next.



Be aware of other Piñata requirements that may stop you from finishing your current requirements. For example, the Mouse-mallow is afraid of

Syrupents, so if you're trying to coax Mousemallows into your garden, use the Bouncer Board to keep Syrupents out (but remember, you need to be a Master Romancer for the Piñata you want to bounce).



If a requirement states that a Piñata must "eat" another one, it's referring to the life candy that each Piñata has within itself.



In the rare case that one of your more expensive Piñatas becomes sick, you may wish to invest in a Mumbo statue; this delays Dastardos from entering your garden to beat the Piñata with his stick.



Some Piñatas benefit from being in a pen—an area enclosed by fences where Piñatas you want to romance or protect reside. Build a pen near a Piñata house. Don't use a gate and

hope that the pen is secure; helpers can open



the gate and let Piñatas out. Instead, block the gate with a crate purchased for 1 coin from the post office. Only you can move this crate, which is great for keeping Piñatas separated.



Tap **X** to get a Piñata to exit a house or come down from a perch or tree. Don't whack the scenery, or you may destroy it.



If you can't or won't tame the Sour Piñata and want to get rid of it, purchase the twelve Sour Blocks from the Garden Items section in Costolot's store.

When you switch them on, they stop that particular Sour Piñata from entering your garden. Switch the blocks off when you want to tame the Piñata.



If you're able to keep two Piñata species from fighting, want to save a Piñata for later, or move them to another garden, send yourself a crate containing up to five of them. Leave it in the post office until you need it or have changed gardens. Just remember what's in each crate you send to yourself!



Keep smaller Piñatas away from larger ones, or you risk them being trampled. This is a surefire way to reduce their Happiness! Also build barriers out of stone instead of wood so the largest of Piñatas (such as the Elephanilla) can't break them.

### NOTE

Very rarely (and randomly), a Piñata is born as a twin or has a special "wild" value to it; these are 10 times as valuable as a regular Piñata. Study each Piñata that is born. If it looks different, check its value; it could be an extremely rare wild-card Piñata. You also receive an excited message from Leafos telling you when a rare Piñata is born.

## BUILDING FOR THE FUTURE



Have you started a new garden? There are initially eight save spaces in your Save Game Petal, and each allows you to use the coins and experience you've gained previously. You can save an unlimited number of gardens. It's impossible to do everything in one garden, unless you constantly buy and sell Piñatas and houses, so have a variety of gardens, such as the following:

- A water garden with a huge pond, with water-loving plants to attract aquatic Piñatas.
- A forest garden with a variety of trees.
- A meadow with both long and short grasses.
- A garden with a patch of earth for hatching a gold Dragonache.
- A garden with varieties of fruits and vegetables you're selling for profit.
- A flower garden that attracts all manner of flower-loving Piñatas.
- Gardens that have the necessary requirements to attract groups of Piñatas that need each other. For instance, there's nothing a Chippopotamus likes more than a Candary in your garden.
- A garden with pathways and buildings with matching scenery to show off your design skills.



If you want a pond with straight edges, place fencing first, and dig along the base of it for straight lines.



If you want stepping stones, place the paving first before digging around it. It looks cool, doesn't it?



Always sell everything that can be sold instead of whacking it to pieces; this includes fences and paving (select a nearby item for sale with **E** and then move your cursor to the fence or paving).



Helpers are of some use but won't do everything for you. Don't rely on them and don't hire too many or they'll end up cluttering your garden. Select them

and pay them extra coins (in increments of 10) or send them home early to increase their Happiness; they do a better job when happy.



Sprinklings are among the most helpful and are useful once you become a level 14 gardener (when you can buy them from Arfur's Inn) through 30, when you should buy the One Pour Wonder Watering Can. Sprinklings are now unnecessary, unless you're ignoring everything except searching for a Dragonache egg inside your mine and want the garden to run automatically.



You must watch Gatherlings in particular, as they pick up everything from the ground that you've grown and will sell it—including a prized possession, such as a piece of expensive fruit you're leaving to coax in a new Piñata! Place the cursor over the Gatherling and send her home, dismiss her entirely, or tell her what she can and can't pick up using the

"Harvest Choices" option.

If Ruffians are terrorizing your garden, then save your expensive building or item by paying off the Ruffian, purchasing the Captain's Cutlass (available at Costolot's when your level is in the mid to high 20s). An easier way to keep your items safe is to send the item (such as a prized Piñata) to yourself in a post office crate.



the Willy Builder door is visible. The door to the residence will also be on this side.



Think about where to place your homes, helper residence, mine, or scenery. When in the construction phase, rotate the covered building with **X** until the Willy Builder door is visible. The door to the residence will also be on this side.

Having a central pathway and buildings facing inward on each side, with plants that the Piñatas need in between (as shown), creates a great flow

to your garden. Also place your mine near a worker house so the miners can easily enter and exit both buildings.

Make sure the path to the village (where Bart, Willy, and your helpers all come from) doesn't have any obstacles to prevent them from maneuvering. This is particularly vital when Doc Patchingo visits.



## Just for Fun Mode

Just for Fun mode is a relaxing version of the game for those times when you just want to chill out. The Piñatas are easier to entice into your garden, and their requirements appear over their heads. Most items and services are automatically available, and you'll have unlimited chocolate coinage at your disposal. Professor Pester and his Ruffians won't be bothering you either, but there will be some things you can't do, such as unlock achievements or send crates out of this garden. Sorry, but you can't have your cake and eat it, you know. Mmmmm, cake...



From the main menu, use **E** to highlight the Just for Fun sign post and select it with **A**. The familiar petal menu system will appear. Move to "New Garden" (**E**), and select it (**A**).



## Piñata Games

There's nothing that a Piñata loves more than a little friendly competition (except for candy, that is), so if you're looking to give your green thumb a rest, pit your favorite Piñata in a little head-to-head against Piñata Island's inhabitants or against a friend.

To get started, select your favorite Piñata (Ⓒ), pull up the menu (X), and select the podium icon (Ⓔ) to pull up the Games Lobby. From here you can:

- Select the game you and your Piñata wish to play. Use Ⓔ to choose between the up or down arrows, then use A to cycle through your choices.
- Adjust the game settings. Use Ⓔ to choose between the up or down arrows, then use A to cycle through your choices.
- If you decide you want to run a different Piñata in the competition, you can cycle through the Piñatas in your garden (Ⓒ), confirming your selection with A.
- Once you're ready, check box at the far right with A and get ready to compete!



## THE GAMES

### The P Factor



So you think your Piñata has the P Factor? Well enter them into the one-and-only officially sanctioned Piñata show event in the universe! First ensure that you have

your talent selected and ready to strut its stuff.

#### HOW TO PLAY

- Once everyone is ready, enter the judging lobby, where you will select your judge for the show (Ⓔ).
- Each judge has their own criteria. So do you select a judge who you think will favor your Piñata, or one who will most likely turn up their nose at the other competitors, or a lucky dip?
- Other players also select a judge, and then a final judge is chosen at random to cast the deciding vote.



### The Great Piñata Paper Chase

Fast? Yes. Furious? Yes. Fudge? Most Likely! Select your most aerodynamic, light-weight, high-performance Piñata, and hotfoot it to the starting line for a fast-action hustle for the title.



#### HOW TO PLAY

- Once the race starts, guide your racer through the course by pushing Ⓔ up or down.
- Each type of Piñata has a favorite surface on which it runs at a greater pace, so choose it whenever you can.
- If you find yourself lagging behind, slipstream your competitors to reduce their advantage and use your extra speed to overtake them!
- Run through crates scattered along the track to pick up ammunition to use against your opponents. Press (R) to fire forward and (LT) to leave a surprise attack in your wake.



CHAPTER 2

# Piñata Island Inhabitants





Welcome to Piñata Island, gardener! Piñata Central's databases have been hacked by Professor Pester, and they need a green thumb to help re-catalog the island's inhabitants. It's a pretty hefty challenge, but you can do it. There are many friendly (and not-so-friendly) faces that inhabit the island, ready to help (or hinder) your progress. Two types of garden personalities exist: the roaming character, who wanders about your garden and dispenses advice and seeds, and the village dweller, who has a shop at which you can purchase or sell goods and services.

## Family Members

(in Order of Appearance)

### LEAFOS

Leafos would like to help you become a great gardener. She has lots of advice, so don't be afraid to ask her.

The second child of Jardiniero, Leafos was a keen Piñata wrangler from an early age, when she first drew and then wrote about the wildlife and plants. This early work was the foundation of the Journal, where all of Leafos's sketches and information were kept. The Journal is now yours!

#### Notes

Level	Available From
1	Start of Garden

After you learn your initial gardening techniques from Leafos, she sometimes pops up to give you an alert. Otherwise, she wanders the garden during the daytime. Target her and press **A** to listen to some of her advice. She has much to say, mainly about Piñatas and gardening techniques.



- Leafos is the first character you meet on your initial patch of earth. She gives you your first Shovel, Watering Can, and a grass packet.
- Read all about her past in the "Storybook" part of your Journal.
- A record of her alert advice is kept in the Journal. Check out the "Leafos Log" for all of her information. The information she imparts is sometimes amusing or interesting but not related to your garden or to Piñatas.
- Much of what Leafos tells you is the truth, but some of what she tells you isn't quite correct.

#### TIP

Follow the advice contained in this guide rather than believing everything Leafos tells you!





## SEEDOS

Seedos loves seeds. He doesn't just like them; he can't stand to be away from them. He polishes and looks after them, he sings to them at night, and he has collected lots of different types. He won't let just anyone have his seeds, so he might need some "persuasion"

A chip off the old block, Jardiniero's youngest son was initially named Sidos and was a natural at communing with the garden's plant and Piñata life. As a boy, he nurtured Shellybean Piñatas, teaching them tricks and eventually sending them off to Piñata Central. He now spends all his time tending to plants and shining up his seed collection.

### Notes

Level	Available From
1	Gardener Level 3

After you first meet Seedos and listen to him talk about seeds, he sometimes pops up to give you an alert. Otherwise, you'll find him checking out your garden both day and night (although he also roams away from the garden). Target him and press **A** to receive a free seed, or more!



- Seedos wanders the garden both day and night, chuckling at the plant life you've taken good care of. Leave him to this activity.
- If you want to hear him chuckle, keep your plants well fertilized and watered properly, using the techniques outlined in the Preparing for Piñatas chapter.
- To talk to him, move the cursor over him and press **A**. Usually you'll receive a seed he throws from his backpack at random.
- If you need more seeds, talk to Seedos until he runs out. If you continue to ask him for seeds with **A**, he provides three of four more seeds (per request) before running out. (Expect more or less, depending on how frequently you request seeds.) Then he leaves your garden and returns later.
- If you need more seeds and some weeds, then make an offensive maneuver and whack Seedos with your shovel. He drops a seed each time and warns you not to continue.
- If you whack him about six times, he disappears and his mask cracks. This isn't a good idea! Once he leaves, he soon returns (usually with the day) and begins dropping weed seeds around your garden! He also stays away longer between visits if you strike him with your shovel.
- Sprinkle Seedos with your watering can; he likes that and sometimes grants you a more expensive or "mystery" seed. A mystery seed is simply a plant you haven't grown in your garden yet.
- Grow a mystery seed immediately, then highlight it and press **B**; this allows you to buy it from the store from then on. Either keep it or sell it.
- As soon as a mystery seed becomes available, Costolot can sell it in her shop. This is a good way to obtain seeds at a slightly earlier Gardener Level than if you just waited for Costolot to start selling them.



### TIP

Quickly plant or sell any seeds that Seedos drops. Using Seedos is a great way to gather random (and sometimes new) seeds to gain experience. However, if you want a specific seed, go to Costolot; it's much easier but more expensive.

PIÑATA ISLAND  
INHABITANTS







## STORKOS

When an egg needs delivering, the call goes out. Who can move a delicate little egg across the island and deliver it in perfect condition to the precise location where its parents wait? Who else? The intrepid Storkos!

A surprise third child to Jardiniero's family, Storkos was born at sea, during one of her mother's long sea voyages. Jardiniero's wife gazed at the storks that followed the ship from port to port and named Storkos after them. Young Storkos spent time on the ship, reading superhero comic books the sailors gave her and running about on the decks, pretending to fly. Arriving back at Piñata Island, she solved the romance dance problem (eggs from Piñata Central were sometimes arriving broken) by swooping down to collect them herself.

### Notes

Level	Available From
1	Gardener Level 4

After you successfully romance any two Piñatas of the same species, and after they've wandered through their maze and danced, Storkos flies to Piñata Central to pick up the egg and deposit it back at the Piñatas' house. She does this with a 100 percent satisfaction guarantee! You never need to worry about her.

- Storkos takes her job very seriously; she even made a flying costume!
- After a Piñata romance dance, Storkos delivers the egg to the home.

## JARDINIERO

"This is an amazing island, and my garden was the most amazing place on this island. I was famous here, but some pest, er ... took a dislike to me. To make a long story short, all my hard work was ruined! I often wish that I were young and strong enough to put the garden back in order, but those days are gone...."

The first and finest gardener on Piñata Island, Jardiniero had the skill to cultivate any plant and attract any Piñata. Not long after he began his island, he met his seafaring wife, who helped trade Piñatas for other goods (Piñata Central wasn't built then). "Mother" (his wife) stayed on the island until Stardos was born; then she was called back to sea.

Jardiniero and Mother had four children while his garden grew. Jardiniero hired a helper named Lester, who seemed to mess up constantly, hatch his own plans, and create some evil-looking red and black liquid that smelled sour. He had to fire Lester, who eventually returned to the garden claiming he knew the location of a mythical Piñata called the Dragonache! Lester provided a map, and Jardiniero and Mother set off to find this fabled Piñata.

### Notes

Level	Available From
1	Gardener Level 6

Jardiniero lives in a rickety house built into the base of a tree, near the village in the northwest area outside your garden. He only comes out to award you with an upgrade to your title or Shovel, or to increase your garden's size. Then he zips back behind closed doors to watch your progress intently. You can't interact with him. Don't disappoint the old guy; he's able to award you with some choice improvements!



### NOTE

To find out if Jardiniero was successful and how the garden crumbled into disrepair, read the "Storybook" section of the "Player Award" part of your Journal.



## Jardiniero's Awards
















Image	Gardener Lvl	Award	Type
	6	Experienced Gardener	Title
	7	Pond Shovel head	Upgrade
	11	Skilled Gardener	Title
	11	Garden grows by 33 percent	Space
	13	Bronze Shovel handle	Upgrade
	15	Tree cutter Shovel head	Upgrade
	16	Professional Gardener	Title
	21	Expert Gardener	Title

Image	Gardener Lvl	Award	Type
	21	Garden grows by 25 percent (max)	Space
	23	Silver Shovel handle	Upgrade
	26	Great Gardener	Title
	28	Gold Shovel handle	Upgrade
	31	Master Gardener	Title
	36	Legendary Gardener	Title
	41	Ultimate Gardener	Title

## DASTARDOS

When things go badly for an animal, they get sick. Dastardos has invented a cheerful song to help him through the day and make Piñatas calm while he "fixes" them...

Jardiniero's first child was named Stardos. He was taught from an early age to follow in his father's footsteps and become an accomplished gardener. While Jardiniero and Mother attempted to locate the fabled Dragonache egg, Lester approached Stardos to help him tend the garden. He told Stardos he'd made some red and black candy that easily attracted Piñatas and invited Stardos over to his jungle lair to try them...

### Notes

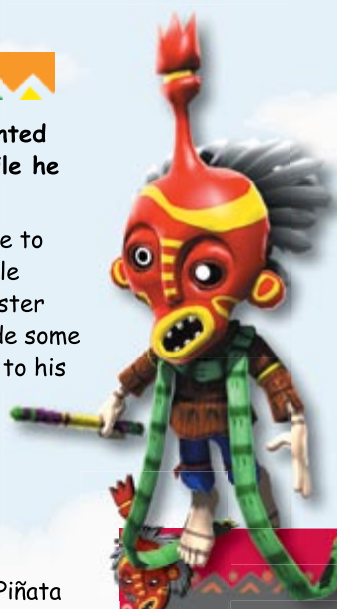
Level	Available From
1	Gardener Level 10

Dastardos is a fearsome and tiresome foe, appearing whenever one or more Piñata is sick. Expect his floating form to appear from your garden's west side and whack the sick Piñata (which can be a wild, resident, or Sour Piñata) with his large stick. Once Dastardos begins to whack the Piñata, it cannot be saved. When the Piñata explodes, Dastardos moves to the next sick Piñata before heading back to the tree.

- Although not a member of the Ruffians, Dastardos enters the garden from Professor Pester's gnarled tree on your garden's east side.
- During the early and middle stages of your garden's growth, there's nothing you can do to stop Dastardos, and there's little you can do to slow him down (see the following information).

**Prevent Dastardos from ever appearing by keeping your Piñatas happy. To do this:**

- Don't let Piñatas fight (or lose a fight).
- Don't let them eat sour candy (whack this candy if it is dropped by Sour Piñatas).
- Don't whack Piñatas with your Shovel.
- Don't let them eat any poisonous plants, such as the toadstool.
- Don't let your Piñatas become confused (i.e., by building fences too close to their habitat or enclosing them).
- Don't let your Piñatas become trapped or depressed (don't ignore them!).



### CAUTION

Note that the sour candy the sour Piñatas drop reeks of Dastardos; there are wafting smells in the shape of his head; it isn't wise to keep this candy, so destroy it!

### CAUTION

Don't whack the sick Piñata and explode it (you lose the money the Piñata is worth).



If a Piñata is sick, quickly deal with it to stop Dastardos appearing:

- Call Doc Patchingo and select your sick Piñatas, paying to heal them.
- If you have a Resident Chewnicorn, move it to the sick Piñata; it can heal one (but not multiple Piñatas).
- Accessorize a Piñata with the Halo of Hardness (head; bought for 1,921 coins from Paper Pets). This heals one automatically.

## TIP

If you don't ever want to see Dastardos, then don't ever let your Piñatas get sick!

If Dastardos appears, try the following tactics to slow him down:

- Whack him with your shovel; this slows him down a tiny amount.
- When you reach Gardener Level 20, purchase the Dastardos Head for your shovel (1,890 coins from Costolot's).
- When you reach Gardener Level 40, purchase the Dastardos Scarer for your garden (2,310 coins from Costolot's).
- When you reach Gardener Level 12, you can purchase the Dastardos Scarf (neck; 360 coins from Paper Pets). However, this has no effect on your Piñata.

## TIP

The Dastardos Head and the Dastardos Scarer help you deal with this ruffian. Check the Garden Goods chapter for more information on these useful items.

# Service Providers

(in Order of Appearance)

## LANGSTON

Langston is a master Piñata wrangler for Piñata Central. He'll set the challenges and then sell you the traps you need to capture Piñatas from the far-flung parts of Piñata Island.

Level	Available From
1	Gardener Level 1

Data entry can be tedious, but you wouldn't guess it from Langston's bouncy attitude. Not only is he looking to rebuild the original Piñata database with his International Challenges, he's also looking to expand it by trapping some new ones from the recently discovered Piñarctic and Dessert Desert environments. It's a huge undertaking and he's going to need your help.

The rebuilding of the database is a high priority, so Langston will be ready to get started as soon as you are. Langston will tell you what Piñatas he needs for upcoming parties. You'll always need to make sure that the Piñata's you deliver are at maximum candiosity before shipping them off. As you bring them in, he'll catalog them, send them off, and return them. Your hard work here will pay off in both experience and special accessories for your own Piñatas.

Occasionally, Langston will have some special requests for Piñatas from the Piñarctic or the Dessert Desert. It's up to you to track down these elusive creatures, trap them, and domesticate them. To be a successful trapper, follow these steps:

## NOTE

Access Langston by entering the menu (X), selecting the village (L), and selecting Langston (L). Watch your alerts for the status of a successfully shipped Piñata's return.







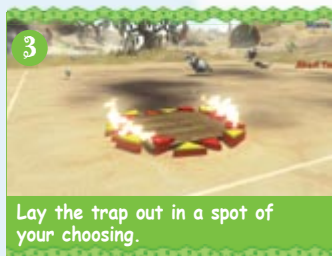
1

Travel the Dessert Desert or the Piñarctic.



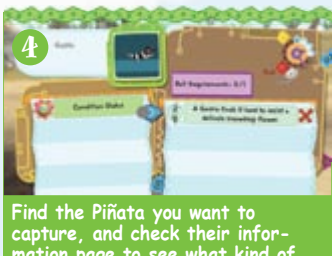
2

Use the menu (X) and then (O) to visit Langston's, where you can buy a trap.



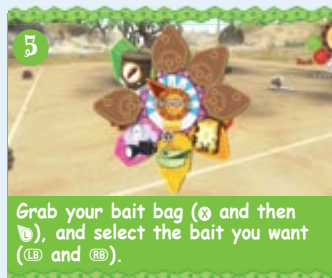
3

Lay the trap out in a spot of your choosing.



4

Find the Piñata you want to capture, and check their information page to see what kind of bait you need.



5

Grab your bait bag (X) and then (O), and select the bait you want (LB and RB).



6

Set your trap and wait for a Piñata to come along.



7

The trap springs on its own. All you need to do is head back to your garden and pick up your package at the Post Office and release your newly discovered Piñata.



**TIP**

When you spring your trap on a larger Piñata, send off the sealed trap quickly; failure to do so may give your quarry time to break loose.

Some larger Piñatas aren't too picky about what kind of bait you use, but make sure to scare off any Piñatas you don't want by highlighting them and pressing A.

**CAUTION**

After you capture a Piñata and release it into your garden, you still need to meet its resident requirements, so you had better hope it gets along with your current inhabitants.

**TIP**

Remember, there's no time limit on Langston's challenges, so don't get stressed out. You can take your time, but if you find that a current challenge is too much of a hassle, you can always cancel it and try another one. Just remember, you'll have to complete it if you want to progress.

**NOTE**

Langston always has three challenges for you to choose from, but you can only accept one at a time.

## Langston's Challenges

Region	Country	City	Accessories Unlocked
1	France	Toulouse	—
1	France	Rouen	—
1	France	Lyon	—
1	France	Marseilles	—
1	France	Paris	La Parisienne
1	Netherlands	Utrecht	—
1	Netherlands	Gouda	—
1	Netherlands	Urk	—
1	Netherlands	Maastricht	—
1	Netherlands	Amsterdam	Clogs
1	U.K.	Birmingham	—
1	U.K.	Glasgow	—
1	U.K.	Cardiff	—
1	U.K.	Belfast	—
1	U.K.	London	Yeoman's Helm
1	Spain	Granada	—
1	Spain	Cordoba	—
1	Spain	Valencia	—
1	Spain	Madrid	—
1	Spain	Barcelona	Bullfighter's Hat
2	Transylvania	Cluj	—
2	Transylvania	Bran	—
2	Transylvania	Alba Lulia	—
2	Transylvania	Sebes	—
2	Transylvania	Brasov	Dentures of the Night
2	Germany	Bonn	—
2	Germany	Hamburg	—
2	Germany	Stuttgart	—
2	Germany	Berlin	—
2	Germany	Leipzig	Homburg
2	Italy	Venice	—









## Langston's Challenges (continued)

Region	Country	City	Accessories Unlocked
2	Italy	Florence	—
2	Italy	Turin	—
2	Italy	Milan	—
2	Italy	Rome	Caesar's Hat
2	Turkey	Pamukkale	—
2	Turkey	Marmaris	—
2	Turkey	Ankara	—
2	Turkey	Bodrum	—
2	Turkey	Istanbul	Turkish Slippers
2	Russia	Kraznodar	—
2	Russia	Vladivostok	—
2	Russia	St. Petersburg	—
2	Russia	Kazan	—
2	Russia	Moscow	Comrade's Hat
3	China	Nanjing	—
3	China	Hangzhou	—
3	China	Shanghai	—
3	China	Hong Kong	—
3	China	Beijing	Pointed Hat
3	Japan	Yokohama	—
3	Japan	Osaka	—
3	Japan	Sapporo	—
3	Japan	Kyoto	—
3	Japan	Chiba	Edo Wig
3	Korea	Kwangju	—
3	Korea	Pusan	—
3	Korea	Taejon	—
3	Korea	Taegu	—
3	Korea	Seoul	Jokduri Hat
3	India	Jaipur	—
3	India	Mumbai	—
3	India	Kanpur	—
3	India	Bengaluru	—
3	India	Dehli	Golden Necklace, Statue of Great Gobstobler, Poised Pegum, Scary Burning Torch, The Silver Dart, Ruins of the Lost City of Gumbolia, Relic Tiles
4	Canada	Victoria	—
4	Canada	Vancouver	—
4	Canada	Edmonton	—
4	Canada	Montreal	—
4	Canada	Toronto	Mountie Hat

Region	Country	City	Accessories Unlocked
4	Hawaii	Hilo	—
4	Hawaii	Kailua	—
4	Hawaii	Waipahu	—
4	Hawaii	Pearl City	—
4	Hawaii	Honolulu	Hula Necklace
4	Peru	Iquitos	—
4	Peru	Huancayo	—
4	Peru	Chiclayo	—
4	Peru	Cusco	—
4	Peru	Lima	Inca Bracelet
4	U.S.A	New York	—
4	U.S.A	Houston	—
4	U.S.A	Philadelphia	—
4	U.S.A	Los Angeles	—
4	U.S.A	Washington	Liberty Crown
5	Egypt	Cairo	—
5	Egypt	Banha	—
5	Egypt	Suez	—
5	Egypt	Luxor	—
5	Egypt	Tanta	King Tut's Hat
5	Congo	Boma	—
5	Congo	Kinshasa	—
5	Congo	Kananga	—
5	Congo	Likasi	—
5	Congo	Kolwezi	Tribal Mask
5	Kenya	Eldoret	—
5	Kenya	Mombassa	—
5	Kenya	Nakuru	—
5	Kenya	Kisumu	—
5	Kenya	Nairobi	Safari Hat, Spectral Locomotive, The Restless Dead, Jak 'o' Lighting, The Wealthy Dead, Flagstones of Fear
6	Australia	Sydney	—
6	Australia	Brisbane	—
6	Australia	Perth	—
6	Australia	Melbourne	—
6	Australia	Canberra	Fair Dinkum Hat
7	Antarctica	Casey	—
7	Antarctica	Davis Station	—
7	Antarctica	McMurdo	—
7	Antarctica	Macquarie	—
7	Antarctica	Mawson	Fur Boots, Intrepid Voyager, Danger Lights, Deep Space Detector Array, Saucer of Peril, Moon Walk





## Langston's Bait

Image	Type	Purchase Price	Gardener Lvl
	Snowdrop Flowerhead	66	1
	Yam	150	1
	Holly Berry	30	4
	Chili	500	11
	Sunflower Seed	22	13
	Orange	150	21

### TIP

The first two types of bait are available from Langston's store, TrapEase, from the get-go. Others come after you have grown that plant to full maturity in your garden—for fruiting plants, that means a fruit has to fully drop off the bush or tree before it will be in the bait bag.

## Langston's Traps

Image	Type	Purchase Price	Gardener Lvl
	Home Edition	50	1
	Business Edition	200	13
	Ultimate Edition	800	—

### TIP

As your Gardener Level goes up, better traps become available at Langston's. The better the trap, the higher your chance of success.

## FANNIE FRANKER'S POST OFFICE

Fannie likes to keep the post office running smoothly and at the peak of efficiency. She is very dependable, ensuring all of your crates arrive in tip-top condition.

### Notes

Level	Available From
1	Gardener Level 1

The post office is available 24 hours a day to serve your crate sending and receiving needs, and is run by the super fit, super eccentric Fannie Franker!

Here, you can buy a crate to place in your garden and fill with one type of item. Then you can send this item to a friend via Xbox Live, or even to yourself. The post office is also the place to receive a crate that a friend (or you yourself) has sent to you.

### Sending a Crate

- Purchase a crate from the post office for 1 coin, and place it in your garden with **A**. You can place more than one crate at a time (for 1 coin each).
- After paying for the crate with **Y**, hover over it and "pack" it (also with **Y**).
- Now move across your garden and select the item(s) to pack. Select them with **A**.
- You can store almost anything you own: houses, seeds, plants, Piñatas, and even helpers! The only thing you can't store is a Captain's Cutlass.
- The number of items you can place in a crate varies depending on what you're sending.
- When you're happy with your selection, hover over the crate and press **X** to enter the Menu screen.

### NOTE

Access the post office by entering the menu (**X**) and selecting Post Office (**L**).

### TIP

If you're in a rush and don't want to attach a message or send any coinage, you can send it right from your garden by pressing **Y** after you've packed everything.





## Crate Packing

Type of Items	# Allowed in Crate
Bushes and Trees	1
Piñatas	4
Flowers and Water Flowers	4
Fruit	5
Vegetables	5
Toys	5
Houses	5
Seeds	5
Garden Items	5
Paving	12
Fence	12
Produce	12

From here, you can "Edit Message" (create a message your receiver reads), "Add/Remove Chocolate Coins" (allowing you to send coinage with the crate), and "Send Crate."

"Send Crate" brings up the list of your Xbox Live friends. Select the person you want to send the crate to, and send it. Simple!

## Receiving a Crate

When you receive a crate, an alert appears to let you know. Head to the post office with **X**. Go to "My Received Crates" and press **A**.

You'll see the available crates and who they were sent by.

You can forward this crate to someone else (**Y**), return the crate if you don't want it (**X**), or deliver it to your garden (**A**).

If you want to open it, deliver it to your garden and check out your present!



### TIP

Is your garden full? Don't want to sell a precious Piñata that you haven't romanced yet? Want to send a Piñata or item to another one of your gardens? Then send a crate to yourself! You don't need to send coins; they appear in whichever garden you have!

## DOC PATCHINGO

Freshly qualified in all the latest techniques for curing, healing, and repairing Piñatas, Doc Patchingo has come to Piñata Island to set up his new practice. He's still a bit nervous, but he hasn't lost one yet (at least, not if he arrives in time). If a Piñata is attacked, loses a fight, or eats something poisonous, then call the doc as fast as possible.

### Notes

Level	Available From
1	Start of Garden

Doc Patchingo is a motorized man who wears a monkey hat and who is ready to drive his Doc 1 personal ambulance to the site of any recent Piñata sickness. He's available anytime day or night, as long as you have the coins to pay him. Healing isn't free, you know! The following is a list detailing what to do if you need to call the doc, and a table that details how much each Piñata costs to heal.

Doc Patchingo is available (and useful) only when a Piñata is sick; he doesn't have any other uses.

Always select the sick Piñata, then press **A** to call the Doc.

If you have multiple casualties, select all of your sick Piñatas, not just the first one. Otherwise, he'll heal one and return to his shop, and you'll run out of time.

Make sure there's a straight and clear path from the village (on your garden's northwest corner) so he can quickly reach your problem Piñata.

Summon the doc immediately so he arrives before the nasty Dastardos appears!

### NOTE

Call Doc Patchingo by hovering your cursor over a sick Piñata and pressing **A**.



## Pinata Healing Costs

Pinata	1st Healing	2nd Healing	3rd Healing	4th Healing	5th Healing
Arocknid	150	300	450	600	750
Badgesicle	150	300	450	600	750
Barkbark	210	420	630	840	1,050
Bispotti	30	60	90	120	150
Bonboon	360	720	1,080	1,440	1,800
Bunnycomb	60	120	180	240	300
Buzzenge	210	420	630	840	1,050
Buzzlegum	100	200	300	400	500
Camello	360	720	1,080	1,440	1,800
Candary	60	120	180	240	300
Cherrapin	150	300	450	600	750
Chewnicorn	450	900	1,350	1,800	2,250
Chippopatamus	360	720	1,080	1,440	1,800
Chocstrich	280	560	840	1,120	1,400
Cinnamonkey	280	560	840	1,120	1,400
Cluckles	100	200	300	400	500
Cocoadile	210	420	630	840	1,050
Crowla	150	300	450	600	750
Custacean	100	200	300	400	500
Doenut	210	420	630	840	1,050
Dragumfly	280	560	840	1,120	1,400
Eaglair	450	900	1,350	1,800	2,250
Elephanilla	450	900	1,350	1,800	2,250
Fizzlybear	280	560	840	1,120	1,400
Flapyak	210	420	630	840	1,050
Flutterscotch	60	120	180	240	300
Fourheads	360	720	1,080	1,440	1,800
Fudgehog	100	200	300	400	500
Galagoogoo	450	900	1,350	1,800	2,250
Geckie	60	120	180	240	300
Goobaa	210	420	630	840	1,050
Hoghurt	210	420	630	840	1,050
Hootyfruity	280	560	840	1,120	1,400
Horstachio	280	560	840	1,120	1,400
Jameleon	150	300	450	600	750
Jeli	450	900	1,350	1,800	2,250
Juicygoose	150	300	450	600	750
Kittyfloss	150	300	450	600	750
Lackatoad	150	300	450	600	750
Lemmoning	100	200	300	400	500
Lickatoad	60	120	180	240	300
Limeoceros	360	720	1,080	1,440	1,800
Macaracoon	210	420	630	840	1,050

Pinata	1st Healing	2nd Healing	3rd Healing	4th Healing	5th Healing
Mallowolf	280	560	840	1,120	1,400
Moojoo	280	560	840	1,120	1,400
Moozipan	280	560	840	1,120	1,400
Mothdrop	60	120	180	240	300
Mousemallow	30	60	90	120	150
Newtgat	100	200	300	400	500
Parmadillo	150	300	450	600	750
Parrybo	360	720	1,080	1,440	1,800
Peckanmix	280	560	840	1,120	1,400
Pengum	150	300	450	600	750
Pieena	100	200	300	400	500
Pigxie	360	720	1,080	1,440	1,800
Pololly Bear	360	720	1,080	1,440	1,800
Ponocky	210	420	630	840	1,050
Pretztail	60	120	180	240	300
Profitamole	150	300	450	600	750
Pudgeon	210	420	630	840	1,050
Quackberry	100	200	300	400	500
Raisant	100	200	300	400	500
Rashberry	150	300	450	600	750
Reddhott	210	420	630	840	1,050
Roario	550	1,100	1,650	2,200	2,750
Robean	60	120	180	240	300
S'morepion	150	300	450	600	750
Salamango	360	720	1,080	1,440	1,800
Sarsgorilla	450	900	1,350	1,800	2,250
Shellybean	60	120	180	240	300
Sherbat	100	200	300	400	500
Smelba	210	420	630	840	1,050
Sparrowmint	30	60	90	120	150
Squazzil	100	200	300	400	500
Swanana	280	560	840	1,120	1,400
Sweetle	30	60	90	120	150
Sweetooth	210	420	630	840	1,050
Syrupent	30	60	90	120	150
Taffly	30	60	90	120	150
Tartridge	60	120	180	240	300
Tigermisu	550	1,100	1,650	2,200	2,750
Twingersnap	150	300	450	600	750
Vulchurro	210	420	630	840	1,050
Walrusk	280	560	840	1,120	1,400
Whirlm	10	20	30	40	50
Zumbug	360	720	1,080	1,440	1,800

## COSTOLOT'S STORE

There are very few things that Lottie loves more than chocolate coins. She is very eager to trade, and you can always trust her to try to make a profit whenever she deals with you.

### Notes

Level	Available From
1	Appears Gardener Level 2 (Store opens Gardener Level 3)

Lottie is the manager of Costolot's Store and can help you buy goods you need and sell goods you don't want. The store is open 24 hours a day, allowing you to quickly purchase a huge variety of items; her stock continually increases as your Gardener Level increases. She always stays in her store and doesn't visit your garden.





### NOTE

Access Costolot's store by entering the menu (X), selecting the village (L), and selecting Costolot's Store (L).

### Fertilizers

Image	Fertilizer	Purchase Price	Gardener Lvl
	Orange	3	6
	Purple	9	6
	Blue	30	7
	Red	18	9
	Yellow	3	9
	Brown	45	10
	Green	63	14
	Special Mix	63	20

### NOTE

Garden fertilizer costs are per use and cannot be sold back to Costolot's store.

### NOTE

Paving is mostly decorative, although leaving space for characters (especially the villagers) to walk allows them to easily leave and arrive at your garden, and thus quickening their tasks.

- To purchase an item from Costolot's Store, enter the store and select the "Buy" option. Make sure you really want the item you buy, as most items are more expensive to buy than to sell. Of course, if you grow a plant (Chili Seeds, for example), you can make a huge amount of money from Lottie.
- To sell an item, enter the store and select the "Sell" option. After you've done this, you can hover over most (but not all) items in your garden and sell them immediately with . This is much quicker.
- For more information and properties for all these shop items, consult the Garden Goods chapter.

### Watering Cans

Image	Type	Purchase Price	Gardener Lvl
	Gold Watering Can	750	5
	Glass Watering Can	1,575	10
	Everpour 5000 Watering Can	2,700	20
	One Pour Wonder Watering Can	4,125	30

### NOTE

Watering Cans are upgrades that hold more water than your initial rusty contraption and cannot be sold back to Costolot's store.

### Packet

Image	Type	Purchase Price	Gardener Lvl
	Long Grass Packet	1,125	9

### NOTE

The Long Grass Packet cost is for an unlimited supply, which is useful for attracting new Piñata types. It cannot be sold back to Costolot's store.

### Paving

Image	Type	Purchase Price	Selling Price	How Obtained
	Relic Tiles	33	30	Complete all Region 3 India challenges
	Flagstones of Fear	33	30	Complete all Region 5 Kenya challenges
	Moon Walk	33	30	Complete all Region 7 challenges
	Stone Paving	6	5	Gardener Level 2
	Cobblestone Paving	17	15	Gardener Level 5
	Blue, Red, Green, and White Disco Paving	17	15	Gardener Level 5
	Yellow Disco Paving	17	15	Gardener Level 6
	Purple Disco Paving	17	15	Gardener Level 7
	Pressed Steel	33	30	Gardener Level 7
	Block Paving	33	30	Gardener Level 8
	Riveted Panels	33	30	Gardener Level 10
	Slab Paving	17	15	Gardener Level 11



## Paving (continued)

Image	Type	Purchase Price	Selling Price	How Obtained
	Straight, Bendy, Junction, and T-Junction Track	55	50	Gardener Level 11
	Turntable Track	55	50	Gardener Level 12
	Polished Catwalk	33	30	Gardener Level 12
	Crazy Paving	55	50	Gardener Level 14
	Octagonal Paving	83	75	Gardener Level 17

Image	Type	Purchase Price	Selling Price	How Obtained
	Red Carpet	33	30	Gardener Level 18
	Stone Score	33	30	Gardener Level 25
	Golden Paving	33	15	Gardener Level 26
	Shivverme Timbers	33	30	Gardener Level 34
	Ceramic Paving	33	30	Gardener Level 37

## Seeds

Image	Type	Purchase Price	Selling Price	Gardener Level
	Carrot	2	2	3
	Turnip	2	2	3
	Buttercup	2	2	3
	Daisy	2	2	3
	Thistle	7	6	3
	Yam	7	6	3
	Hollybush	7	6	4
	Bluebell	7	6	5
	Snowdrop	13	12	5
	Radish	13	12	5
	Dandelion	13	12	7
	Poppy	7	6	7
	Corn	7	6	7
	Apple	7	6	8
	Blackberry	13	12	9
	Pumpkin	13	12	9
	Hazlenut	13	12	10
	Watercress	13	12	10
	Garlic	22	20	10
	Poison Ivy	13	12	11*
	Toadstool	22	20	11
	Chili	22	20	11
	Gooseberry	22	20	12

Image	Type	Purchase Price	Selling Price	Gardener Level
	Sunflower	22	20	13
	Fireweed	22	20	13
	Blueberry Bush	33	30	15
	Tulip	33	30	16
	Fir	22	20	16
	Venus Piñata	33	30	16
	Water Lily	33	30	18
	Hemlock	2	2	19
	Monkeynut	46	42	20
	Orange Tree	33	30	21
	Nightshade	46	42	23
	Snapdragon	46	42	24
	Prickly Pear	46	42	25
	Tiger Lily	46	42	26
	Banana	62	56	26
	Bullrush	62	56	29
	Cactus	79	72	31
	Bird of Paradise	79	72	31
	Gem	79	72	37
	Palm	99	90	37
	Orchid	99	90	41
	Oak	303	275	43

\*after Sour Sherbat visit



## SEED NOTES

- Seeds have multiple uses but are mainly employed to gain experience and new types of Piñatas (and certain requirements for many Piñatas).
- Plant seeds in holes after digging them with the Shovel.
- Weeds don't need to be planted in holes; they thrive with or without this. You should apply fertilizer to seeds at certain points. The fertilizer's color should match the plant's color.
- Certain plants can be tinkered with.
- Growing certain plants can net you a huge amount of coins if you sell the produce.
- Consult the Garden Goods chapter for more information.














## Candy

Image	Type	Purchase Price	Selling Price	Gardener Level
	Romance Sweet	110	100	2
	Happy Sweet	220	200	5
	Joy Sweet	550	500	12

## CANDY NOTES

- Feed candy to your Piñata by dropping the candy and directing the Piñata to it.
- Romance Candy allows you to quickly romance a Piñata type after you have already romanced two Piñatas the "natural" way.
- Happy Candy allows you to increase your Piñata's Happiness Meter.
- When meeting one of Langston's challenges, Joy Candy is perfect (and more cost-effective) method for getting a Piñata to maximum candiosity in a hurry.









## Fruit

Image	Type	Purchase Price	Selling Price	Gardener Level
	Apple	30	6	4
	Holly Berries	30	6	4
	Hazelnut	60	12	8
	Blackberry	60	12	8
	Gooseberry	100	20	14
	Blueberry	150	30	15
	Fir Cone	100	20	16
	Monkeynut	210	42	20
	Orange	150	30	21
	Nightshade Berry	210	42	23
	Banana	280	56	26
	Acorn	550	110	37
	Coconut	450	90	37

## FRUIT NOTES

- Fruit is more cost-effective if you buy a seed and grow a tree or bush from it. (You can't grow trees or bushes from fruit, only from seeds.)
- Only purchase fruit if you need it (for a romance requirement, for example) and growing a tree or bush would take too long.
- Certain fruit can be tinkered with.

## Vegetables

Image	Type	Purchase Price	Selling Price	Gardener Level
	Carrot	50	10	3
	Turnip	50	10	3
	Yam	150	30	3
	Corn	150	30	4
	Radish	300	60	5
	Pumpkin	300	60	10
	Garlic	500	100	10
	Chili	500	100	11

## VEGETABLE NOTES

- Vegetables are more cost-effective if you buy a seed and grow them from the ground. (You can grow vegetables only from seeds.)



- Only purchase vegetables if you need them (for a romance requirement, for example) and growing it from seed would take too long.
- Certain vegetables can be tinkered with.

## Produce

Image	Type	Purchase Price	Selling Price	Gardener Level
	Honey	500	100+	3
	Bread	300	60	8
	Wool	1,050	210	11
	Milk	1,400	280	11
	Bone	500	100	13
	Red Bone	500	100	45

## PRODUCE NOTES

- Every type of produce (except bones) can be created by Piñata: Honey is created by Buzzlegums using a beehive; Bread is created by tinkering Corn; Wool is created by Goobaas using a shearing shed; and Milk is created by Moozipans using a milking shed.
- Produce is more cost-effective if you create it instead of buying it.
- Only purchase produce if you need it (for a romance requirement, for example) and creating it would take too long.
- You can only buy or create more produce; you can't "split" or "grow" produce you already have.
- Certain produce can be tinkered with.

## Fence

Image	Type	Purchase Price	Selling Price	Gardener Level
	Wire Fence	6	5	2
	Wooden Fence	17	15	6
	Wooden Gate	33	30	6
	Wooden Picket Fence	33	30	10
	Hedge	55	50	14
	Birdproof Fence	109	99	16
	Birdproof Gate	122	111	16
	Iron Railings	83	75	18
	Iron Gate	116	105	18
	Stone Wall	116	105	22
	Oak Gate	154	140	22

## FENCE NOTES

- Fences are used to create easy-to-navigate pathways and boundaries around houses and items.
- Fences are useful for cordoning off Piñatas away from each other if you don't want them to interact (if they constantly fight, for example).
- Gates are used by your helpers, not your Piñatas. It allows them to reach areas quickly.
- When placing a fence or gate, line it up with the rest of the fencing you've placed by rotating it with
- Build fences around houses, not the other way around.
- Don't squeeze Piñatas too tightly or they may become stuck or confused, and then sick.
- Fences can be sold, but you must first hover your cursor over a nearby plant or Piñata, then move it over a fence piece; that way you won't need to smash a fence!
- Fences are great ways to make your garden look more decorative, especially when combined with paths and garden items.

## Garden Items

Image	Type	Purchase Price	Selling Price	Gardener Level
	Scary Burning Torch	825	750	—*
	The Silver Dart	880	800	—*
	Ruins of the Lost City of Gumbolia	1,100	100	—*
	Jake 'o' Lighting	715	650	—**
	The Wealthy Dead	880	800	—**
	Danger Lights	715	650	—***
	Deep Space Detector Array	660	600	—***
	Saucer of Peril	880	800	—***
	Cartwheel	22	20	2
	Firebrand	110	100	3
	Ornamental Stones	22	20	4
	Stove	66	60	4
	Bolt	44	40	5
	Pile of Leaves	22	20	5
	Disco Speakers	550	500	6

\*Complete all Region 3 India challenges































\*\*Complete all Region 5 Kenya challenges

\*\*\*Complete all Region 7 challenges



## Garden Items (continued)

Image	Type	Purchase Price	Selling Price	Gardener Level
	Toxic Drum	44	40	7
	Water Waiver	792	720	7
	Mummy's Turntable	550	500	7
	Hollow Log	33	30	8
	Pipework	55	50	8
	Vent	66	60	9
	Flower Carving	220	200	9
	Fir Tree Log	33	30	10
	Spanner	132	120	11
	Glow Rocks	110	100	11
	Red Eye Rainbow	616	561	12
	Vase	165	150	12
	Lipstick	132	120	13
	Sundial	143	130	13
	Sword Mk2	154	140	13
	Fish Fountain	165	150	14
	Jar o' Light	143	130	15
	Surfboard	187	170	15
	Hay Bale	121	110	16
	Bird and Bear Statue	220	200	17
	Catwalk Footlights	220	200	19
	Wind Chime Mk1	176	160	19
	Mirror	209	190	20
	Tombstone	187	170	20
	Stage Light	264	240	21
	Shoe Statue	231	210	21
	Scissors	253	230	23
	Pirate Statue	264	240	24
	Milk Churn	231	210	24

Image	Type	Purchase Price	Selling Price	Gardener Level
	Oil Lamp	253	230	25
	Decoy Pinata	825	750	25
	Gallows Lantern	715	650	26
	Wind Chime Mk2	264	240	26
	Swan Fountain	275	250	27
	Bird Bath	275	250	28
	Music Stand	352	320	28
	Paper Screen	550	500	29
	Barrel	330	300	29
	Box o' Booty Island	550	500	30
	Fallin' Rocks	660	600	31
	Glum Roger	660	600	32
	Lantern o' Loot	176	160	33
	Captain's Cutlass	11,000	10,000	35
	Paper Lantern	825	750	36
	Moon-on-a-Stick	770	700	39
	Dastardos Scarer	2,310	2,100	40
	Oriental Gateway	880	800	41
	Jade Statue	990	900	43
	Shellybean Block	1,320	—	10
	Lemmoning Block	2,200	—	13
	Sherbat Block	2,200	—	16
	Profitamole Block	3,300	—	19
	Crowla Block	3,300	—	22
	S'morepion Block	3,300	—	25
	Smelba Block	4,400	—	28
	Macaraccoon Block	4,400	—	31
	Cocoadile Block	4,400	—	34
	Mallowolf Block	6,600	—	37
	Bonboon Block	8,250	—	40
	Limeoceros Block	8,250	—	43



## GARDEN ITEMS NOTES

- Many garden items are purely decorative, adding that final touch to your garden design.
- Some garden items help to meet Piñata visit, residence, or romance requirements.
- Some garden items have an "on/off" switch (A).
- Tower of Sour blocks are very expensive, but you can obtain the block for free if you tame the Sour Piñata when it arrives in your garden.

## Toys







Image	Type	Purchase Price	Selling Price	Gardener Level
	Statue of the Great Gobbstobbler	1,210	1,100	—*
	Poised Pengu	1,320	1,200	—*
	Spectral Locomotive	1,100	1,000	—**
	The Restless Dead	990	900	—**
	Intrepid Voyager	1,100	1,000	—***
	Woo Woo Train	275	250	11
	Station	165	150	12
	Stop Sign	121	110	12
	Woo Two Train	330	300	15
	Furraree	605	550	20
	Conveyor	220	200	20
	Fashion SLR	330	300	20
	Piano	341	310	23
	Battle Ready Armor	770	700	25
	Urny's Milk Float	660	600	25

Image	Type	Purchase Price	Selling Price	Gardener Level
	Mine Cart	550	500	26
	Trumpet	363	330	29
	Gong	605	550	29
	Wild Cat Fulldozer	825	750	30
	Pink Princess-Devil O' the 7 Seas	715	650	32
	Chew Chew Train	880	800	35
	Kettle Drum	396	360	35
	The Road Hog	1,100	1,000	40

\*Complete all Region 4 India challenges

\*\*Complete all Region 5 Kenya challenges

\*\*\*Complete all Region 7 challenges

## TOYS NOTES

- Toys are purely decorative, adding a bit of playful fun to your garden.
- Some toys have an "on/off" switch (A).
- Combine toys like the Chew Chew Train with track paving to build a model train that runs through your garden.



## WILLY BUILDER

Piñatas like to feel safe, especially at night when they need to sleep. They also like a little privacy where they can romance. Willy can fulfill both needs with one building, a home especially built for each and every type of Piñata. Just pay him, and show him exactly where you want it.

Level	Available From
1	Gardener Level 3

## Notes

Willy Builder is an amiable sort and is happy to build you two types of dwellings: a Piñata house and a special building. When you select the type of building you want to purchase, you must also select a plot of land in your garden where Willy can start building.





### NOTE

Access Willy Builder's shop by entering the menu (X), selecting the village (L), and selecting Willy Builder (L). Willy also appears in alerts, letting you know when a new building is available and finished.

### TIP

If you want Willy to reach your building site slightly quicker, build on the side of the garden near the village. If you want Willy (and all other villagers) to move through your garden easily, make a path from the village road so villagers don't have to maneuver around fences or obstacles when they arrive in your garden.

### TIP

During the building's construction phase, and after it has been built, you could smash the building with your Shovel, but this isn't a wise move. To reveal the building, simply tap the construction site with your Shovel once Willy is done, and the building appears!

### CAUTION

Make sure you're completely happy with your area. You can't move the building once you choose the site! Also ensure that the building (and especially Willy's door) isn't at the garden's edge or too near an obstacle.

## Willy Builder's Building Plan

After you select the type of house, the action moves to your garden, where a large building box appears; Willy starts building your structure here. Select an area of the garden—not too close to existing structures—where your building can sit comfortably. When you're happy with your selection, press A; the site is now chosen and the coins are removed from your total.



Willy enters via this door; the same type appears on all building sites.



The gold rosette and seal of Willy's approval! Your building is ready to be revealed.

Willy enters your garden from the west and works his way to your building site, entering it via the door with his symbol on it. As soon as he's inside, a "Danger!" Willy at Work!" sign appears on the door, along with a countdown timer. The building starts to vibrate and bounce up and down.

When the countdown is complete, Willy emerges, sticks a gold rosette on the door, and trudges back to his shop. You can direct him if he gets stuck, check out information on him, or leave him to return (recommended). Willy can construct only one building at a time, so as soon as he reaches his store, you can start this process again if you need to.

## Piñata Houses

Piñata House	Purchase Price	Selling Price
Arocknid	825	750
Badgesicle	825	750
Bispotti	165	150
Bonboon	1,980	1,800
Bunnycomb	330	300
Buzzenge	1,155	1,050
Buzzlegum	550	500
Camello	1,980	1,800
Candary	330	300
Cherrapin	825	750
Chewnicorn	2,475	2,250
Chippopatamus	1,980	1,800
Chocstrich	1,540	1,400
Cinnamonkey	1,540	1,400
Cluckles	550	500
Cocadile	1155	1050
Crowla	825	750
Custacean	550	500
Doenut	1155	1050
Dragumfly	1540	1400
Eaglair	2475	2250
Elephanilla	2,475	2,250

Piñata House	Purchase Price	Selling Price
Fizzlybear	1,540	1,400
Flapyak	1,155	1,050
Flutterscotch	330	300
Fourheads	1,980	1,800
Fudgehog	550	500
Galagoogoo	2,475	2,250
Geckie	330	300
Goobaa	1,155	1,050
Hoghurt	1,155	1,050
Horstachio	1,540	1,400
Hottyfruity	1,540	1,400
Jameleon	825	750
Jeli	2,475	2,250
Juicygoose	825	750
Kittyfloss	825	750
Lackatoad	825	750
Lemmoning	550	500
Lickatoad	330	300
Limeoceros	1,980	1,800
Macaraccoon	1,155	1,050
Mallowolf	1,540	1,400
Moojoo	1,540	1,400



## Piñata Houses (continued)

Piñata House	Purchase Price	Selling Price
Moozipan	1,540	1,400
Mothdrop	330	300
Mousemallow	165	150
Newtgat	550	500
Parmadillo	825	750
Parrybo	1,980	1,800
Peckanmix	1,540	1,400
Pengum	825	750
Pieena	550	500
Pigxie	1,980	1,800
Polollybear	1,980	1,800
Ponocky	1,155	1,050
Pretztail	330	300
Profitamole	825	750

Piñata House	Purchase Price	Selling Price
Pudgeon	1,155	1,050
Quackberry	550	500
Raisant	550	500
Rashberry	825	750
Reddhott	1,155	1,050
Roario	3,025	2,750
Robean	330	300
Salamango	1,540	1,400
Sarsgorilla	2,475	2,250
Shellybean	330	300
Sherbat	550	500
Smelba	1,155	1,050
S'morepion	825	750
Sparrowmint	165	150

Piñata House	Purchase Price	Selling Price
Squazzil	550	500
Swanana	1,540	1,400
Sweetle	165	150
Sweetooth	1,155	1,050
Syrupent	165	150
Taffly	165	150
Tartridge	330	300
Tigermisu	3,025	2,750
Twingersnap	825	750
Vulchurro	1,155	1,050
Walrusk	1,540	1,400
Whirlm	55	50
Zumbug	1,980	1,800

## Special Buildings

Building	Purchase Price	Selling Price	Requirement	Usage
Honey Hive	66	60	Gardener Level 5 or Resident Buzzlegum	Allows Buzzlegums to produce Honey.
Shearing Shed	462	420	Resident Goobaa	Allows Goobaas to produce Wool.
Milking Shed	616	560	Resident Moozipan	Allows Moozipans to produce Milk.
Helper Home	220	200	Gardener Level 10	Allows helpers to start work more quickly.
Mine	16,500	15,000	Gardener Level 26	Allows Diggerlings to produce treasure. Requirement for Dragonache egg
Garden Store	462	N/A	Gardener Level 3	Allows items to be stored indefinitely


### SPECIAL BUILDING NOTES

- Piñata houses become available once a Piñata has become a resident in your garden (either after meeting the resident requirements, or if you receive it as a gift).
- Special buildings become available after you meet a specific objective.
- The descriptions and specifications of each house are shown in the Piñata Prospectus chapter.
- The descriptions and specifications of each special house are shown in the Garden Goods chapter.
- To sell any house you no longer need to Costolot, select it and press **B**.
- There are 85 types of Piñata houses. The Dragonache doesn't have a home.

### TIP


If you catch Costolot in the midst of a sale, use the Garden Store to stock up on must-have items like Romance Candy and Joy Candy.

Willy is now able to build the Garden Store. Used correctly, this new addition should prove to be a boon to any gardener. Here are a few pointers on using the Garden Store:



**1**

The Garden Store building is a great way to hold onto perishable items, like fruit, vegetables, seeds, and even candy.



**2**

To store items, select the Garden Store and press **A**.



**3**

Select the items you wish to store using **A**. When you're done, press **A** to pack them into the Garden Store.



**4**

If you want to retrieve stored items, select the Garden Store, then press **A** to look at your inventory. You can either unpack items (**A**) or sell them (**B**).



### NOTE

Access Gretchen Fetchem by entering the menu (X), selecting the village (L), and selecting Gretchen Fetchem (L).

## GRETCHEN FETCHEM'S HUNTER SERVICES

Gretchen loves the wilds of Piñata Island, and she also loves fashion. She has managed to combine the two to become the island's most glamorous hunter. If you want it, she will fetch it, in style.

### Notes

Level	Available From
1	Gardener Level 5

Gretchen Fetchem's Hunter Services store is available night and day for all your Piñata-gathering needs—provided you have the coins to pay for her services! Simply access her store and choose whether you want an Express or a Standard Hunt (the Express Hunt costs twice as much). Then wait (usually for one day if you chose the Express Hunt) for your Piñata to appear!



- Choose an Express Hunt if you can spare the coins and need a Piñata quickly.
- Choose the Standard Hunt (which can take at least three times as long) if you aren't too worried about a quick Piñata turnaround.
- Gretchen hunts only Piñatas that you have previously had in your garden as residents, not wild Piñatas that you've only seen.
- Standard Hunt costs are the same as the value of the Piñata if you sell it at Costolot's store.
- When the Piñata has been hunted, you receive an alert. Head back to the store, select the "fetched Piñata" option and release the Piñata with A.
- If you asked Gretchen to hunt a Piñata you no longer need, don't discard it with X when you return to the store. Instead, release it, then sell it to Costolot's store.

### Piñata Hunting Costs

Piñata	Standard Price	Express Price
Arocknid	1,500	3,000
Badgesickle	1,500	3,000
Barkbark	2,100	4,200
Bispotti	300	600
Bonboon	3,600	7,200
Bunnycomb	600	1,200
Buzzenge	2,100	4,200
Buzzlegum	1,000	2,000
Camello	3,600	7,200
Candary	600	1,200
Cherrapin	1,500	3,000
Chewnicorn	4,500	9,000
Chippopotamus	3,600	7,200
Chocstrich	2,800	5,600
Cinnamoney	2,800	5,600
Cluckles	1,000	2,000
Cocoadile	2,100	4,200
Crowla	1,500	3,000
Custacean	1,000	2,000
Doenut	2,100	4,200
Dragumfly	2,800	5,600
Eaglair	4,500	9,000
Elephanilla	4,500	9,000
Fizzlybear	2,800	5,600
Flapyak	2,100	4,200
Flutterscotch	600	1,200
Fourheads	3,600	7,200
Fudgehog	1,000	2,000

Piñata	Standard Price	Express Price
Galagoogoo	4,500	9,000
Geckie	600	1,200
Goobaa	2,100	4,200
Hoghurt	2,100	4,200
Hoofyfruity	2,800	5,600
Horstachio	2,800	5,600
Jameleon	1,500	3,000
Jeli	4,500	9,000
Juicygoose	1,500	3,000
Kittyfloss	1,500	3,000
Lackatoad	1,500	3,000
Lemmoning	1,000	2,000
Lickatoad	600	1,200
Limeoceros	2,600	5,200
Macaraccoon	2,100	4,200
Mallowolf	2,800	5,600
Moojoo	2,800	5,600
Moozipan	2,800	5,600
Mothdrop	600	1,200
Mousemallow	300	600
Newtgat	1,000	2,000
Parmadillo	1,500	3,000
Parrybo	3,600	7,200
Peckanmix	2,800	5,600
Pengum	1,500	3,000
Pieena	1,000	2,000
Pigxie	3,600	7,200
Pololly Bear	3,600	7,200
Ponocky	2,100	4,200

Piñata	Standard Price	Express Price
Pretztail	600	1,200
Profitamole	1,500	3,000
Pudgeon	2,100	4,200
Quackberry	1,000	2,000
Raisant	1,000	2,000
Rashberry	1,500	3,000
Reddhott	2,100	4,200
Roario	5,500	11,000
Robean	600	1,200
S'morepion	1,500	3,000
Salamango	3,600	7,200
Sarsgorilla	4,500	9,000
Shellybean	600	1,200
Sherbat	1,000	2,000
Smelba	2,100	4,200
Sparrowmint	300	600
Squazzil	1,000	2,000
Swanana	2,800	5,600
Sweetle	300	600
Sweetooth	2,100	4,200
Syrupent	300	600
Taffly	300	600
Tartridge	600	1,200
Tigermisu	5,500	11,000
Twingersnap	1,500	3,000
Vulchurro	2,100	4,200
Walrusk	2,800	5,600
Whirlm	100	200
Zumbug	3,600	7,200



## MISS PETULA'S PAPER PETS

Like, the absolute greatest thing is the totally amazing accessories in the shop. Miss Petula has, like, the best taste in Piñata fashions, and you should totally listen to her advice if you want your Piñatas to look completely awesome.

Level	Available From
1	Gardener Level 12

Miss Petula's store is open 24 hours. Available here are dozens of accessories that you can buy for a single Piñata. This adds value to your Piñata and sometimes increases their Happiness or has a useful ability.



- When you enter the store, you can select to purchase an accessory or a gift accessory.
- Select "accessory" and you must choose a Piñata in your garden, then purchase an accessory for it.
- Select "gift accessory" and you purchase an accessory, then send it to a friend (or yourself) on Xbox Live.
- Consult the Garden Goods chapter for more information on the accessories.

### Accessories — Head Type

Image	Accessory	Price	How Obtained	Description/Use
	La Parisienne	1,800	Complete all Region 1 France challenges	—
	Bullfighter's Hat	1,800	Complete all Region 1 Spain challenges	—
	Yeoman's Helm	1,800	Complete all Region 1 U.K. challenges	—
	Homburg	1,800	Complete all Region 2 Germany challenges	—
	Caesar's Hat	1,800	Complete all Region 2 Italy challenges	—
	Comrade's Hat	1,800	Complete all Region 2 Russia challenges	—
	Pointed Hat	1,800	Complete all Region 3 China challenges	—
	Edo Wig	1,800	Complete all Region 3 Japan challenges	—
	Jokduri Hat	1,800	Complete all Region 3 Korea challenges	—
	Mountie Hat	1,800	Complete all Region 4 Canada challenges	—
	Liberty Crown	1,800	Complete all Region 4 U.S.A. challenges	—
	King Tut's Hat	1,800	Complete all Region 5 Egypt challenges	—



### NOTE

Access Paper Pets by entering the menu (X), selecting the village (L), and selecting Paper Pets (L).

Image	Accessory	Price	How Obtained	Description/Use
	Safari Hat	1,800	Complete all Region 5 Kenya challenges	—
	Fair Dinkum Hat	1,800	Complete all Region 6 Australia challenges	—
	Ponocky Club Hat	1,800	"Piñata People" Cheat Code	—
	Buzzlegum Keeper Hat	312	Gardener Level 10	Allows Buzzlegums to make Honey automatically.
	Thunder Cut	192	Gardener Level 10	—
	Ortho's Spare Hat	420	Gardener Level 11	from Kameo: Elements of Power
	Party Horns	264	Gardener Level 11	—
	Doenut Stalker	384	Gardener Level 12	Worn for Moojoo romance requirement.
	Conga's Top Hat	600	Gardener Level 12	Worn for Penguin romance requirement.
	Mr. Pants Hat	396	Gardener Level 13	from <i>Grabbed by the Ghoulies</i>
	Firefighter's Hat	360	Gardener Level 13	—
	Bonnet	432	Gardener Level 13	Enables a Goobaa wearing it to automatically make Wool.

## Accessories — Head Type (continued)

Image	Accessory	Price	How Obtained	Description/Use
	Buttercup Hair Flower	240	Gardener Level 14	—
	Squazzil Hat	396	Gardener Level 14	—
	Football Helmet	480	Gardener Level 15	—
	Fruity Hat	432	Gardener Level 17	Worn for Limeoceros romance requirement.
	Apples and Pears Hat	600	Gardener Level 17	—
	Rashberry Helmet	504	Gardener Level 18	—
	Rashberry Hat	468	Gardener Level 20	—
	Soupswill Cook Hat	960	Gardener Level 20	—
	Baseball Cap	600	Gardener Level 21	—
	Santa Hat	720	Gardener Level 21	—
	Howdy Pardner Hat	676	Gardener Level 22	—
	Dellmonty	1,320	Gardener Level 22	You'll always hear a yes from a Piñata wearing this!
	Poppy Hair Flower	600	Gardener Level 23	—
	Bunnycomb Ears	840	Gardener Level 25	—
	Student's Hat	816	Gardener Level 26	—
	Sunflower Hair Flower	744	Gardener Level 26	—
	Jurassic Hair	960	Gardener Level 27	Worn by Cluckles to hatch Chocod-oculus egg.
	Daisy Hair Flower	720	Gardener Level 28	Worn for Flapyak romance requirement.
	Conkerific Helmet	1,020	Gardener Level 29	A hat Conker the squirrel wears.
	Grunty Hat	1,032	Gardener Level 29	from Banjo-Kazooie
	Trussle Tricorn	1,128	Gardener Level 29	from Banjo-Kazooie
	Cook Hat	528	Gardener Level 30	—
	Diggerling Helmet Mk1	1,080	Gardener Level 30	—
	Fez	1,200	Gardener Level 31	Worn for Cinnamonmonkey romance requirement.

Image	Accessory	Price	How Obtained	Description/Use
	Sailor Hat	1,680	Gardener Level 32	—
	Vela Wig	1,620	Gardener Level 33	from Jet Force Gemini
	Tiara of Tranquility	1,680	Gardener Level 33	Worn for Peckanmix romance requirement.
	Binner's Hat	1,440	Gardener Level 33	—
	Juno Helmet	1,620	Gardener Level 34	from Jet Force Gemini
	Princess Hat	1,680	Gardener Level 34	—
	Pillager's Helmet	1,560	Gardener Level 34	—
	Jam-Jars Hat	1,620	Gardener Level 35	from Banjo-Kazooie
	Chewnicorn Horn	1,440	Gardener Level 35	—
	Furry Earmuffs	1,500	Gardener Level 38	—
	Sabreman Helmet	1,680	Gardener Level 39	Worn for Tigermsu romance requirement.
	Halo of Hardness	1,920	Gardener Level 40	Automatically heals a Piñata if it gets sick.
	Yee-haw Hat	2,220	Gardener Level 41	—
	Nurse's Hat	2,160	Gardener Level 42	—
	Senor Sombrero	2,220	Gardener Level 42	Worn for Camello romance requirement.
	Crown	2,400	Gardener Level 43	Worn for Roario romance requirement.
	Retro Disco Wig	240	Gardener Level 5	—
	School Cap	156	Gardener Level 5	—
	Von Ghoul Helmet	240	Gardener Level 5	from Grabbed by the Ghoulies
	Beanie Cap	120	Gardener Level 6	—
	Weather Girl Hair	216	Gardener Level 6	Worn for Hoghurt romance requirement.
	Knight Helmet	216	Gardener Level 7	—
	Sweaty Head Band	108	Gardener Level 8	—
	Safety Helmet	156	Gardener Level 8	—
	Beaded Wig	72	Gardener Level 8	—



## Accessories — Eyes Type

Image	Accessory	Price	How Obtained	Description/Use
	Tribal Mask	1800	Complete all Region 5 Congo challenges	—
	Disco Shades	252	Gardener Level 5	—
	Flying Goggles	228	Gardener Level 5	—
	Extreme Sports Goggles	144	Gardener Level 6	—
	Harlequin Mask	199	Gardener Level 7	—
	Bottles Glasses	336	Gardener Level 11	Worn for Profitamole romance requirement.
	Toff Monocle	300	Gardener Level 12	Worn for Pengum romance requirement.
	Caterpillars	336	Gardener Level 13	Worn for Moojoo romance requirement.
	Super Hero Mask	288	Gardener Level 14	—
	Geek Glasses	300	Gardener Level 17	Worn for Hooty-fruity romance requirement
	Belly-Splash Specials	312	Gardener Level 19	Worn for Cherrapin romance requirement.
	Reading Glasses	300	Gardener Level 20	—
	Comedian's Choice	672	Gardener Level 22	—
	Robber's Mask	840	Gardener Level 28	—
	Cool Shades	1,320	Gardener Level 31	Worn for Camello romance requirement.
	Blackeye Patch	1,620	Gardener Level 37	Worn for Parrybo romance requirement.

## Accessories — Mouth Type

Image	Accessory	Price	How Obtained	Description/Use
	Dentures of the Night	1,800	Complete all Region 2 Transylvania challenges	—
	Yokel Teeth	168	Gardener Level 9	—
	Big Jolly Lips	324	Gardener Level 18	Worn for Hoghurt romance requirement.
	Romantic Flower	780	Gardener Level 28	—
	Bling Teeth	1,620	Gardener Level 32	Worn for Cocoadile romance requirement.











## Accessories — Ears Type

Image	Accessory	Price	How Obtained	Description/Use
	Mermaid Earrings	264	Gardener Level 16	—
	Jiggy Earrings	264	Gardener Level 18	Worn for Fizzlybear romance requirement.
	Not-so-Bling Earrings	624	Gardener Level 23	—
	Pendant Earrings	768	Gardener Level 24	Worn for Hoghurt romance requirement.
	Headphones	1,440	Gardener Level 31	—
	Butchas	1,320	Gardener Level 33	—
	Lupus Ears	1,620	Gardener Level 35	—
	Bling Earrings	1,500	Gardener Level 35	Worn for Limeoceros romance requirement.
	Big Bling Earrings	1,680	Gardener Level 36	—
	Romance Earrings	1,500	Gardener Level 38	—
	Lucky Earrings	1,440	Gardener Level 39	—
	Star Earrings	1,392	Gardener Level 42	—









## Accessories — Nose Type

Image	Accessory	Price	How Obtained	Description/Use
	Red Nose	144	Gardener Level 9	—
	Gas Mask	612	Gardener Level 14	Place on a Candary so it can fly into a mine, increasing chances of a valuable find.
	Granny's Tache	660	Gardener Level 21	—
	Slim Tache	612	Gardener Level 23	—
	Bling Nose-Ring	720	Gardener Level 28	Worn for Rashberry romance requirement.
	Bushy Mustache	780	Gardener Level 29	Worn for Walrusk romance requirement.
	The Von Ghoul	1,044	Gardener Level 30	from <i>Grabbed by the Ghoulies</i>
	Handlebar Mustache	756	Gardener Level 30	—
	Comedian's Nose	1440	Gardener Level 37	—

























## Accessories – Body Type

Image	Accessory	Price	How Obtained	Description/ Use
	Pegasus Wings	1800	"Piñata People" Cheat Code	—
	Yee-Haw Saddle	360	Gardener Level 16	—
	Fake Winner's Rosette	312	Gardener Level 19	Worn for Horstachio romance requirement.
	Tail Bow	420	Gardener Level 19	Worn for Ponocky romance requirement.
	Crystal Brooch	612	Gardener Level 26	—
	Breegull Carrier	996	Gardener Level 29	Worn for Fizzlybear romance requirement
	Super Hero Belt	1,560	Gardener Level 32	—
	Clockwork Key	1,440	Gardener Level 38	—
	Kameo Wings	1,680	Gardener Level 39	—
	Fake Fin	1,800	Gardener Level 40	—

## Accessories – Arms Type

















Image	Accessory	Price	How Obtained	Description/ Use
	Inca Bracelet	1,800	Complete all Region 4 Peru challenges	—
	Eighties Watch	960	"Piñata People" Cheat Code	—
	Prisoner Bracelet	1,020	"Piñata People" Cheat Code	—
	Traditional Watch	1,080	"Piñata People" Cheat Code	—
	Sweat Wrist Band	240	Gardener Level 15	—
	Bling Bracelet	636	Gardener Level 25	—
	Pearly Bracelet	720	Gardener Level 25	—
	Battletoad Bracelet	1,175	Gardener Level 36	—

## Accessories – Neck Type

Image	Accessory	Price	How Obtained	Description/ Use
	Golden Necklace	1,800	Complete all Region 3 India challenges	—
	Hula Necklace	840	Complete all Region 4 Hawaii challenges	—
	Baby's Bib	720	"Piñata People" Cheat Code	—
	Ga-Ga Necklace	600	"Piñata People" Cheat Code	—
	Secret Agent Bowtie	300	Gardener Level 6	Worn for Pengum romance requirement.
	Bow	96	Gardener Level 7	—
	Non-Resident Scarf	144	Gardener Level 7	—
	Shark Tooth Necklace	156	Gardener Level 8	Worn for Fizzlybear romance requirement
	Strong 'n' Macho	144	Gardener Level 10	—
	Dance Glow	108	Gardener Level 10	—
	Dastardos Scarf	360	Gardener Level 12	—
	Funky Tie	240	Gardener Level 13	Worn for Bonboon and Sarsgorilla romance requirement.
	Stethoscope	276	Gardener Level 15	—
	Spiked Collar	312	Gardener Level 15	Worn for Barkbark romance requirement.
	Mermaid Necklace	324	Gardener Level 16	—
	Halloween Bolts	276	Gardener Level 16	—
	Sea-Shell Collar	288	Gardener Level 18	—
	Bell	756	Gardener Level 24	Allows Moozipans to automatically enter the milking shed.
	Reporter's Camera	780	Gardener Level 24	Worn for Pudgeon romance requirement.
	Cleopatra's Necklace	960	Gardener Level 26	—
	Diamond Choker	1,680	Gardener Level 31	Worn for Swanana romance requirement.
	Pendant Necklace	1,680	Gardener Level 34	—
	Diamond Necklace	1,680	Gardener Level 36	—
	Leafos Medallion	1,620	Gardener Level 38	—



## Accessories — Feet Type

Image	Accessory	Price	How Obtained	Description/Use
	Clogs	1,800	Complete all Region 1 Netherlands challenges	—
	Turkish Slippers	1,800	Complete all Region 2 Turkey challenges	—
	Fur Boots	1,800	Complete all Region 7 Antarctica challenges	—
	Yee-Haw Spurs	1,440	"Piñata People" Cheat Code	—
	Flamenco Shoes	240	Gardener Level 5	—
	Astro-Walkers	420	Gardener Level 11	from <i>Jet Force Gemini</i> .
	Kazooie Talons	480	Gardener Level 17	—
	Soccer Boots	360	Gardener Level 20	—
	Bunnycomb Slippers	600	Gardener Level 21	—
	Breegull Turbo Trainers	780	Gardener Level 22	—
	Yee-Haw Boots	900	Gardener Level 27	—
	Combat Boots	1,044	Gardener Level 29	—
	Breegull Waders	1,560	Gardener Level 31	—
	Ash Slippers	1,740	Gardener Level 40	—
	Tap Shoes	1,980	Gardener Level 40	Worn for Pigxie romance requirement.
	Ballet Shoes	1,980	Gardener Level 41	Worn for Elephanilla romance requirement.
	Snow Shoes	1,980	Gardener Level 42	Worn for Jeli romance requirement

## ACCESSORY NOTES

- Accessories are placed on an individual body part of the Piñata.
- Some Piñata accessories fit only certain Piñatas; try before you gift-buy!
- After you purchase an accessory and fit it onto a Piñata, you can sell the individual accessory, but it will be at a tremendous loss. It is better to keep it, as it adds to the selling cost of the Piñata instead.
- Certain accessories are useful (or mandatory) for a romance requirement for each Piñata (meaning you must purchase two).

## Challenge Accessories

Certain accessories are only available after you've helped Langston with the International Challenges. To find out what needs to be done to unlock these items, revisit Langston's section in this chapter.

## Cheat Code Accessories

Some accessories are only available if you use a cheat code. Start a new garden, and when you're asked to name it, type in the name "piñata people". This will give you access to the Credits option (the left-most sign post at the game's start-up menu). Selecting this will take you to a garden where Professor Pester will ask you to help him demolish everything. As you smash trees and random pieces of junk, you'll unlock special accessories. Smash everything, otherwise you might end up wishing you were more thorough.

Cheat Code	Accessories Available
Piñata People	Camo Cap, Ponocky Club Hat, Baby's Bib, Barkbark Tags, Ga-Ga Necklace, Eighties Watch, Prisoner Bracelet, Traditional Watch, Pegasus Wings, Yee-Haw Spurs



## NOTE

Access Bart's Exchange by entering the menu (X), selecting the village (L), and selecting Bart's Exchange (L).

## BART THE TINKERER'S EXCHANGE

Bart has spent a long time finding out what things are made of and how you put them together. He loves making new things, and he's willing to sell his services. Just point him in the right direction, and watch him work (it's like magic).

### Notes




Level	Available From
1	Gardener Level 7

Appearing from a magic hat, Bart is a mysterious fellow with the power to tinker; that is, change one object into another by waving his hands around. This takes some skill and, more importantly, coinage! When you need a tinkered item (see the following list or the Garden Goods chapter for more information), call on Bart for help.



- When you want something tinkered with, enter Bart's Exchange and choose a tinker ticket (see following chart). Bronze is the least expensive, and gold is the most expensive.
- Buy a ticket with A, select one or more items in your garden, and agree to the tinkering.
- Between 10 and 30 seconds later (depending where you place the object), Bart reaches it and attempts to tinker. Then he leaves, whether the tinkering was successful or not.
- If a tinkering was unsuccessful, your item is useless.
- If you want to take a chance, choose a bronze or silver ticket; if you want to ensure a successful tinker, choose a gold ticket (recommended).

## Tinkered Success

Tinker Ticket	Chance of Tinkering Success
 (Bronze)	60 percent
 (Silver)	85 percent
 (Gold)	100 percent















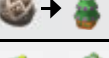









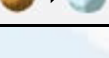

## Tinkered Vegetables

Image	Item	 Cost	 Cost	 Cost	Tinkered Result	Selling Price (Tinkered Item)
 → 	Carrot	3	10	60	Carrot Cake	30
 → 	Corn	6	21	120	Bread	60
 → 	Garlic	15	52	300	Garlic Butter	150
 → 	Pea	15	52	300	Pea Soup	150
 → 	Pumpkin	10	35	200	Jack o' Lantern	100
 → 	Radish	15	52	300	Horse Radish	150
 → 	Turnip	15	52	300	Stew	150
 → 	Yam	15	52	300	Crisps	150





## Tinkered Fruit




















Image	Item	 Cost	 Cost	 Cost	Tinkered Result	Selling Price (Tinkered Item)
 → 	Acorn	15	52	300	Coffee	150
 → 	Apple	15	52	300	Toffee Apple	150
 → 	Banana	36	126	720	Banana Split	360
 → 	Blackberry	15	52	300	Jam	150
 → 	Blueberry	15	52	300	Muffin	150
 → 	Coconut	15	52	300	Coconut Macaroons	150
 → 	Fir Cone	15	52	300	Air Freshener	150
 → 	Gooseberry	21	73	420	Gooseberry Fool	210
 → 	Gem	55	192	1,100	Rainbow Gem	550
 → 	Holly Berry	15	52	300	Figgy Pudding	150
 → 	Monkeynut	28	98	560	Peanut Butter	280
 → 	Orange	15	52	300	Marmalade	150



## TINKERING NOTES

- After you tinker an item and sell it to Lottie, you can't buy it back again; it must be tinkered again from the original.
- If you want Bart to reach your item quickly, place it near the northwest corner of your garden.
- Tinker objects only when you really need them; otherwise they just clutter up your garden.
- If you accidentally tinker an item or want to save it for later, send it to yourself in a crate, courtesy of Fannie at the post office.
- Tinkered items are mainly useful for Piñata romance or variant requirements.

## Tinkered Produce

Image	Item	 Cost	 Cost	 Cost	Tinkered Result	Selling Price (Tinkered Item)
 → 	Blue Bone	10	35	200	Part of Dinosaur Skeleton	100
 → 	Bone	28	98	560	Jelly	280
 → 	Bread	10	35	200	Sandwich	100
 → 	Cheese	15	52	300	Cheesecake	150
 → 	Green Bone	10	35	200	Part of Dinosaur Skeleton	100
 → 	Honey	15	52	300	Medicine	150
 → 	Milk	45	157	900	Cheese	450
 → 	Red Bone	10	35	200	Part of Dinosaur Skeleton	100



Access Arfur's Inn by entering the menu (X), selecting the village (L), and selecting Arfur's Inn (C).

## ARFUR'S INN

Arfur has spent many hours studying milk. He knows every single variety. Arfur can take one look at you and pour you just the right kind of milk without you ever having to say a word.

### Notes

Level	Available From
1	Gardener Level 10

Arfur knows his milk, and he knows that helpers need a fine glass of the white stuff after a hard day's work. Therefore, he has set up an inn in the village where they gather. It is here you can hire helpers to assist you with the many garden tasks while you focus on the important stuff, like romancing and attracting Piñatas and making sure your garden goes from strength to strength!



To hire a helper, select him from Arthur's Inn, and position the contract in the garden with A. The helper will arrive at the start of his working hours, pick up the contract, and begin to work. He continues until the end of his working hours and continues this indefinitely.



- Helpers are purely optional; you can do all the work yourself if you wish. Only hire helpers if you really need them.
- You can't sell helpers after you purchase them, but you can send them home permanently; hover over them, select Menu (X), and select "Send Home" (L).
- If you choose to send them home, you do so for the day or permanently. It is usually only worth firing the helper if you have no use for him.
- You can hire a maximum of five helpers, including multiple versions of each (for example, two Sprinklings and three Gatherlings).
- Only one helper of each type is recommended for most gardens, except for Diggerlings and Sprinklings.
- When a helper finishes his working day, he or she retires to the inn.
- Increase the hours your helper works by attempting one or both of the following: (1) Keep you helper happy—give them five (or more) coins using the "Give" option (C) in the main menu (X) (five coins increases a helper's Happiness Meter by 25 percent); (2) Purchase a helper house from Willy the Builder.
- Unhappy helpers are those that get stuck or trapped, or are whacked by your Shovel. They will leave if you keep up that sort of behavior!
- Place gates and paths throughout your garden for the helpers to follow; start a path on your garden's northwestern edge.
- Watch those gates! Helpers open and close them, but Piñatas get out!
- Also beware of Sour Cocoadiles! They scare off helpers with their big teeth; tame one to prevent disruption in your helper services.

## Arfur's Helpers

Helper	Purchase Price	Gardener Level
Sprinkling	440	
Weedling	440	10
Gatherling	924	
Watchling	1,584	
Night Watchling	1,584	
Diggerling	2,420	



## Sprinkling

Is there any sight more sad than a wilted flower, a dry shriveled plant drooping onto the parched ground? Well, you won't need to worry about that anymore—a Sprinkling will make sure everything stays damp.

- ▶ A Sprinkling's job is to wander the garden and sprinkle water on any plant that needs it.
- ▶ She does this each day from six o'clock in the morning to eight o'clock at night.
- ▶ She can water all your plants as long as she isn't trapped or unhappy.
- ▶ Sprinklings are useful, as they allow you to mostly ignore your plant-watering duties; but check your plants anyway from time to time, just in case!
- ▶ Plant all your seed at around six or seven in the morning so they are instantly watered by a Sprinkling.
- ▶ Don't plant in the evening (unless you're watering them yourself) or your plants will dry out.
- ▶ If you obtained the One Pour Wonder Watering Can from Costolot's, then you don't need Sprinklings anymore!



A Sprinkling prepares to water down a thirsty plant.



## Gatherling

Too many people rush around their gardens collecting this and selling that. When you have a Gatherling working for you, all that stress just melts away. She'll wander the garden and sell all your stuff. How can you afford to be without her?

- ▶ A Gatherling's job is to wander the garden and collect any items such as seeds, plants, flower heads, vegetables, and fruit. When she picks up an item, the correct selling price is automatically added to your coins total.
- ▶ She does this each day from nine o'clock in the morning to four o'clock in the afternoon.
- ▶ She is supposed to grab all your items, as long as she isn't trapped or unhappy.
- ▶ The Gatherling, however, occasionally eats your items instead of selling them.
- ▶ She can also cause you consternation by grabbing items you intend to keep (to romance or coax Piñatas, for example). You can keep her mitts off your important goods by targeting her and using the "Harvest Choices" option (L) in the main menu (X) if you target her.
- ▶ The Gatherling has problems selling produce, so don't expect your Honey, Milk or Wool to be sold. She also sometimes ignores items.
- ▶ It is usually best to sell stuff yourself.



A Gatherling scoops up some stuff to sell for you.





## Weeding

Weedlings are naturally cheerful. They merrily kill any nasty weeds that might spoil your lovely garden.

- A Weeding's job is to wander the garden and contain the weeds you may have, keeping them under control. She does this each day from eight o'clock in the morning to five o'clock in the afternoon.
- Weedlings don't pick up or remove any weed seeds or weed heads; they only get fully grown plants. Therefore, it isn't really necessary to hire one unless your garden is overrun.



A Weeding prepares to dispatch an invasive weed problem with a cheerful grin.

## Watchling and Night Watchling

You've worked hard and built a garden to be proud of. The trouble is that so many things want to come in and mess your place up. Any Watchling worth his salt will keep all unwelcome guests out of your garden so you can look after the residents that you already attracted.



A Watchling prowls your garden for Ruffians.



A Night Watchling checks the grounds for Sour Piñatas.

- A Watchling's job is to wander the garden, keeping pestering folks away—the Sour Piñatas and Ruffians.
- Watchlings work each day from three o'clock in the morning to three o'clock in the afternoon.
- Night Watchlings work each day from three o'clock in the afternoon to three o'clock in the morning.
- Watchlings tend to do their job well, and you won't have much trouble with pests.
- However, as an alternative, there's the Tower of Sour, or taming Sour Piñatas, which is a better way of dealing with these pests, and items from Costolot for dealing with Ruffians.
- Watchlings also sometimes scare away Wild Piñatas that are heading into your garden. This can be a real problem, so dismiss them if you're trying to attract new species and none are turning up.





## Diggerling

It takes a brave person to go underground, where it's dark and spooky, to look for treasure. Fortunately, Diggerlings have all the odds worked out and all the angles covered. They think so hard about the chances of finding the mother lode that they don't have time to be scared of the dark.

- A Diggerling's job is to wander into the mine and dig for various items underground.
- Diggerlings work each day from seven o'clock in the morning to six o'clock in the evening.
- You must purchase the mine from Willy Builder (at level 26 for 16,500).
- The frequency and value of items dug up increases if you keep your Diggerling happy—pay him in increments of five coins until he has a full Happiness Meter.
- You can also improve a Diggerling's findings by placing a Lantern o' Loot (bought from Costolot's at Garden Level 33 for 176 coins) near the mine.
- Items dug from the mine include candy, coins, giant seeds, gold, gems, dirt, a Blue Bone, a Green Bone, and a mysterious Dragonache egg.
- For more information, consult the Special Building section of the Garden Goods chapter.



A Diggerling prepares to dig up your garden in search of plunder.



## Ruffian Minions

(in Order of Appearance)

### RUFFIANS

Ruffians don't like learning things. In fact, they don't really want to use their brains at all. A Ruffian just likes eating, sleeping, and having fun. If you try to stop them, then they'll have fun with your stuff!

#### Notes

Level	Available From
1	Gardener Level 15 (Ruffian #1) Gardener Level 20 (Ruffian #2) Gardener Level 25 (Ruffian #3) Gardener Level 30 (Ruffian #4)

Ruffians are ne'er-do-wells who stomp across your beautiful garden without mercy. There are four types of Ruffians, and they enter your garden randomly, cause havoc, and then leave. They can be a major annoyance, especially if you're in the middle of a delicate time of Piñata romancing. However, there are ways to deal with this menace.

#### Ruffian Behavior

- If you have helpers in your garden, beware! Ruffians can grab and steal them away from you. This occurs more frequently if helpers are consistently trapped. To prevent your helpers from being trapped, create good pathways and fencing.
- Ruffians cough up dirt if water is blocking their path (usually when they try to leave); don't be shocked if you see your pond with some new landfill in it.





- They love to dismantle your fences; buy stone walls or iron railings to combat this.
- They also leave gates open, which can let Piñatas escape. Close gates quickly!
- The higher the Ruffian type, the more powerful he is.

### Roughing Up the Ruffian

- If you see Ruffians coming in, target them and give them some coins as they enter your garden. This stalls them, but they will come back later.
- Whack them with an upgraded Shovel, such as the one with the Dastardos Head on it (1,890 coins from Costolot's).
- If you have a Mallowolf, direct it to howl at the Ruffian and scare it off.
- If you have a S'morepion, direct it to sting the Ruffian, temporarily paralyzing it and scaring it away.
- When you reach level 35, purchase the Captain's Cutlass for your garden (11,000 coins from Costolot's). This stops Ruffians permanently. Ah, peace!

## PROFESSOR PESTER (RUFFIAN BOSS)

I'm not sure what Pester is actually a professor of. I don't know where he studied either. I do know he likes to make "evil" plans, and he hangs around with a lot of Ruffians, so I don't really get close enough to ask him.

### Notes

Level	Available From
1	Gardener Level 16

The leader of the Ruffian is the despicable Professor Pester, a nasty piece of work whose jealousy goes unchecked. He strides into your garden at a random moment, employs all the same techniques as his Ruffian underlings, and carries a large rod with one purpose in mind: breaking your most expensive Piñata!



### Professor Pester Behavior

- Professor Pester employs the Loathers, bomblike creatures that wait in all your Piñata romance mazes.
- He also employs the same destructive techniques as his Ruffian troops when he arrives in your garden.
- However, his real purpose is far more frightening: He usually heads directly to your most expensive Piñata and tries to smash it! Once he's set his sights on one, there's nothing to be done except watch in horror.

### Sending the Professor Packing

- If you have a steady enough flow of chocolate coins, consider paying off Professor Pester. 500 coins is enough to send him back to his lair. Chances are, that's quite a bit cheaper than your most expensive Piñata, but you'll need to catch him as soon as he sets foot in your garden.
- The Captain's Cutlass may keep out all Ruffians, but Professor Pester is no longer affected by it. Rumor has it that the legendary Dragonache will keep him from harming your other Piñatas.



CHAPTER 3

# The Piñata Prospectus





# The 100 Piñatas

On the following pages, you'll find complete information for all 100 of *Trouble In Paradise's* Piñatas, sorted into the following four sections:

## Regular Piñatas

These are the Piñatas that appear outside your garden and can be lured over for a visit (and even become residents if you play your cards right)!



## Evolved and Crossbred Piñatas

These 15 Piñatas evolve from regular Piñatas that undergo specific events (and, in one case, is crossbred between two regular Piñatas). They won't appear in your garden unless the proper conditions are met. This usually involves feeding them certain special items.

## Sour Piñatas

Sour Piñatas are the bane of any gardener. They show up on behalf of Dastardos and Professor Pester and try to wreck all of your hard work. Fortunately, you can learn to tame them, transforming them into regular Piñatas and making them productive residents!



## Special Piñatas

There are two breeds of Piñatas that are so special and so secret, we had to give them their own section!



## PIÑATA REQUIREMENTS

Learn how to get your papier-mâché pals to notice your garden and decide to make it their home.

### Appear

This is how you get the Piñata to enter the area around your garden. You still have to do more to get it to set foot inside the garden!

### Visit

Complete these requirements, and the Piñata will enter your garden, which gives you the chance to domesticate it and make it a resident.

### Resident

Follow these steps to transform a visiting Piñata into a resident of the garden. Not only will it stay within the garden limits, you can also order Gretchen Fetchem to hunt more of them for you. You can also pack up and ship off resident Piñatas to fulfill your assignments, or romance them to create more of them!

### Romance

When the mood is right, two Piñatas who care about each other very much will do the Romance Dance. Guide them through the Romance Maze successfully, and they'll pop out an egg. Hatch the egg successfully, and you've got a brand new Piñata in your garden!

REQUIREMENTS	
<b>Appear</b>	
	Have a Kittyfloss resident in the garden.
<b>Visit</b>	
	Score away the low-level Ruffian Guard by collecting five Buzzlegums.
	Have three Kittyfloss residents in the garden.
<b>Resident</b>	
	Has eaten a Jelly.
	Has eaten two Bones.
<b>Romance</b>	
	There is a Barkbark House in the garden.
	Is wearing a Collar.
	Has won a fight with a Kittyfloss.

## INTERACTIONS WITH OTHER PIÑATAS

Some Piñatas eat other Piñatas. Some are eaten by other Piñatas. Knowing how your Piñatas relate to each other is the best way to keep the peace and raise a happy and healthy crop of Piñatas.

BARKBARK AND OTHER PIÑATAS		
<b>Eats</b>	<b>Eaten By</b>	<b>Rivals &amp; Hunting</b>
 Bunniycomb (FF)	 Tigermisu (FF)	 Kittyfloss (Riv)
 Goobas (FF)		 Roario (Riv)
 Kittyfloss (FF)		

**NOTE**

A Piñata that *hunts* another Piñata pursues it until it catches it, then it attacks and eats the candy that it has inside, breaking the Piñata. *Rival* Piñatas will fight each other on sight, even if their happiness level is high.

## PIÑATA VARIANTS

Almost every Piñata has multiple variant appearances, triggered when they eat a certain type of food. Refer to each Piñata's description to see which foods cause them to become variants, as well as what each variant looks like!

VARIANTS
If Barkbarks eat certain foods, they will change into the following variants:
 A Barkbark turns yellow after eating a Bones (Light Colored Bones).
 A Barkbark turns green after eating a Prawn Egg Flower.
 A Barkbark turns purple after eating a Roarling (Forbidden Bones).

# Regular Piñatas

## Arocknid



This eight-legged Piñata is perfect for any birthday party that takes place on October 31st, but it's not always the most popular Piñata on the block. There's a reason some folks can't wait to whack it with a stick, and it's not just the candy inside!

### REQUIREMENTS

#### Appear



You must be a level 6 gardener or higher.

#### Visit



Knock down the brick wall obstruction by paying Willy Builder 1,000 coins, AND one of the following:



Have four Tafflies in the garden, OR...



Have four Raisants in the garden.

#### Resident



Has eaten two Tafflies, OR...



Has eaten two Raisants.

#### Romance



There is an Arocknid house in the garden.



Has eaten two Buzzlegums.

### NOTES

Animal Type	Spider
Level	5
Attack Style	Web-like Throwing Star
Loves Eating	Taffly, Dragumfly, Raisant, Flutterscotch, Sweetle
Dislikes Eating	Snapdragon, Tulip, Water Lily, Bulrush, Watercress
Hates Eating	Orchid
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## AROCKNIDS AND OTHER PIÑATAS

### Eats

-  Taffly (FF, RR)
-  Dragumfly (FF)
-  Raisant (FF, RR)
-  Flutterscotch (FF)
-  Sweetle (FF)
-  Buzzlegum (RomR)
-  Bispotti (TT)

### Eaten By

-  Profitamole (RR)
-  Macaraccoon (RomR)
-  Fourheads (FF)

### Rivals & Hunting

-  Reddhott (Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

## VARIANTS

If Arocknids eat certain foods, they will change into the following variants:

An Arocknid turns blue after eating one bluebell flower.



An Arocknid turns orange after eating one Jack o' Lantern.



An Arocknid turns orange after eating one water lily flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Badgesicle



These crusty old fellows don't look so friendly, but don't be fooled—they're as sweet as any other Piñata on the inside. Maybe that's because they use those sizeable snouts to scope out only the sweetest treats to eat!

## NOTES

Animal Type	Badger
Level	5
Attack Style	License Plate
Loves Eating	Mothdrop, Sweetle, Whirlm, Bunnycomb, Honey
Dislikes Eating	Carrot Cake, Toffee Apple, Jam, Muffin, Banana Split
Hates Eating	Coconut Macaroon
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins

## REQUIREMENTS

### Appear



Have a Blackberry Bush in the garden.

### Visit



Have a Blackberry Bush in the garden.



Have three Geckies in the garden.

### Resident



Has eaten a Geckie.



Has eaten two Blackberries.

### Romance



There is a Badgesicle House in the garden.



Has eaten two Tulip Seeds.




Has eaten a Lemmong.






## BADGESICLE AND OTHER PIÑATAS

### Eats


 Profitamole (FF)


 Sweetle (FF)

 Whirlm (FF)

 Bunnycomb (FF)

 Geckie (RR)

 Lemmong (RomR)

 Fudgehog (TT)

 Arocknid (TT)

*Eaten By*  
None

### Rivals & Hunting

 Syrupent (Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Badgesicle can perform two tricks. It does the first one after eating a Fudgehog, and it does the second after eating an Arocknid.

## VARIANTS

If Badgesicles eat certain foods, they will change into the following variants:

A Badgesicle turns blue after eating a Bluebell flower.



A Badgesicle turns red after eating an Apple.



A Badgesicle turns yellow and pink after eating a Water Lily flower.




## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather





# Barkbark



For years, pooches like Barkbark have been called man's best friends. But when you start filling them with candy, that only sweetens the deal!

## REQUIREMENTS

### Appear



Have a Kittyfloss resident in the garden.

### Visit



Scare away the low-level Ruffian Guard by collecting five Buzzlegums.



Have three Kittyfloss residents in the garden.

### Resident



Has eaten a Jelly.



Has eaten two Bones.

### Romance



There is a Barkbark House in the garden.



Is wearing a Collar.



Has won a fight with a Kittyfloss.

## NOTES

Animal Type	Dog
Level	6
Attack Style	Squeaky Toy
Loves Eating	Bone, Jelly, Bunnycomb, Goobaa, Kittyfloss
Dislikes Eating	—
Hates Eating	—
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins






## BARKBARK AND OTHER PIÑATAS

### Eats

-  Bunnycomb (FF)
-  Goobaa (FF)
-  Kittyfloss (FF)

### Eaten By

-  Tigermisu (FF)

### Rivals & Hunting

-  Kittyfloss (Riv)
-  Roario (Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Barkbark can perform two tricks. It does the first one after drinking a bottle of Milk, and it does the second after eating Wool.

## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



## VARIANTS

If Barkbarks eat certain foods, they will change into the following variants:

A Barkbark turns yellow after eating a Banana Split (tinkered Banana).



A Barkbark turns green after eating a Poison Ivy flower.



A Barkbark turns pink after eating Medicine (tinkered Honey).



REGULAR PIÑATAS



# Bispotti



This round little ladybird is one of the new kids on the block, and she's quickly proving herself popular among the Piñata party set. Having a Bispotti at you birthday guarantees a good time for all!

## REQUIREMENTS

### Appear



Have any type of flower in the garden.

### Visit



Have two flowers in the garden.

### Resident



Grow three Poppies in the garden.

### Romance



There is a Bispotti house in the garden.



Has eaten a Daisy flower.

## NOTES

Animal Type	Ladybird
Level	2
Attack Style	Fire Extinguisher
Loves Eating	Daisy, Buttercup, Bluebell, Poppy, Snowdrop
Dislikes Eating	Honey
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins





## BISPOTTI AND OTHER PIÑATAS

### Eats

None

### Eaten By



Newtgat  
(FF)



Chameleon  
(FF)



Parmadillo  
(FF)



Warthog  
(FF)



Galagoogoo  
(FF)



Sparrowmint  
(FF)



Robean  
(RomR)



Sour  
Profitamole  
(RR)



Arocknid  
(TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Bispotti can perform two tricks. It does the first one after eating a Hollybush Seed, and it does the second after eating a Bluebell flower.

## VARIANTS

If Bispotti eat certain foods, they will change into the following variants:

A Bispotti turns blue after eating a Bluebell Seed.



A Bispotti turns green after eating a Watercress flower.



A Bispotti turns white after eating a loaf of Bread (tinkered Corn).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Bonboon



This reformed Sour Piñata still loves to monkey around the garden. It's also one of the highest level Piñatas you'll see, so get ready for a sugar rush!

## REQUIREMENTS

### Appear



Tame a Sour Bonboon to get a Bonboon resident in the garden.

### Visit



Have a Monkeynut Tree in the garden.



Have a Banana Tree in the garden.

### Resident



Has eaten seven Monkey Nuts.



Has eaten seven Bananas.

### Romance



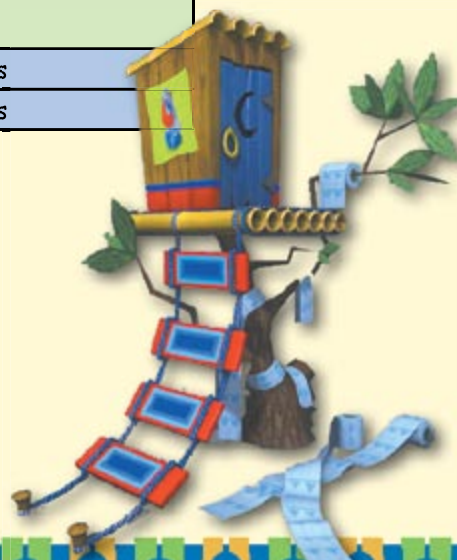
There is a Bonboon House in the garden.



Has eaten three Jameleons.

## NOTES

Animal Type	Mandrill
Level	9
Attack Style	Coconuts
Loves Eating	Geckie, Jameleon, Banana, Monkey Nut, Orange
Dislikes Eating	—
Hates Eating	—
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## BONBOON AND OTHER PIÑATAS

### Eats



Geckie  
(FF)



Jameleon  
(RR, RomR)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

Having a few Bonboons in your garden is a great idea, if you want to keep the peace. Unlike their original Sour state, when they encouraged Piñatas to fight each other, domesticated Bonboons actually break up Piñata fights.



### NOTE

The Bonboon can perform two tricks. It does the first one after eating a Fireweed Seed, and it does the second after eating a Fireweed flower.

## VARIANTS

If Bonboons eat certain foods, they will change into the following variants:

A Bonboon turns white after eating an Orchid flower.



A Bonboon turns blue after eating a Bluebell flower.



A Bonboon turns orange and green after eating a Bird of Paradise Seed.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



REGULAR PIÑATAS

# Bunnycomb



Who doesn't love a Bunnycomb? Whether you're a party host looking to liven things up, or a Piñata lover with a weakness for cuteness, or a hungry Piñata on the prowl, you're always happy to see this hoppy hare.

## REQUIREMENTS

### Appear



Have a Carrot in the garden.

### Visit



Have a Carrot in the garden.

### Resident



Have four square pinometers of Grass in the garden.



Has eaten two Carrots.

### Romance



There is a Bunnycomb House in the garden.



Has eaten a Radish.



Have six square pinometers of Grass in the garden.

## NOTES

Animal Type	Rabbit
Level	3
Attack Style	Top Hat
Loves Eating	Carrot, Turnip, Radish, Pea, Apple
Dislikes Eating	Honey, Jelly, Sandwich
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins





## BUNNYCOMB AND OTHER PIÑATAS

### Eats

None

### Eaten By



Pieena  
(FF)



Twingersnap  
(FF)



Badgesicle  
(FF)



Barkbark  
(FF)



Buzzenge  
(FF)



Mallowolf  
(FF)



Fizzlybear  
(FF)



Fourheads  
(FF)



Eaglair  
(FF)



Pretztail  
(FF, RR)

### Rivals & Hunting



Pretztail  
(H)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger H = hunted



### NOTE

The Bunnycomb can perform two tricks. It does the first one after eating a Dandelion Seed, and it does the second after eating a Dandelion flower.

## VARIANTS

If Bunnycombs eat certain foods, they will change into the following variants:

A Bunnycomb turns green after eating a Gooseberry Seed.



A Bunnycomb turns orange after eating a Pumpkin.



A Bunnycomb turns pink after eating a Water Lily flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

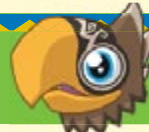
👁 Invisible Loather

👁 Super Loather





## Buzzenge



The surly Buzzenge never looks like he's having a good time, but he always manages to brighten up a party—once the guests knock all the candy out of him, that is!

### NOTES

Animal Type	Buzzard
Level	6
Attack Style	Flamenco Fans
Loves Eating	Mousemallow, Bunnycomb, Lemmoning, Squazzil, Tartridge
Dislikes Eating	—
Hates Eating	—
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins



### REQUIREMENTS

#### Appear



Have a Candary in the garden.

#### Visit



Have four Candaries in the garden.

#### Resident



Has eaten two Candaries.



Has eaten a Sparrowmint.

#### Romance



There is a Buzzenge House in the garden.



Has eaten a Pudgeon.



Has eaten a Robean.




Has eaten a Tartridge.




## BUZZENGE AND OTHER PIÑATAS


### Eats

 Mousemallow (FF)

 Candary (RR)


 Bunnycomb (FF)

 Pudgeon (RomR)

 Lemmoning (FF)

 Robean (RomR)

 Squazzil (FF)


 Flutterscotch (TT)

 Tartridge (FF, RomR)

 Taffly (TT)

 Sparrowmint (RR)

### Eaten By

 Vulchurro (TT)

### Rivals & Hunting

 Eaglair (H)

## VARIANTS

If Buzzenges eat certain foods, they will change into the following variants:

A Buzzenge turns pink after eating Medicine (tinkered Honey).



A Buzzenge turns blue after eating a Bluebell flower.



A Buzzenge turns yellow after eating a Buttercup flower.



FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger H = hunted




### NOTE


The Buzzenge can perform two tricks. It does the first one after eating a Flutterscotch, and it does the second after eating a Taffly.


## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Buzzlegum



This roly-poly yellow fellow is not only filled with candy; it also produces honey for the gardener who makes it feel at home. Talk about a sweet deal!

## REQUIREMENTS

### Appear



Have a Sunflower in the garden.

### Visit



Have two Sunflowers in the garden.

### Resident



Has eaten a Sunflower.

### Romance



There is a Buzzlegum House in the garden.



Has eaten a Buttercup.



Has eaten a Tulip.

## NOTES

Animal Type	Bee
Level	4
Attack Style	Honeycomb
Loves Eating	Sunflower, Buttercup, Dandelion, Banana, Corn
Dislikes Eating	Sunflower Seed, Buttercup Seeds, Dandelion Seeds, Banana Seeds, Corn Seeds
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## BUZZLEGUM AND OTHER PIÑATAS

### Eats

None

### Eaten By



Jameleon  
(FF)



Geckie  
(FF)



Arocknid  
(RomR)



Dragumfly  
(RomR)



Tigermisu  
(RR)



Sour  
S'morepion  
(RR)

### Rivals & Hunting



Raisant  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

In addition to their other uses, Buzzlegums can also be used to produce Honey, which saves you from having to buy it. You can even sell it for a few extra chocolate coins if you want!



### NOTE

The Buzzlegum can perform two tricks. It does the first one after eating Honey, and it does the second after eating a Sandwich.

## VARIANTS

If Buzzlegums eat certain foods, they will change into the following variants:

A Buzzlegum turns pink after eating Medicine (tinkered Honey).



A Buzzlegum turns white after eating a Gem Tree Seed.



A Buzzlegum turns orange after eating a Venus Fly Trap flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- ☹ Moving Loather
- ⚡ Sleeping Loather
- ☹ Invisible Loather
- ⚡ Super Loather



# Camello



A Camello is always a big hit at a party. Maybe it's because of its bright patterns of eye-catching colors. Or maybe it's because that huge hump means it can hold even more candy!

## REQUIREMENTS

### Appear



You must be a level 15 gardener.

### Visit



Use a Yam as bait in the Arctic environment.

### Resident



Have 20 square pinometers of Sand in the garden.



Has eaten two Coffees (tinkered Acorns).



Has eaten three Cactus Flowers.

### Romance



There is a Camello House in the garden.



Have 25 square pinometers of Sand in the garden.



Has eaten three Coconut Macaroons.



Is wearing Cool Shades.



Is wearing Señor Sombrero.

## NOTES

Animal Type	Camel
Level	8
Attack Style	Water Bottles
Loves Eating	Cactus, Yam, Monkey Nut, Palm Seed, Sunflower
Dislikes Eating	All produce
Hates Eating	Carrot, Garlic, Turnip, Fireweed, Radish
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## CAMELLO AND OTHER PIÑATAS

### Eats

None

### Eaten By



Tigermisu  
(RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Camello can perform two tricks. It does the first one after eating a Palm Tree Seed, and it does the second after eating a Cactus Seed.

## VARIANTS

If Camellos eat certain foods, they will change into the following variants:

A Camello turns pink after eating a Water Lily Seed.



A Camello turns orange after eating a Jack o' Lantern (tinkered Pumpkin).



A Camello turns blue after eating a Bluebell Seed.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Cherrapin



The Cherrapin is never in a hurry to get anywhere. This tough-shelled tortoise believes in taking his own sweet time—and we do mean *sweet*!

## NOTES

Animal Type	Turtle
Level	5
Attack Style	Spoon
Loves Eating	Green Flutterscotch, Watercress, Pea, Gooseberry, Poison Ivy
Dislikes Eating	Apple, Venus Flytrap, Rose, Poppy, Radish
Hates Eating	Custacean
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins



## REQUIREMENTS

### Appear



Have five square pinometers of Sand in the garden.



Have five square pinometers of Water in the garden.



Have a Water Lily in the garden.

### Visit



Have seven square pinometers of Sand in the garden.



Have seven square pinometers of Water in the garden.



Have two Water Lilies in the garden.

### Resident



Have ten square pinometers of Sand in the garden.



Have ten square pinometers of Water in the garden.



Has eaten three Water Lily Flowers.

### Romance



There is a Cherrapin House in the garden.



Is wearing Belly-Splash Specials.



Has eaten a Lickatoad Egg.



## CHERRAPIN AND OTHER PIÑATAS

### Eats



Green  
Flutterscotch  
(FF)



Lickatoad Egg  
(RomR)

### Eaten By



Cocoadile  
(FF)



Eaglair  
(FF)



Sour Cocoadile  
(RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Cherrapin can perform two tricks. It does the first one after eating a Watercress Seed, and it does the second after eating a Watercress flower.

## VARIANTS

If Cherrapins eat certain foods, they will change into the following variants:

A Cherrapin turns blue after eating a Blueberry Muffin (tinkered Blueberry).



A Cherrapin turns yellow after eating Honey.



A Cherrapin turns green after eating a Gooseberry.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👻 Invisible Loather

👹 Super Loather





# Chewnicorn



Unicorns are supposed to be mythic creatures that don't really exist. Fortunately for the few partygoers who can afford one, the Chewnicorn is a delightful exception!

## REQUIREMENTS

### Appear



Must be a Horstachio Master Breeder.

### Visit



Have a Gem Tree in the garden.

### Resident



Has eaten nine Gems.



Have a fully matured Gem Tree in the garden.

### Romance



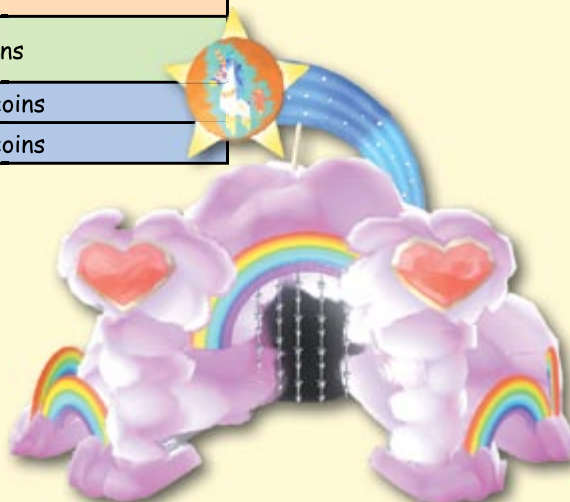
There is a Chewnicorn House in the garden.



Has eaten three Rainbow Gems.

## NOTES

Animal Type	Unicorn
Level	9
Attack Style	Shower of Stars
Loves Eating	Gem, Orchid, Rose, Carrot, Carrot Cake
Dislikes Eating	All produce, all seeds
Hates Eating	Mine Mud, Tulip Flower, Nightshade Berry, Fir Cone, Monkey Nut
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## CHEWNICORN AND OTHER PIÑATAS

### Eats

None

### Eaten By



Tigermisu  
(FF)

### Rivals & Hunting



Zumbug  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Chewnicorn can perform two tricks. It does the first one after eating an Orchid flower, and it does the second after eating Jam (tinkered Blackberry).

## VARIANTS

If Chewnicorns eat certain foods, they will change into the following variants:

A Chewnicorn turns blue and pink after eating a Bluebell flower.



A Chewnicorn turns pink after eating a Water Lily Seed.



A Chewnicorn turns yellow after eating Corn.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Chippopotamus



This big blue Piñata is the delight of children everywhere, because it holds more candy than almost any other kind. If you get one of these for your birthday party, it's gonna be a good year!

## REQUIREMENTS

### Appear

Have 40 square pinometers of water in the garden.

### Visit

Have 50 square pinometers of water in the garden, and one of the following:



Have nine Watercress in the garden.



Have nine Lilies in the garden.



Have nine Bulrushes in the garden.

### Resident

Have 60 square pinometers of water in the garden.



Has eaten nine Watercress Flowers.



Has eaten nine Lily Flowers



Has eaten nine Bulrush Heads.

### Romance



There is a Chippopotamus House in the garden.



Have 70 square pinometers of water in the garden.



Must be a Candy Master Breeder



There is a Candy resident in the garden.



Has eaten four Birds of Paradise.

## NOTES

Animal Type	Hippopotamus
Level	8
Attack Style	Mud Pies
Loves Eating	Pumpkin, Yam, Bulrush, Watercress, Water Lily
Dislikes Eating	All flowers
Hates Eating	Daisy Seed, Buttercup Seed, Snowdrop Seed, Poppy Seed, Bluebell Seed
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## CHIPPOTAMUS AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None, although the Chippopotamus will stomp small Piñatas flat!

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Chippopotamus can perform two tricks. It does the first one after eating a Watercress Seed, and it does the second after eating a Bulrush Seed.

## VARIANTS

If Chippopotami eat certain foods, they will change into the following variants:

A Chippopotamus turns green and yellow after eating a Mushroom.



A Chippopotamus turns pink and orange after eating a Water Lily Seed.



A Chippopotamus turns pink and purple after eating Jam (tinkered Blackberry).



## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- 🍷 Moving Loather
- 🍷 Sleeping Loather
- 🍷 Invisible Loather
- 🍷 Super Loather





# Cinnamonkey



The only thing more fun than a barrel of monkeys is a barrel of Cinnamonkeys. These spicy simians are full of mischief, and no party is ever dull when they're around!

## REQUIREMENTS

### Appear



Have a Monkey Nut Tree in the garden.

### Visit



Have a Barrel in the garden.



Have five Monkey Nuts in the garden.



Have a Banana Tree in the garden.

### Resident



Has eaten three Bananas.



Has eaten four Monkey Nuts.

### Romance



There is a Cinnamonkey House in the garden.



Is wearing a Fez.



Has eaten four Oranges.

## NOTES

Animal Type	Monkey
Level	7
Attack Style	Banana Skins
Loves Eating	Banana, Monkey Nut, Orange, Apple, Banana Split
Dislikes Eating	Tiger Lily, Acorn, Hazelnut, Bone, Gooseberry
Hates Eating	Sweetle, Raisant, Bispotti, Whirlm, Shellybean
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins






## CINNAMONKEY AND OTHER PIÑATAS

### Eats


None

### Eaten By

 Eaglair  
(FF, RR)

 Fizzlybear  
(TT)

### Rivals & Hunting

 Bonboon  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Cinnamonkey can perform two tricks. It does the first one after eating a Banana Split (tinkered Banana), and it does the second after eating Peanut Butter (tinkered Monkey Nut).

## VARIANTS

If Cinnamonkeys eat certain foods, they will change into the following variants:

A Cinnamonkey turns red after eating a Chili.



A Cinnamonkey turns purple after eating a Blackberry Bush Seed.



A Cinnamonkey turns pink after eating a Water Lily flower.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving  
Loather

 Sleeping  
Loather

 Invisible  
Loather

 Super  
Loather





# Cluckles



Why do Cluckles keep such excellent rhythm? Because they were born with a pair of drumsticks! (Yeesh, that joke really laid an egg...).

## REQUIREMENTS

### Appear



Grow one Corn plant in the garden.

### Visit



There cannot be any Pretztails in the garden.



Grow three Corn plants in the garden.

### Resident



There cannot be any Pretztails in the garden.



Has eaten three Corn.

### Romance



There is a Cluckles House in the garden.



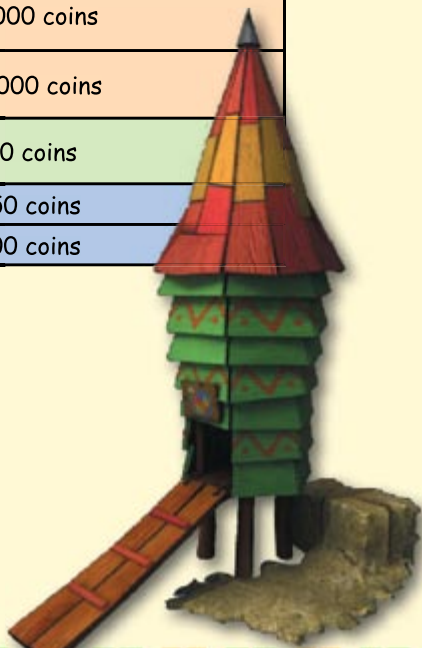
Has eaten two Whirlms.



Has eaten a Pumpkin Seed.

## NOTES

Animal Type	Chicken
Level	4
Attack Style	Drumsticks
Loves Eating	Corn, Whirlm, Pumpkin Seed, Sunflower Seed, Corn Seed
Dislikes Eating	Gooseberry, Milk, Coffee, Garlic Butter, Mushroom
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins



## TIP



Feed two Cactus Seeds to a Cluckles, and it instantly evolves into a Chocstrich!



## CLUCKLES AND OTHER PIÑATAS

### Eats



Whirlm  
(FF, RomR)

### Eaten By



Pieena  
(FF)



Macaraccoon  
(FF; also eats  
Cluckles Eggs)



Pretztail  
(FF, RomR)



Sour  
Macaraccoon  
(RR)

### Rivals & Hunting



Pretztail  
(H)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger H = hunted



### TIP

Cluckles have the ability to roost any Piñata Egg and make it hatch faster. In fact, the only way to get the Dragonache Piñata is to use a Cluckles to hatch the Dragonache Egg that you find in the mine!



### NOTE

The Cluckles can perform two tricks. It does the first one after eating a Corn Seed, and it does the second after eating a Pumpkin.

## VARIANTS

If Cluckles eat certain foods, they will change into the following variants:

A Cluckles turns blue after eating a Bluebell Seed.



A Cluckles turns green after eating an Oak Tree Seed.



A Cluckles turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving  
Loather

🍌 Sleeping  
Loather

👁 Invisible  
Loather

👁 Super  
Loather



# Cocoadile



The first time you meet one of these toothy guys, it's the Sour Piñata version. But after you tame it, it is all smiles!

## NOTES

Animal Type	Crocodile
Level	6
Attack Style	False Teeth
Loves Eating	Juicygoose, Sweetooth, Cherrapin, Quackberry, Swanana
Dislikes Eating	Acorn, Fir Cone, Monkey Nut, Bone, Coffee
Hates Eating	Coconut, Hazelnut, Gem
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins



## REQUIREMENTS

### Appear



Tame a Sour Cocoadile and make it a resident.

### Visit



Have five Quackberries in the garden.



Have 16 square pinometers of Water in the garden.

### Resident



Have 19 square pinometers of Water in the garden.



Has eaten a Sweetooth.



Has eaten a Quackberry.

### Romance



There is a Cocoadile House in the garden.



Have 22 square pinometers of Water in the garden.



Is wearing Bling Teeth.




Has eaten a Swanana.




## COCOADILE AND OTHER PIÑATAS


### Eats

 Juicygoose  
(FF)


 Sweettooth  
(FF, RR)

 Cherrapin  
(FF)

 Quackberry  
(FF, RR)

 Swanana  
(FF, RomR)

### Eaten By

 Chocodoculus

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### TIP

The tears of the Cocoadile are a powerful plant growth booster. Select a Cocoadile, and then select a plant, and the Cocoadile waddles over to it and starts weeping, watering the plant and sending it shooting up!



### NOTE

The Cocoadile can perform two tricks. It does the first one after eating a Prickly Pear Seed, and it does the second after eating a Thistle flower.

## VARIANTS

If Cocoadiles eat certain foods, they will change into the following variants:

A Cocoadile turns blue after eating a Bluebell flower.



A Cocoadile turns pink after eating a Water Lily Seed.



A Cocoadile turns yellow after eating Buttercup Seed.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather





# Crowla



This dirty bird first appears in its Sour Crowla version. But even after you tame it, there's still something about that jagged grin that's a little unsettling!

## REQUIREMENTS

### Appear



Tame a Sour Crowla and make it a resident.

### Visit



Have two Lickatoads in the garden.



Have a Birdbath in the garden.

### Resident



Has eaten two Lickatoads.

### Romance



There is a Crowla House in the garden.



Has eaten two Shellybeans.

## NOTES

Animal Type	Crow
Level	5
Attack Style	Tombstones
Loves Eating	Lickatoad, Newtgat, Tulip, Blackberry, Thistle Seed
Dislikes Eating	Orange, Banana, Holly Berry, Blackberry, Gem
Hates Eating	Apple
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins






## CROWLA AND OTHER PIÑATAS

### Eats

 Lickatoad  
(FF, RR)

 Newtgat  
(FF)

 Shellybean  
(RomR)

### Eaten By

 Vulchurro  
(RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### TIP

This Piñata was a real pest in its former Sour incarnation, but after you tame it and make it a resident, Crowla hassles Dastardos during the daytime and interrupts his pursuit of your sick Piñatas.



### NOTE

The Crowla can perform two tricks. It does the first one after eating a Fireweed Seed, and it does the second after eating a Fireweed flower.

## VARIANTS

If Crowlas eat certain foods, they will change into the following variants:

A Crowla turns pink after eating a Water Lily flower.



A Crowla turns orange after eating a Bird of Paradise flower.



A Crowla turns blue after eating a Bluebell Seed.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Custacean



This crabby critter has a pair of pincers and an unwelcome attitude. But if you can get past that and its sturdy shell—a Custacean can be the hit of the party!

## REQUIREMENTS

### Appear



Have two square pinometers of Sand in the garden.



Have two square pinometers of Water in the garden.

### Visit



Have ten square pinometers of Sand in the garden.



Have ten square pinometers of Water in the garden.

### Resident



Have 12 square pinometers of Sand in the garden.



Have 12 square pinometers of Water in the garden.



Have a Surfboard in the garden.

### Romance



There is a Custacean House in the garden.



Has eaten two Apples.



Has eaten a Watercress flower.

## NOTES

Animal Type	Crab
Level	4
Attack Style	Sea Mines
Loves Eating	Apple, Coconut, Hazelnut, Monkeynut, Apple Seed
Dislikes Eating	Honey, Jam, Toffee Apple, Marmalade, Medicine
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## CUSTACEAN AND OTHER PIÑATAS

### Eats

None

### Eaten By



Juicygoose  
(FF)



Pengum  
(FF)



Fizzlybear  
(FF, RomR)



Walrusk  
(FF, RR)



Pololly Bear  
(FF)



Quackberry  
(FF, RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Custacean can perform two tricks. It does the first one after eating a Water Lily Seed, and it does the second after eating a Water Lily flower.

## VARIANTS

If Custaceans eat certain foods, they will change into the following variants:

A Custacean turns white after eating an Orchid flower.



A Custacean turns purple after eating Jam (tinkered Blackberry).



A Custacean turns orange after eating a Mushroom.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Doenut



This perky Piñata is at home romping through the forest or entertaining partygoers with its candy-filled antics. Just keep your eye on those horns, or they might put it out!

## REQUIREMENTS

### Appear



Have six square pinometers of Long Grass in the garden.

### Visit



Have eight square pinometers of Long Grass in the garden.



Have ten Blueberries in the garden, OR...



Have five Bluebells in the garden.

### Resident



Have ten square pinometers of Long Grass in the garden.



Has eaten five Blueberries, OR...



Has eaten two Bluebells.

### Romance



There is a Doenut House in the garden.



Has eaten a Sunflower.



Has eaten a Rose.

## NOTES

Animal Type	Deer
Level	6
Attack Style	Antlers
Loves Eating	Blackberry, Blueberry, Gooseberry, Holly Berry, Radish
Dislikes Eating	Fir Cone, Hollybush Seed, Orange Seed, Banana Seed, Palm Seed
Hates Eating	Apple Seed, Hazelnut Tree Seed, Fir Seed
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## DOENUT AND OTHER PIÑATAS

### Eats


None

### Eaten By

 Mallowolf  
(FF)

 Roario  
(FF, RR)

### Rivals & Hunting

 Roario  
(H)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger H = hunted



### TIP

You can evolve a Doenut into a Moojoo by feeding it a Fir Tree Seed.



### NOTE

The Doenut can perform two tricks. It does the first one after eating a Blackberry, and it does the second after eating a Gooseberry.

## VARIANTS

If Doenuts eat certain foods, they will change into the following variants:

A Doenut turns green after eating an Oak Tree Seed.



A Doenut turns purple and green after eating a Gooseberry Fool (tinkered Gooseberry).



A Doenut turns orange and yellow after eating Corn.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



# Dragumfly



Zippering through the air on four huge wings, the Dragumfly adds another level of excitement to a party. Anyone can hit a Piñata that's just hanging there, but a moving target is another story!

## REQUIREMENTS

### Appear



You must be a level 26 gardener.

### Visit



Melt the big ice block by collecting five Reddhotts.



Have 15 square pinometers of Water in the garden.

### Resident



Have 20 square pinometers of Water in the garden.



Have 12 Bullrushes in the garden.



Has won a fight against a Reddhott.

### Romance



There is a Dragumfly House in the garden.



Have 25 square pinometers of Water in the garden.



Has eaten a Buzzlegum.



Has eaten a Raisant.



Has eaten a Snapdragon flower.

## NOTES

Animal Type	Dragonfly
Level	7
Attack Style	Helicopter
Loves Eating	Chili, Snapdragon, Bulrush, Snapdragon Seed, Fireweed
Dislikes Eating	Cactus Seed, Orange Seed, Yam Seed, Palm Seed, Holly Seed
Hates Eating	Cactus, Prickly Pear, Orange, Yam, Coconut
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## DRAGUMFLY AND OTHER PIÑATAS

### Eats

-  Buzzlegum (RomR)
-  Raisant (RomR)
-  Taffly (TT)
-  White Flutterscotch (TT)

### Eaten By

-  Galagoogoo (FF)
-  Lickatoad (FF)
-  Arocknid (FF)
-  Dragonache (RR)

### Rivals & Hunting

-  Reddhott (Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Dragumfly can perform two tricks. It does the first one after eating a Taffly, and it does the second after eating a White Flutterscotch.

## VARIANTS

If Dragumflies eat certain foods, they will change into the following variants:

A Dragumfly turns blue after eating a Bluebell Seed.



A Dragumfly turns orange after eating a Pumpkin.



A Dragumfly turns green after eating a Poison Ivy flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- ☺ Moving Loather
- ☹ Sleeping Loather
- ☹ Invisible Loather
- ☹ Super Loather



# Eaglair



Eaglairst are the most patriotic Piñatas in the world. If you have a friend who was born on July 4th, save your chocolate coins and send them one of these feathered fellows!

## REQUIREMENTS

### Appear



Have an Oak Tree in the garden.

### Visit



Scare away the high-level Ruffian Guard by collecting five Elephanillas and causing a stampede.



Have five different species as residents in the garden.

### Resident



Have ten different species as residents in the garden.



Has eaten two Cinnamonkeys.



Has eaten two Parrybos.

### Romance



There is an Eaglair House in the garden.



Have two mature Oak Trees in the garden.



Has eaten two Galagoogoos.

## NOTES

Animal Type	Eagle
Level	9
Attack Style	Binoculars
Loves Eating	Bunnycomb, Squazzil, Galagoogoo, Cinnamonkey, Cherrapin
Dislikes Eating	All produce, all vegetables
Hates Eating	Jameleon, Crowla, Profitamole, Pretztail, Fudgehog
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## EAGLAIR AND OTHER PIÑATAS

### Eats



Bunnycomb  
(FF)



Cinnamonkey  
(FF, RR)



Squazzil  
(FF)



Cherrapin  
(FF)



Galagoogoo  
(FF, RomR)



Parrybo  
(RR)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Eaglair can perform two tricks. It does the first one after eating a Bird of Paradise flower, and it does the second after eating a Sunflower.

## VARIANTS

If Eaglairs eat certain foods, they will change into the following variants:

An Eaglair turns golden after eating a Buttercup Seed.



An Eaglair turns blue after eating a Bluebell Seed.



An Eaglair turns white after drinking Milk.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Elephanilla



These monstrous Piñatas are actually extremely friendly creatures, unless someone hurts their feelings by saying something rude. And with ears like that, Elephanillas don't miss much!

## REQUIREMENTS

### Appear



Have a Banana Tree in the garden.



Have a Chili Plant in the garden.



Have a Palm Tree in the garden.

### Visit



Clear the rock slide by collecting five Salamangos, who light the fuse to some nearby dynamite.



Have two Bananas in the garden.



Have two Chilis in the garden.



Have two Coconuts in the garden.

### Resident



Has eaten four Bananas.



Has eaten four Chilis.



Has eaten four Coconuts.

### Romance



There is an Elephanilla House in the garden.



Has eaten three Gems.



Has eaten three Peas.



Has eaten three Acorns.



Is wearing Ballet Shoes.

## NOTES

Animal Type	Elephant
Level	9
Attack Style	One-Ton Weight
Loves Eating	Monkey Nut, Muffin, Banana, Pumpkin, Toffee Apple
Dislikes Eating	All seeds, all flowers
Hates Eating	Stew, Crisps, Coffee, Horseradish, Cheese
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## ELEPHANILLA AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None



### NOTE

The Elephanilla can perform two tricks. It does the first one after eating an Apple Seed, and it does the second after eating an Apple.

## VARIANTS

If Elephanillas eat certain foods, they will change into the following variants:

An Elephanilla turns blue after eating a Bluebell flower.



An Elephanilla turns red after eating a Poppy Seed.



An Elephanilla turns yellow after eating a Buttercup flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

👤 Moving Loather

👤 Sleeping Loather

👤 Invisible Loather

👤 Super Loather





# Fizzlybear



Some people think that bears are the number one threat to America. That might be true, but fuzzy, friendly Fizzlybears are the exception to the rule!

## REQUIREMENTS

### Appear



Have a Honey Hive in the garden.



Have three Buzzlegum residents in the garden.



There is a Buzzlegum House in the garden

### Visit



Remove the fallen tree by collecting five Sweettooths, who gnaw through it.



Have three Honeys in the garden.



Have a Prickly Pear in the garden.

### Resident



Has eaten two jars of Honey.



Has eaten two Prickly Pears.



Has eaten two Raisants.

### Romance



There is a Fizzlybear House in the garden.



Has eaten two Custaceans.



Is wearing a Breegull Carrier.



Is wearing a Shark Tooth Necklace.



Is wearing Jiggy Earrings.

## NOTES

Animal Type	Bear
Level	7
Attack Style	Jiggies
Loves Eating	Honey, Raisant, Bunnycomb, Custacean, Sandwich
Dislikes Eating	Sweetle, Fir Cone, Bluebell, Bird of Paradise, Tulip
Hates	Coffee, Wool, Air Freshener, Rainbow Gem, Horseradish
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## FIZZLYBEAR AND OTHER PIÑATAS

### Eats



Bunnycomb  
(FF)



Custacean  
(FF, RomR)



Raisant  
(FF, RR)



Cinnamonkey  
(TT)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### TIP

Feed a Fizzlybear in your garden a Blue Gem to evolve it into a Pololly Bear!



### NOTE

The Fizzlybear can perform two tricks. It does the first one after eating Peanut Butter (tinkered Monkey Nut), and it does the second after eating a Cinnamonkey.

## VARIANTS

If Fizzlybears eat certain foods, they will change into the following variants:

A Fizzlybear turns green after eating a Watercress Seed.



A Fizzlybear turns yellow after eating a Sunflower Seed.



A Fizzlybear turns orange after eating a Carrot.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



REGULAR PIÑATAS



# Flapyak



Flapyaks spend most of their time wandering the frozen wilderness, so you can imagine how happy they are when they're sent to a party inside a warm house!

## REQUIREMENTS

### Appear



You must be a level 15 gardener.

### Visit



Use an Orange as bait in the Arctic environment.

### Resident



Have ten square pinometers of Snow in the garden.



Has eaten a Figgy Pudding (tinkered Holly Berries).



Has eaten four Fir Cones.

### Romance



There is a Flapyak House in the garden.



Has eaten a Coffee (tinkered Acorn).



Has eaten three Gooseberries.



Is wearing a Daisy Hair Flower.

## NOTES

Animal Type	Yak
Level	6
Attack Style	Blue Glass Shard
Loves Eating	Watercress, Water Lily, Daisy, Buttercup, Snowdrop
Dislikes Eating	Fireweed, Chili, Horse-radish, Radish, Jelly
Hates Eating	Cheese, Bone, Fir Cone
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## FLAPYAK AND OTHER PIÑATAS

### Eats

None

### Eaten By



Roario  
(FF)



Tigermisu  
(TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Flapyak can perform two tricks. It does the first one after eating an Orange Tree Seed, and it does the second after eating an Orange.

## VARIANTS

If Flapyaks eat certain foods, they will change into the following variants:

A Flapyak turns blue after eating a Blueberry.



A Flapyak turns red after eating a Chili.



A Flapyak turns green after eating a Watercress flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

👤 Moving Loather

👤 Sleeping Loather

👤 Invisible Loather

👤 Super Loather



REGULAR PIÑATAS

# Flutterscotch

Flutterscotches come in ten different colors, so you're guaranteed to find your favorite!

## REQUIREMENTS

### Appear

Grow a Daisy in the garden.

### Visit

Grow two Daisies in the garden.

### Resident

Grow four Daisies in the garden.

### Romance

There is a Flutterscotch House in the garden.

White Flutterscotch: Has eaten a Snowdrop flower.

Blue Flutterscotch: Has eaten a Blueberry.

Red Flutterscotch: Has eaten a Holly Berry.

Yellow Flutterscotch: Has eaten a piece of Corn.

Green Flutterscotch: Has eaten a Gooseberry.

Orange Flutterscotch: Has eaten an Orange.

Purple Flutterscotch: Has eaten a Turnip.

Black Flutterscotch: Has eaten a Blackberry.

Brown Flutterscotch: Has eaten a Hazelnut.

Pink Flutterscotch: Has eaten a Radish.

## NOTES

Animal Type	Butterfly
Level	3
Attack Style	Cloud of Sparkly Pollen
Loves Eating	Orchid, Bird of Paradise, Cactus, Rose, Tiger Lily
Dislikes Eating	Figgy Pudding, Bread, Jack o' Lantern
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins

## NOTE

All Flutterscotches are initially white. Feed a white Flutterscotch one of these foods to change its color!



## REQUIREMENTS (CONTINUED)

### Evolution



Blue Flutterscotch: Has eaten a Bluebell flower.



Red Flutterscotch: Has eaten a Poppy flower.



Yellow Flutterscotch: Has eaten a Buttercup flower.



Green Flutterscotch: Has eaten a Watercress flower.



Orange Flutterscotch: Has eaten a Bird of Paradise flower.



Purple Flutterscotch: Has eaten a Thistle flower.



Black Flutterscotch: Has eaten a Tulip flower.



Brown Flutterscotch: Has eaten a Bullrush flower.



Pink Flutterscotch: Has eaten a Water Lily flower.

## FLUTTERSCOTCH AND OTHER PIÑATAS

### Eats

None

### Eaten By



Sherbat eats Brown Flutterscotches (FF)



Sherbat eats Black Flutterscotches (FF)



Arocknid eats all Flutterscotches (FF)



Cherrapin eats Green Flutterscotches (FF)



Galagoogoo eats all Flutterscotches (FF)



Sparrowmint eats Brown Flutterscotches (FF)



Candary eats Yellow Flutterscotches (FF, RR)



Peckanmix eats Blue Flutterscotches (RR)



Peckanmix eats Green Flutterscotches (RR)



Lickatoad eats Green Flutterscotches (RomR)



Newtgat eats all Flutterscotches (TT)



Buzzenge eats all Flutterscotches (TT)



Dragumfly eats White Flutterscotches (TT)

### Rivals and Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger

## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- 👤 Moving Loather
- 👤 Sleeping Loather
- 👤 Invisible Loather
- 👤 Super Loather



## VARIANTS

There are no variant versions of Flutterscotches. What, ten colors weren't enough for you?



### TIP

You can earn a Master Breeder reward for each of the ten colors of Flutterscotches, so get to romancin'!

# Fudgehog



Don't let the name fool you: Fudgehogs aren't out to steal all of your chocolate treats. Just the opposite, in fact—they have plenty to go around!

## REQUIREMENTS

### Appear



Have a Holly Bush in the garden.

### Visit



Have a Holly Bush in the garden.



Have a Thistle in the garden.

### Resident



Has eaten a Holly Berry.



Has eaten a Thistle.



Have a Leaf Pile in the garden.

### Romance



There is a Fudgehog House in the garden.



Has drunk a bottle of Milk.



Has eaten a loaf of Bread.

## NOTES

Animal Type	Hedgehog
Level	4
Attack Style	Car Tires
Loves Eating	Holly Berry, Thistle, Cactus, Whirlm, Sweetle
Dislikes Eating	Cheese, Jam, Marmalade, Jelly, Banana Split
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## FUDGEHOG AND OTHER PIÑATAS

### Eats



Whirlm  
(FF)



Sweetle  
(FF)

### Eaten By



Badgesicle  
(TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### TIP

If you feed a Fudgehog a Coconut, it evolves into a Parmadillo!



### NOTE

The Fudgehog can perform two tricks. It does the first one after eating a Garlic Seed, and it does the second after eating a bulb of Garlic.

## VARIANTS

If Fudgehogs eat certain foods, they will change into the following variants:

A Fudgehog turns blue after eating a Bluebell Seed.



A Fudgehog turns green after eating a Poison Ivy flower.



A Fudgehog turns red after eating a Chili.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

🚢 Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

💧 Super Loather



# Galagoogoo



It's a little unnerving the way the Galagoogoo stares at you with those protruding peepers. Is this what they mean by "eye candy"?

## REQUIREMENTS

### Appear



Complete the Pest Totem.

### Visit



Have a Moon-On-a-Stick in the garden, and one of the following:



Have eight Mothdrops in the garden, OR...



Have 16 Tulips in the garden.

### Resident



Have a Watchling in the garden.



Has eaten two Mothdrops.



Has eaten four Tulips.

### Romance



There is a Galagoogoo House in the garden.



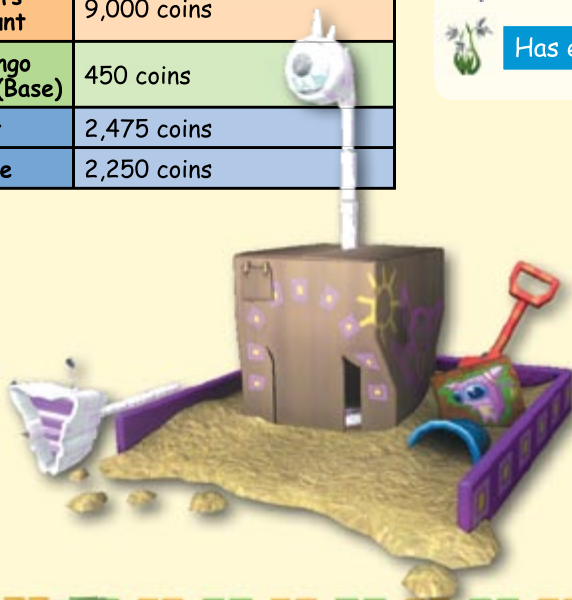
Have a Chewnicorn resident in the garden.



Has eaten four Orchids.

## NOTES

Animal Type	Bushbaby
Level	9
Attack Style	Pacifier/Dummy
Loves Eating	Flutterscotch, Mothdrop, Taffly, Bispotti, Dragumfly
Dislikes Eating	All vegetables, all produce
Hates Eating	Sunflower, Fireweed, Corn, Daisy, Buttercup
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## GALAGOOGOO AND OTHER PIÑATAS

### Eats

-  Flutterscotch (FF)
-  Mothdrop (FF, RR)
-  Taffly (FF)
-  Bispotti (FF)
-  Dragumfly (FF)
-  Chewicorn (RomR)

### Eaten By

-  S'morepion (FF)
-  Eaglair (RR, RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Galagoogoo can perform two tricks. It does the first one after eating a Tulip Seed, and it does the second after eating an Orchid Seed.

## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



## VARIANTS

If Galagoogoes eat certain foods, they will change into the following variants:

A Galagoogoo turns white after eating Bread (tinkered Corn).



A Galagoogoo turns green after eating a Poison Ivy flower.



A Galagoogoo turns yellow after eating a Sunflower.



# Geckie



Some geckos try to sell you car insurance. Most people prefer the ones that are filled with candy!

## REQUIREMENTS

### Appear



You must be a level 1 gardener.

### Visit



Use a Snowdrop as bait in the Desert environment.

### Resident



Have two square pinometers of Sand in the garden.



Has eaten a Flutterscotch.

### Romance



There is a Geckie House in the garden.



Have three square pinometers of Sand in the garden.



Has eaten a Mothdrop.

## NOTES



Animal Type	Gecko
Level	3
Attack Style	Gold Wafer
Loves Eating	Raisant, Buzzlegum, Flutterscotch, Mothdrop, Taffly
Dislikes Eating	Root vegetables
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins





## GECKIE AND OTHER PIÑATAS

### Eats

-  Raisant (FF, TT)
-  Buzzlegum (FF)
-  Flutterscotch (FF, RR)
-  Mothdrop (FF, RomR)
-  Taffly (FF)

### Eaten By

-  Chocstrich (FF)
-  Fourheads (FF)
-  Bonboon (FF)
-  Badgesicle (RR)
-  Macaracoon (RomR)
-  Chocodoculus (RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Geckie can perform two tricks. It does the first one after eating a Raisant, and it does the second after eating a Watercress flower.

## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



## VARIANTS

If Geckies eat certain foods, they will change into the following variants:

A Geckie turns orange after eating a Pumpkin.



A Geckie turns pink after eating a Cactus flower.



A Geckie turns blue after eating a Fireweed flower.





## Goobaa



This sheepish Piñata is easily frightened by other Piñatas, but a good party sets it right at ease!

### REQUIREMENTS

#### Appear



Have four square pinometers of Long Grass in the garden.

Have five Snowdrops in the garden.

#### Visit



Wake the sleeping Chippopotamus by attracting five Candaries to the garden.



Have six square pinometers of Long Grass in the garden.

Have eight Snowdrops in the garden.

#### Resident



Have eight square pinometers of Long Grass in the garden.

Has eaten three Snowdrops.



Have 12 units of fencing in the garden.

#### Romance



There is a Goobaa House in the garden.



Has eaten five Poison Ivy flowers.

Has eaten a Thistle flower.



There is Wool in the garden.

### NOTES

Animal Type	Sheep
Level	6
Attack Style	Lamb Chops
Loves Eating	Daisy, Snowdrop, Hemlock, Orchid, Tulip
Dislikes Eating	Marmalade, Muffin, Crisps, Cheesecake, Garlic Butter
Hates Eating	Toffee Apple, Honey, Jam
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## GOOBAA AND OTHER PIÑATAS

### Eats

None

### Eaten By

 Mallowolf  
(FF, RR)

 Barkbark  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

Not only is the Goobaa a tasty treat for a couple of other Piñatas in your garden, it also produces Wool that you can use or sell!



### NOTE

The Goobaa can perform two tricks. It does the first one after eating a Daisy, and it does the second after eating a Buttercup.

## VARIANTS

If Goobaas eat certain foods, they will change into the following variants:

A Goobaa turns blue after eating a Bluebell flower.



A Goobaa turns black after eating a Tulip Seed.



A Goobaa turns pink after eating a Water Lily Seed.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Hootyfruity



This bookish Piñata is wise beyond his years, but that doesn't stop him from letting his feathers down and partying when he's on the job!

## REQUIREMENTS

### Appear



There is a Mousemallow House in the garden.



There is a Sherbat House in the garden.

### Visit



There are five Mousemallow residents in the garden.



There are five Sherbat residents in the garden.

### Resident



Has eaten three Mousemallows.



Has eaten two Sherbats.

### Romance



There is a Hootyfruity House in the garden.



Has eaten a Squazzil.



Is wearing Geek Glasses.



Has eaten two Lemmonings.

## NOTES

Animal Type	Owl
Level	7
Attack Style	Books
Loves Eating	Mousemallow, Sparrowmint, Sherbat, Robean, Lemmoning
Dislikes Eating	Tulip Seed, Nightshade Seed, Garlic Seed, Pea Seed, Blackberry Seed
Hates Eating	Tulip, Tiger Lily, Watercress, Bulrush, Water Lily
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## HOOTYFRUITY AND OTHER PIÑATAS

### Eats

-  Mousemallow (FF, RR)
-  Sparrowmint (FF)
-  Sherbat (FF, RR)
-  Robean (FF)
-  Lemmoning (FF, RR)
-  Squazzil (RomR)


### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Hootyfruity can perform two tricks. It does the first one after eating a Nightshade Seed, and it does the second after eating a Nightshade Berry.

## VARIANTS

If Hootyfruties eat certain foods, they will change into the following variants:

A Hootyfruity turns green after eating a Gooseberry.



A Hootyfruity turns pink after eating a Water Lily Seed.



A Hootyfruity turns orange after eating a Carrot Seed.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Horstachio



What's better than having pony rides at a birthday party?  
Getting a pony that's filled with candy too!

## REQUIREMENTS

### Appear



Have a Hay Bale in the garden.

### Visit



Have 50 square pinometers of Grass in the garden.

### Resident



Have 50 square pinometers of Grass in the garden.



Has eaten four Apples.



Has eaten four Carrots.

### Romance



There is a Horstachio House in the garden.



Have 50 square pinometers of Grass in the garden.



Has eaten a Toffee Apple (tinkered Apple).



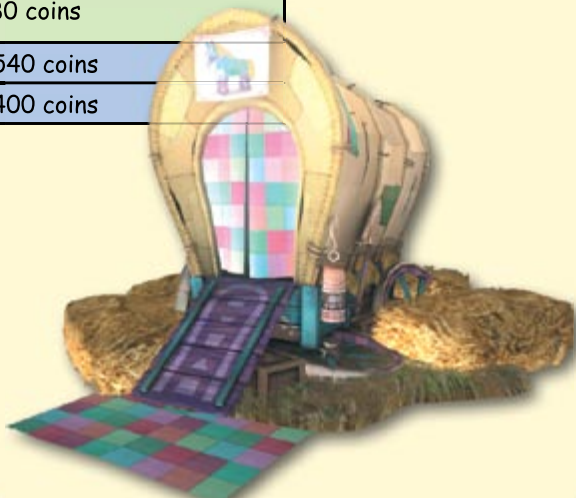
Has eaten a Horseradish (tinkered Radish).



Is wearing a Rosette.

## NOTES

Animal Type	Horse
Level	7
Attack Style	Horseshoes
Loves Eating	Apple, Horseradish, Carrot, Carrot Cake, Toffee Apple
Dislikes Eating	Bone, Cheese, Jack o' Lantern, Sandwich, Stew
Hates Eating	Coconut, Hazelnut, Fir Cone, Monkey Nut, Gem
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## HORSTACHIO AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting



Ponocky  
(H)



Zumbug  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement H = hunted Riv = rival



### TIP

Feed Horstachio Daisies and Blackberries to evolve it into its rival, the Zumbug.



### NOTE

The Horstachio can perform two tricks. It does the first one after eating a Daisy Seed, and it does the second after eating a Carrot Cake (tinkered Carrot).

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



## VARIANTS

If Horstachios eat certain foods, they will change into the following variants:

A Horstachio turns green after eating a Watercress flower.



A Horstachio turns blue after eating a Bluebell flower.



A Horstachio turns red after eating a Chili Seed.





# Jameleon



It is rumored that Jameleons can change their color to blend into any environment, but the only time we've seen it take on a different look is after it ate some stuff we left lying around in the garden!

## REQUIREMENTS

### Appear



Have three different colors of Flutterscotch residents in the garden.

### Visit



Have four different colors of Flutterscotch residents in the garden.

### Resident



Have five different colors of Flutterscotch residents in the garden.

### Romance



There is a Jameleon House in the garden.



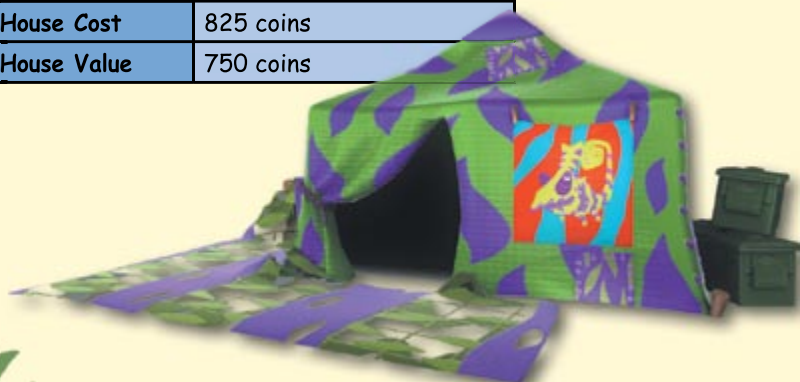
Has eaten a Taffly.



Have a Red Eye Rainbow in the garden.

## NOTES

Animal Type	Chameleon
Level	5
Attack Style	Artist Paint Palette
Loves Eating	Flutterscotch, Taffly, Mothdrop, Bispotti, Buzzlegum
Dislikes Eating	Pea Seed, Garlic Seed, Pumpkin Seed, Yam Seed, Turnip Seed
Hates Eating	Dragumfly
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## JAMELEON AND OTHER PIÑATAS

### Eats

-  Flutterscotch (FF)
-  Taffly (FF, RomR, TT)
-  Mothdrop (FF)
-  Bispotti (FF)
-  Buzzlegum (FF, TT)

### Eaten By

-  Bonboon (FF, RomR)
-  Chocodocus (RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Jameleon can perform two tricks. It does the first one after eating a Taffly, and it does the second after eating a Buzzlegum.

## VARIANTS

If Jameleons eat certain foods, they will change into the following variants:

A Jameleon turns blue after eating a Bluebell Seed.



A Jameleon turns white and pink after eating an Orchid flower.



A Jameleon turns orange after eating Carrot Cake (tinkered Carrot).



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Jeli



One look into the Jeli's stern eyes, and you might think twice about smacking this arctic Piñata with a stick!

## REQUIREMENTS

### Appear



You must be a level 31 gardener.

### Visit



Use a Holly Berry as bait in the Arctic environment.

### Resident



Have 40 square pinometers of Snow in the garden.



Has eaten three Banana Splits (tinkered Bananas).



Has eaten two Orchid Seeds.

### Romance



There is a Jeli House in the garden.



Have 50 square pinometers of Snow in the garden.



Have five Arctic residents in the garden.



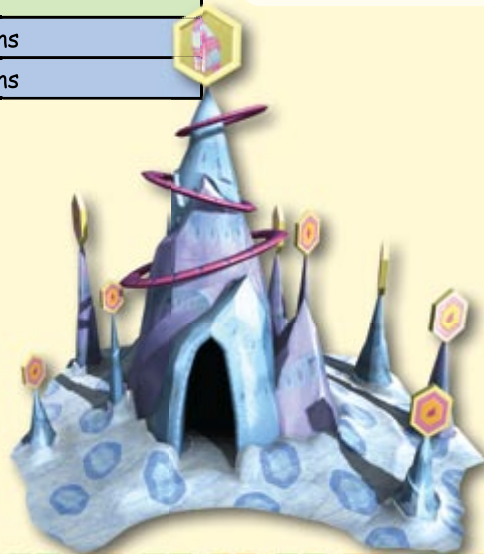
Has eaten two Figgy Puddings (tinkered Holly Berries).



Is wearing Snow Shoes.

## NOTES

Animal Type	Yeti
Level	9
Attack Style	Blue Egg
Loves Eating	Chili, Fireweed, Coffee, Stew, Horseradish
Dislikes Eating	All flowers, all seeds
Hates Eating	Banana Split, Snowdrop, Holly Berry, Gooseberry Fool, Jelly
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## JELI AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Jeli can perform two tricks. It does the first one after eating a Banana, and it does the second after eating an Orchid flower.

## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- 👤 Moving Loather
- 👤 Sleeping Loather
- 👤 Invisible Loather
- 👤 Super Loather



## VARIANTS

If Jelis eat certain foods, they will change into the following variants:

A Jeli turns pink after eating Medicine (tinkered Honey).



A Jeli turns yellow after eating a Sunflower.



A Jeli turns blue after eating a Blueberry Muffin (tinkered Blueberry).



# Kittyfloss



Kittyfloss makes the purr-fect Piñata for any cat lover's celebration. Just be careful which other Piñatas that you raise near this finicky feline!

## REQUIREMENTS

### Appear



Have two Mousemallows in the garden.



It must be nighttime in the garden.

### Visit



Have three Mousemallows in the garden.



Have a bottle of Milk in the garden.

### Resident



Has eaten a Mousemallow.



Has durnk a bottle of Milk.



Has eaten a Sparrowmint.

### Romance



There is a Kittyfloss House in the garden.



Has eaten a Candary.



Has eaten a Lemmong.

## NOTES

Animal Type	Cat
Level	5
Attack Style	Fur Balls
Loves Eating	Mousemallow, Sparrowmint, Robean, Candary, Milk
Dislikes Eating	Orange, Spider, Squirrel, Carrot, Yam
Hates Eating	Bone
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## KITTYFLOSS AND OTHER PIÑATAS

### Eats

-  Mousemallow (FF, RR)
-  Sparrowmint (FF, RR)
-  Robean (FF)
-  Candary (FF, RomR)
-  Lemmoning (RomR)

### Eaten By

-  Barkbark (FF)

### Rivals & Hunting

-  Barbark (Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Kittyfloss can perform two tricks. It does the first one after eating a Bone, and it does the second after eating a Jelly (tinkered Bone).

## VARIANTS

If Kittyflosses eat certain foods, they will change into the following variants:

A Kittyfloss turns pink after eating Medicine (tinkered Honey).



A Kittyfloss turns blue after eating a Bluebell flower.



A Kittyfloss turns a bluish pink after eating a Water Lily flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



# Lemmoning



These formerly Sour Piñatas tend to follow each other's lead, even when that turns out to be a really bad idea. On the plus side, a bunch of Lemmonings running off a cliff means a whole lot of candy at the bottom!

## REQUIREMENTS

### Appear



Tame a Sour Lemmoning and make it a resident.

### Visit



Use a Sunflower Seed as bait in the Arctic environment.

### Resident



Have three square pinometers of Snow in the garden.



Has eaten two Radishes.

### Romance



There is a Lemmoning House in the garden.



Have three square pinometers of Snow in the garden.



Has eaten two Fir Cones.

## NOTES

Animal Type	Lemming
Level	4
Attack Style	Snow Flakes
Loves Eating	Radish, Horseradish, Chili, Chili Seed, Fireweed
Dislikes Eating	Snowdrop, Banana Split, Milk, Gooseberry Fool, Fir Cone
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins



## TIP

Not only can Lemmonings safely eat bad candy that would normally cause a Piñata to become sick or steer clear of the area, they'll also spit out good sweets for doing so. Put the Chef's Hat on it to cause it to automatically clean up the bad candy; otherwise, you have to direct the Lemmoning yourself.



## LEMMONINGS AND OTHER PIÑATAS

### Eats

None

### Eaten By



Twingersnap  
(FF)



S'morepion  
(FF)



Buzzenge  
(FF)



Hootyfruity  
(FF)



Pololly Bear  
(FF)



Syrupent  
(FF)



Kittyfloss  
(RomR)



Badgesicle  
(RomR)



Hootyfruity  
(RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Lemmoning can perform two tricks. It does the first one after eating a Thistle Seed, and it does the second after eating a Thistle flower.

## VARIANTS

If Lemmonings eat certain foods, they will change into the following variants:

A Lemmoning turns blue after eating a Bluebell flower.



A Lemmoning turns green after eating a Pea.



A Lemmoning turns orange after eating a Tiger Lily flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Lickatoad



We've heard of fair maidens kissing frogs to change them back into princes, but who'd ever want to Lickatoad?!

## REQUIREMENTS

### Appear



Must have a Pond Shovel.

### Visit



Have ten square pinometers of Water in the garden.

### Resident



Have ten square pinometers of Water in the garden.



Has eaten a Taffly.

### Romance



There is a Lickatoad House in the garden.



Have ten square pinometers of Water in the garden.



Has eaten a Green Flutterscotch.

## NOTES

Animal Type	Frog
Level	3
Attack Style	Flippers
Loves Eating	Dragumfly, Taffly, Mothdrop, Flutterscotch
Dislikes Eating	Reddhott, Bispotti, Arocknid
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins



## NOTE

If a Lickatoad eats a Nightshade Berry, it evolves into the poisonous Lackatoad!



## LICKATOAD AND OTHER PIÑATAS

### Eats

-  Dragumfly (FF)
-  Taffly (FF, RR)
-  Mothdrop (FF)
-  Flutterscotch (FF)
-  Green Flutterscotch (RomR)
-  Mousemallow (TT)

### Eaten By

-  Crowla (FF, RR)
-  Cherrapin (Lickatoad Egg is RomR)

### Rivals & Hunting

-  Newtgat (Riv)
-  Syrupent (Fr)
-  Twingersnap (Fr)
-  Fourheads (Fr)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger  
Riv = rival Fr = frightened by

### NOTE

The Lickatoad can perform two tricks. It does the first one after eating a Poppy flower, and it does the second after eating a Mousemallow.

## VARIANTS

If Lickatoads eat certain foods, they will change into the following variants:

A Lickatoad turns green and blue after eating a Gooseberry.



A Lickatoad turns red and orange after eating an Apple.



A Lickatoad turns blue after eating a Bluebell Seed.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



REGULAR PIÑATAS

# Limeoceros

This aggro rhino is a reformed Sour Piñata, but he still likes to throw his considerable weight around!

## REQUIREMENTS

### Appear



Tame a Sour Limeoceros and make it a resident.

### Visit



Have five Thistles in the garden.

### Resident



Has eaten a Fireweed Seed.



Has eaten a Prickly Pear Seed.



Has eaten a Thistle Seed.

### Romance



There is a Limeoceros House in the garden.



Have 40 square pinometers of Sand in the garden.



Has eaten two Coconuts.



Is wearing a Fruity Hat.



Is wearing Bling Earrings.

## NOTES

Animal Type	Rhino
Level	9
Attack Style	Hammer
Loves Eating	Yam, Coconut, Bullrush, Acorn, Crisps
Dislikes Eating	All seeds
Hates Eating	Wood, Air Freshener, Coffee, Bone, Jack o' Lantern
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## LIMEOCEROS AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

Whenever Limeoceros has Professor Pester in its sights, it charges straight at the dastardly doctor and flings him out of the garden with one swing of its mighty head!



### NOTE

The Limeoceros can perform two tricks. It does the first one after eating a Venus Fly Trap Seed, and it does the second after eating a Venus Fly Trap flower.

## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- ☺ Moving Loather
- ☹ Sleeping Loather
- ☺ Invisible Loather
- ☹ Super Loather



## VARIANTS

If Limeoceri eat certain foods, they will change into the following variants:

A Limeoceros turns blue after eating a Bluebell flower.



A Limeoceros turns pink after eating a Cactus flower.



A Limeoceros turns yellow after eating Cheese.



# Macaraccoon



The Macaraccoon would like you to believe you can trust it, now that it's no longer a Sour Piñata. But if that's the case, then why is it wearing that mask?

## REQUIREMENTS

### Appear



Tame a Sour Macaraccoon and make it a resident.

### Visit



Have five Syrupent family residents in the garden.

### Resident



Has eaten three Syrupents.

### Romance



There is a Macaraccoon House in the garden.



Has eaten an Arocknid.



Has eaten a Geckie.

## NOTES

Animal Type	Raccoon
Level	6
Attack Style	Trash Can
Loves Eating	Sparrowmint Egg, Syrupent Egg, Syrupent, Cluckles, Cluckles Egg
Dislikes Eating	Orchid, Buttercup, Bulrush, Dandelion, Sunflower
Hates Eating	Snowdrop, Daisy, Hemlock
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins

## TIP

If you don't mind the Macaraccoon chowing down on your Piñatas and their eggs (or if you can carefully fence him off from them), you can use the Macaraccoon to make valuable Romance Candy, the easiest way to get a pair of Piñatas in the mood to do the romance dance!





## MACARACCOON AND OTHER PIÑATAS

### Eats



Syrupent  
(FF, RR)



Sparrowmint  
Egg  
(FF)



Syrupent Egg  
(FF)



Arocknid  
(RomR)



Cluckles  
(FF)



Geckie  
(RomR)



Cluckles Egg  
(FF)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Macaraccoon can perform two tricks. It does the first one after eating a Venus Fly Trap Seed, and it does the second after eating a Venus Fly Trap flower.

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving  
Loather

☹ Sleeping  
Loather

☹ Invisible  
Loather

☹ Super  
Loather



## VARIANTS

If Macaraccoons eat certain foods, they will change into the following variants:

A Macaraccoon turns blue after eating a Bluebell Seed.



A Macaraccoon turns pink after eating a Water Lily Seed.



A Macaraccoon turns yellow after eating a Mushroom.





# Mallowolf



It might have settled down and changed its Sour Piñata ways, but the Mallowolf still enjoys munching on Piñatas, so keep an eye on this blue brute when it is in your garden!

## REQUIREMENTS

### Appear



Tame a Sour Mallowolf and make it a resident.

### Visit



Have six Rashberries in the garden.

### Resident



Has eaten three Rashberries.

### Romance



There is a Mallowolf House in the garden.



Has eaten a Goobaa.



Has eaten a Juicygoose.

## NOTES

Animal Type	Wolf
Level	7
Attack Style	Sabrewulf Amulet
Loves Eating	Goobaa, Rashberry, Bunnycomb, Pigxie, Doenut
Dislikes Eating	Squazzil, Mousemallow, Lemmoning, Lickatoad, Newtgat
Hates Eating	Daisy, Buttercup, Poppy, Bluebell, Snowdrop
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins



## TIP

In its Sour form, the Mallowolf scares Piñatas away from your garden. But after you domesticate it, the Mallowolf turns the tables on the Ruffians and frightens them away instead!



## MALLOWOLF AND OTHER PIÑATAS

### Eats



Goobaa  
(FF, RomR)



Rashberry  
(FF, RR)



Bunnycomb  
(FF)



Pigxie  
(FF)



Doenut  
(FF)



Juicygoose  
(RomR)

### Eaten By

None

### Rivals & Hunting



Goobaa  
(H)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger H = hunted



### NOTE

The Mallowolf can perform two tricks. It does the first one after eating a Dandelion Seed, and it does the second after eating a Dandelion flower.

## VARIANTS

If Mallowolves eat certain foods, they will change into the following variants:

A Mallowolf turns blue after eating a Bluebell Seed.



A Mallowolf turns pink after eating a Water Lily Seed.



A Mallowolf turns purple after eating a Blackberry.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





## NOTES

Animal Type	Cow
Level	7
Attack Style	Churns of Butter
Loves Eating	Daisy, Buttercup, Poppy, Snowdrop, Gooseberry
Dislikes Eating	Peanut Butter, Bone, Cheesecake, Chili, Radish
Hates Eating	Cheese, Orange, Fir Cone, Horseradish, Fireweed
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins



# Moozipan



Moozipans are always in demand at birthday parties. It's probably all of the milk chocolate they have inside!

## REQUIREMENTS

### Appear



Have five square pinometers of Long Grass in the garden.



Have a Milkchurn in the garden.

### Visit



Have ten square pinometers of Long Grass in the garden.



Have a Milkchurn in the garden.



Have ten Buttercups in the garden.

### Resident



Have 15 square pinometers of Long Grass in the garden.



Has eaten two Gooseberry Fools.



Has eaten five Buttercups.

### Romance



There is a Moozipan House in the garden.



Have 15 square pinometers of Long Grass in the garden.



Has eaten a Banana Split (tinkered Banana).



Has eaten four Dandelions.



## MOOZIPAN AND OTHER PIÑATAS

### Eats

None

### Eaten By



Roario  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

There's a list as long as your arm of Piñatas that drink Milk. If you're raising these Piñatas, make sure to have a Moozipan or four in your garden too, because they produce Milk and will save you a small fortune in chocolate coins!



### NOTE

The Moozipan can perform two tricks. It does the first one after drinking Milk, and it does the second after eating Cheese.

## VARIANTS

If Moozipans eat certain foods, they will change into the following variants:

A Moozipan turns white after eating a Sandwich.



A Moozipan turns yellow after eating a Banana Tree Seed.



A Moozipan turns pink and purple after eating a Snapdragon Seed.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Mothdrop

Mothdrop might not be the flashiest Piñata on the block, but its muted colors help protect it from predators while it sleeps during the day!

## NOTES

Animal Type	Moth
Level	3
Attack Style	Lightbulbs
Loves Eating	Tulip, Jack o' Lantern, Bluebell, Snapdragon, Wool
Dislikes Eating	Root vegetables
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins



## REQUIREMENTS

### Appear



It must be nighttime in the garden.

### Visit



Have any garden light in the garden.

### Resident



Have any garden light in the garden.



Has eaten a Bluebell.

### Romance



There is a Mothdrop House in the garden.



Has eaten a Hazelnut Seed.




## MOTHDROP AND OTHER PIÑATAS

### Eats


None

### Eaten By

 Geckie  
(FF, RomR)

 Sherbat  
(FF, RR)

 Jameleon  
(FF)

 Galagoogoo  
(FF, RR)

 Lickatoad  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

## VARIANTS

If Mothdrops eat certain foods, they will change into the following variants:

A Mothdrop turns blue, purple, and orange after eating a Turnip.



A Mothdrop turns white after eating a Daisy flower.



A Mothdrop turns orange and green after eating a Watercress flower.



### NOTE


The Mothdrop can perform two tricks. It does the first one after eating a Pumpkin Seed, and it does the second after eating a Pumpkin.


## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Mousemallow



Look at the pair of ears on this Piñata! We wonder what kind of reception he gets with those...

## REQUIREMENTS

### Appear



Have a Turnip in the garden.

### Visit



Have a Turnip in the garden.

### Resident



Has eaten a Turnip.

### Romance



There is a Mousemallow House in the garden.



Has eaten a Yam.

## NOTES

Animal Type	Mouse
Level	2
Attack Style	Mousetraps
Loves Eating	Cheese, Carrot Cake, Cheesecake, Muffin, Honey
Dislikes Eating	Fir Cone
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins





## MOUSEMALLOW AND OTHER PIÑATAS

### Eats

None

### Eaten By



Twingersnap  
(FF)



Kittyfloss  
(FF, RR)



S'morepion  
(FF)



Buzzenge  
(FF)



Chocstrich  
(FF)



Hootyfruity  
(FF, RR)



Syrupent  
(FF, RR)



Lickatoad  
(TT)



Fourheads  
(TT)

### Rivals & Hunting



Syrupent  
(H)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger H = hunted



### NOTE

The Mousemallow can perform two tricks. It does the first one after eating a Poppy Seed, and it does the second after eating a Poppy flower.

## ROMANCE MAZE

### LEGEND

**F** Finish point



Heart



Moving  
Loather



Sleeping  
Loather



Invisible  
Loather



Super  
Loather



## VARIANTS

If Mousemallows eat certain foods, they will change into the following variants:

A Mousemallow turns yellow after eating Cheese.



A Mousemallow turns green after eating a Daisy flower.



A Mousemallow turns blue after eating a Bluebell flower.



REGULAR PIÑATAS

# Newtgat



Legend has it that the eyes of the Newtgat are the secret ingredient of the punch at witches' birthday parties!

## REQUIREMENTS

### Appear



Have one square pinometer of Water in the garden.

### Visit



Have three square pinometers of Water in the garden.



Grow a Watercress in the garden.

### Resident



Have three square pinometers of Water in the garden.



Has eaten three Watercresses.

### Romance



There is a Newtgat House in the garden.



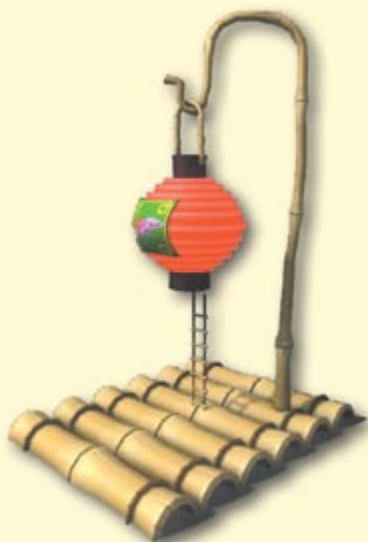
Have three square pinometers of water in the garden.



Has eaten a Raisant.

## NOTES

Animal Type	Newt
Level	4
Attack Style	Wellington Boots
Loves Eating	Orange, Watercress, Raisant, Bispotti, Whirlm
Dislikes Eating	—
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins



## TIP

If you feed a Chili to a Newtgat, it instantly evolves into a Salamango!



## NEWTGAT AND OTHER PIÑATAS

### Eats

-  Raisant (FF, RomR)
-  Bispotti (FF)
-  Whirlm (FF)
-  Taffly (TT)
-  Flutterscotch (TT)

### Eaten By

-  Quackberry (FF)
-  Crowla (FF)
-  Juicygoose (FF, RomR)
-  Chocstrich (FF)
-  Pengum (RR)
-  Swanana (TT)

### Rivals & Hunting

-  Lackatoad (Riv)
-  Lickatoad (Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Newtgat can perform two tricks. It does the first one after eating a Taffly, and it does the second after eating a Flutterscotch.

## VARIANTS

If Newtgats eat certain foods, they will change into the following variants:

A Newtgat turns orange after eating a Bird of Paradise flower.



A Newtgat turns pink after eating a Water Lily Seed.



A Newtgat turns blue after eating a Bluebell flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



# Parrybo



These shoulder-perching Piñatas have the ability to mimic anything that they hear, which is one of the reasons it's so hard to keep a secret at a pirate's birthday party!

## REQUIREMENTS

### Appear



Have a Bird of Paradise in the garden.

### Visit



Scare away the mid-level Ruffian Guard by collecting two Mallowolves.



Have two Birds of Paradise in the garden.

### Resident



Has eaten three Bird of Paradise Seeds.



Has eaten two Oranges.



Has eaten two Monkey Nuts.

### Romance



There is a Parrybo House in the garden.



Have a Pirate Statue in the garden.



Is wearing a Blackeye Patch.



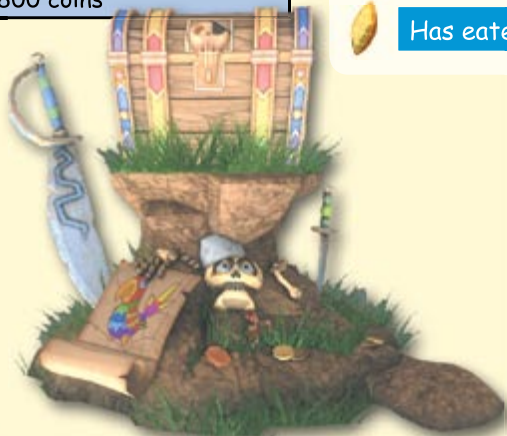
Has eaten an Orchid Seed.



Has eaten two Banana Tree Seeds.

## NOTES

Animal Type	Parrot
Level	8
Attack Style	Cutlass
Loves Eating	Palm Seed, Acorn, Banana Seed, Monkey Nut, Bird of Paradise
Dislikes Eating	All produce
Hates	Pea Soup, Garlic Butter, Stew, Mushroom, Carrot Cake
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## PARRYBO AND OTHER PIÑATAS

### Eats



Candary  
(TT)

### Eaten By



Eaglair  
(RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Parrybo can perform two tricks. It does the first one after eating a Poppy Seed, and it does the second after eating a Candary.

## VARIANTS

If Parrybos eat certain foods, they will change into the following variants:

A Parrybo turns orange after eating a Venus Fly Trap flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



A Parrybo turns green and yellow after eating Cheese.



A Parrybo turns blue and purple after eating a Bluebell flower.





# Peckanmix



Entertaining partygoers is this proud Piñata's day job, but it also has a lucrative side career as the mascot for a major television network!

## REQUIREMENTS

### Appear



Have a Swanana resident in the garden.

### Visit



Have a Birdbath in the garden.



Have three Peas in the garden.

### Resident



Has eaten three Peas.



Has eaten a Blue Flutterscotch.



Has eaten a Green Flutterscotch.

### Romance



There is a Peckanmix House in the garden.



Has eaten a Blue Gem.



Has eaten Pea Soup (tinkered Pea).



Is wearing a Tiara of Tranquility.

## NOTES

Animal Type	Peacock
Level	7
Attack Style	Hand Mirror
Loves Eating	Pea, Blue Gem, Green Gem, Watercress, Orchid
Dislikes Eating	Gooseberry, Apple, Turnip, Pumpkin, Yam
Hates Eating	Red Gem, Yellow Gem, Purple Gem, Venus Flytrap, Rose
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## PECKANMIX AND OTHER PIÑATAS

### Eats

None

### Eaten By



Pretztail  
(FF)



Pieena  
(FF)



Tigermisu  
(RomR)

### Rivals & Hunting



Swanana  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Peckanmix can perform two tricks. It does the first one after eating a Blueberry, and it does the second after eating Watercress flower.

## VARIANTS

If Peckanmixes eat certain foods, they will change into the following variants:

A Peckanmix turns green after eating a Gooseberry Fool (tinkered Gooseberry).



A Peckanmix turns orange after eating a Pumpkin Seed.



A Peckanmix turns white after eating Wool.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

👤 Moving Loather

👤 Sleeping Loather

👤 Invisible Loather

👤 Super Loather



# Pengum

"You know, you look like you're wearing a tuxedo," we said to a Pengum. "Who's to say I'm not?" it replied.

## REQUIREMENTS

### Appear



You must be a level 2 gardener.

### Visit



Use a Chili as bait in the Arctic environment.

### Resident



Have five square pinometers of Snow in the garden.



Have five square pinometers of Water in the garden.



Has eaten a Newtcat.

### Romance



There is a Pengum House in the garden.



Have five square pinometers of Snow in the garden.



Is wearing a Secret Agent Bowtie.



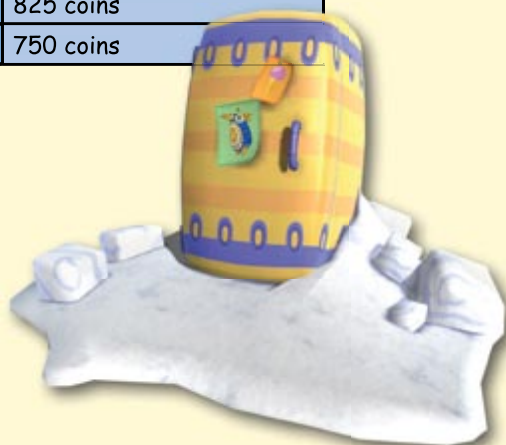
Is wearing a Toff's Monocle.



Is wearing a Conga's Top Hat.

## NOTES

Animal Type	Penguin
Level	5
Attack Style	Fish
Loves Eating	Custacean, Watercress, Snowdrops, Tulips, Bird of Paradise
Dislikes Eating	Yam, Monkey Nut, Cactus, Fir Cone, Peanut Butter
Hates Eating	Banana Split
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## PENGUM AND OTHER PIÑATAS

### Eats



Custacean  
(FF)



Newtgat  
(RR)

### Eaten By



Pololly Bear  
(FF, RomR)



Sour Coadale  
(RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Pengum can perform two tricks. It does the first one after eating a Snowdrop flower, and it does the second after eating a Tulip flower.

## VARIANTS

If Pengums eat certain foods, they will change into the following variants:

A Pengum turns yellow after eating Corn.



A Pengum turns purple after eating a Turnip.



A Pengum turns red after eating a Poppy flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Ponocky



Every little girl wants a Ponocky at her birthday party. And, secretly, a lot of the grown-up ones do too!

## REQUIREMENTS

### Appear



Have ten square pinometers of Grass in the garden.



Have ten Carrots in the garden.



Have ten flowers of any type in the garden.

### Visit



Have Bart tinker the obstructing metal railings into candy canes for 1,000 coins.



Have 15 square pinometers of Grass in the garden.



Have ten Carrots in the garden.



Have ten flowers of any type in the garden.

### Resident



Have 20 square pinometers of Grass in the garden.



Has eaten five Carrots.

### Romance



There is a Ponocky House in the garden.



Has eaten a Carrot Cake (tinkered Carrot).



Is wearing a Tail Bow.



Have a Hay Bale in the garden.

## NOTES

Animal Type	Pony
Level	6
Attack Style	Sugar Lumps
Loves Eating	Rainbow Gem, Carrot, Apple, Daisy, Buttercup
Dislikes Eating	Horseradish, Garlic, Sandwich, Mushroom, Turnip
Hates Eating	Coffee, Stew, Pea Soup
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## PONOCKY AND OTHER PIÑATAS

### Eats

None

### Eaten By



Roario  
(FF)

### Rivals & Hunting



Horstachio  
(Riv)



Zumbug  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement H = hunted Riv = rival

### NOTE

The Ponocky can perform two tricks. It does the first one after eating an Apple, and it does the second after eating a Toffee Apple (tinkered Apple).

## VARIANTS

If Ponockies eat certain foods, they will change into the following variants:

A Ponocky turns pink after eating a Water Lily flower.



A Ponocky turns blue after eating a Bluebell Seed.



A Ponocky turns white after eating a loaf of Bread (tinkered Corn).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

🍌 Moving Loather

🍌 Sleeping Loather

🍌 Invisible Loather

🍌 Super Loather



# Pretztail

A crafty little critter that is always on the prowl for fowl, the Pretztail has to be watched carefully, or the crêpe paper feathers will fly!

## REQUIREMENTS

### Appear



It must be nighttime in the garden.

### Visit



Have a Bunnycomb resident in the garden, OR ...



Have a Tartridge resident in the garden.

### Resident



Has eaten a Bunnycomb, OR ...



Has eaten a Tartridge.

### Romance



There is a Pretztail House in the garden.



Has eaten a Cluckles.

## NOTES

Animal Type	Fox
Level	3
Attack Style	Bugle
Loves Eating	Cluckles, Tartridge, Bunnycomb, Peckanmix, Quackberry
Dislikes Eating	Poppy, Venus Flytrap, Rose
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins




## TIP

Pretztail evolves into Pieena if you feed it a Bone!




## PREZTAIL AND OTHER PIÑATAS


### Eats

 Cluckles  
(FF, RomR)

 Tartridge  
(FF, RR)

 Bunnycomb  
(FF, RR)


 Peckanmix  
(FF)

 Quackberry  
(FF)

### Eaten By

None

### Rivals & Hunting

 Quackberry  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Pretztail can perform two tricks. It does the first one after eating a Carrot Seed, and it does the second after eating a Carrot.

## VARIANTS

If Pretztails eat certain foods, they will change into the following variants:

A Pretztail turns pink after eating a Water Lily flower.



A Pretztail turns green after eating a Gooseberry Fool (tinkered Gooseberry).



A Pretztail turns blue after eating a Bluebell flower.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather





# Profitamole



The Profitamole might have the tiniest eyes of any Piñata. Of course, when you spend most of your life underground, there's not much to look at!

## REQUIREMENTS

### Appear



Tame a Sour Profitamole and make it a resident.

### Visit



Have three Arocknid residents in the garden.



Have three Whirlm residents in the garden.

### Resident



Has eaten an Arocknid.



Has eaten a Whirlm.

### Romance



There is a Profitamole House in the garden.



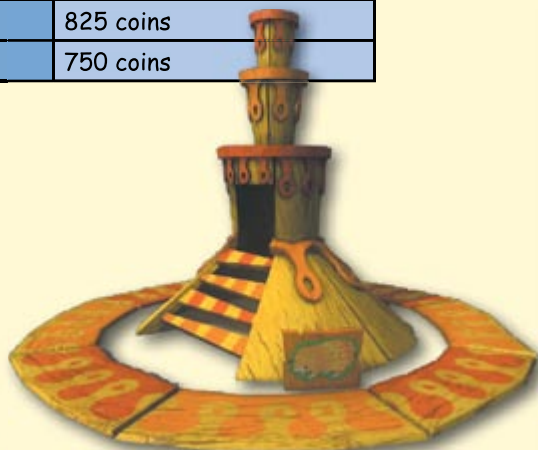
Profitamole is wearing Bottle's Glasses.



Has eaten one Sweetie.

## NOTES

Animal Type	Mole
Level	5
Attack Style	Pickaxe
Loves Eating	Root vegetables, Whirlm, Gem
Dislikes Eating	Arocknid, S'morepion, Shellybean, Sunflower Seed, Orange
Hates Eating	Sunflower
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## PROFITAMOLE AND OTHER PIÑATAS

### Eats


 Whirlm  
(FF, RR)


 Arocknid  
(RR)

 Sweetle  
(RomR)

### Eaten By

 Badgesicle (FF)

 Fourheads  
(FF)

 Twingersnap  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### TIP

A Profitamole's most valuable trait is its ravenous appetite for dirt from a mine. Put these guys up near the mine entrance to clear away the dirt piles that result from excavating.



### NOTE

The Profitamole can perform two tricks. It does the first one after eating a Thistle Seed, and it does the second after eating a Thistle flower.

## VARIANTS

If Profitamoles eat certain foods, they will change into the following variants:

A Profitamole turns pink after eating a Water Lily Seed.



A Profitamole turns green after eating a Watercress flower.



A Profitamole turns purple and blue after eating a Nightshade Seed.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving  
Loather

 Sleeping  
Loather

 Invisible  
Loather

 Super  
Loather





# Pudgeon



Ask any city dweller. Pudgeons are dirty birds, and they take a great deal of cleaning up after. Maybe that's why it's so satisfying to knock the candy out of them at parties!

## REQUIREMENTS

### Appear



Have five Corn Seeds in the garden.

### Visit



Remove the large pile of Soil by collecting five Profitamoles, who eat it for you.



Have five seeds of any type in the garden.



Have a loaf of Bread (tinkered Corn) in the garden.

### Resident



Has eaten five seeds of any type.



Has eaten a loaf of Bread (tinkered Corn).



Have a Banjo Statue in the garden.

### Romance



There is a Pudgeon House in the garden.



Has eaten two Corn Seeds.



Has eaten a Snapdragon Seed.



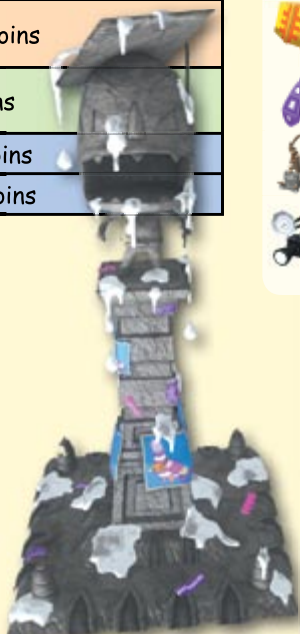
Have a Blackeye Statue in the garden.



Is wearing a Reporter's Camera.

## NOTES

Animal Type	Pigeon
Level	6
Attack Style	Letters
Loves Eating	Corn, Sunflower Seed, Pea, Pumpkin Seed, Poppy Seed
Dislikes Eating	Root vegetables
Hates Eating	Flutterscotch
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## PUDGEON AND OTHER PIÑATAS

### Eats

None

### Eaten By



Buzzenge  
(RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Pudgeon can perform two tricks. It does the first one after eating a Sandwich, and it does the second after eating a Toffee Apple.

## VARIANTS

If Pudgeons eat certain foods, they will change into the following variants:

A Pudgeon turns green after eating a Gooseberry Seed.



A Pudgeon turns purple after eating Jam (tinkered Blackberry).



A Pudgeon turns blue after eating a Bluebell flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

👁 Super Loather





# Quackberry



Some people think the Quackberry has a funny waddle, but we're just amazed that it can walk at all with a head that big!

## REQUIREMENTS

### Appear

Have three square pinometers of Water in the garden.

### Visit

Have four square pinometers of Water in the garden.



Grow a Corn plant in the garden.

### Resident

Have four square pinometers of Water in the garden.



Has eaten a loaf of Bread (tinkered Corn).

### Romance



There is a Quackberry House in the garden.



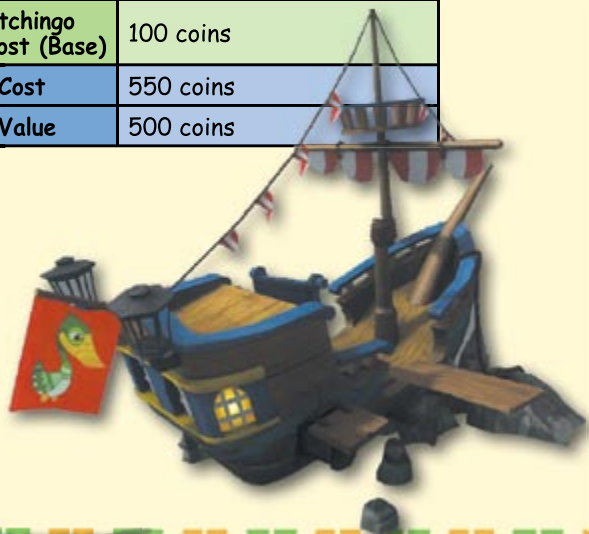
Have four square pinometers of Water in the garden.



Has eaten a Custacean.

## NOTES

Animal Type	Duck
Level	4
Attack Style	Anchor
Loves Eating	Corn, Bread, Custacean, Newtgat, Sandwich
Dislikes Eating	Orange, Figgy Pudding, Coconut, Toffee Apple, Peanut Butter
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## QUACKBERRY AND OTHER PIÑATAS

### Eats



Custacean  
(FF, RomR)



Newtgat  
(FF)

### Eaten By



Pieena  
(FF)



Cocoadile  
(FF, RR)



Pretztail  
(FF)

### Rivals & Hunting



Juicygoose  
(Riv)



Swanana  
(Riv)



Pretztail  
(H)

FF = favorite food RR = residence requirement RomR = romance requirement H = hunted Riv = rival



### TIP

Quackberry evolves into Juicygoose when it eats a Gooseberry. Of course, you probably could have figured that one out on your own!



### NOTE

The Quackberry can perform two tricks. It does the first one after eating a Sandwich, and it does the second after eating a Gooseberry Fool (tinkered Gooseberry).

## VARIANTS

If Quackberries eat certain foods, they will change into the following variants:

A Quackberry turns blue after eating a Bluebell Seed.



A Quackberry turns orange after eating a Bird of Paradise Seed.



A Quackberry turns pink after eating a Water Lily flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Raisant



Raisants are some of the hardest workers in the Piñata kingdom. And, fortunately for partygoers, they know how to have a good time, too!

## REQUIREMENTS

### Appear



Have a Bee Hive in the garden.

### Visit



Have a jar of Honey in the garden.

### Resident



Has eaten a jar of Honey.

### Romance



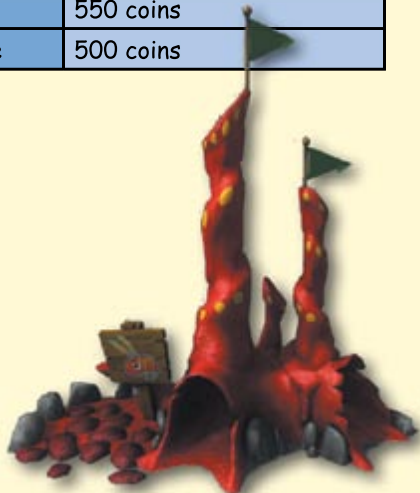
There is a Raisant House in the garden.



Has eaten a sandwich.

## NOTES

Animal Type	Ant
Level	4
Attack Style	Dumbbells
Loves Eating	Honey, Sandwich, Coffee, Apple, Blackberry
Dislikes Eating	Stew, Pea Soup, Garlic Butter, Coconut, Garlic
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## RAISANT AND OTHER PIÑATAS

### Eats

None

### Eaten By



Newtgat  
(FF)



Arocknid  
(FF, RR)



Hoghurt  
(FF)



Fizzlybear  
(FF, RR)



Pololly Bear  
(FF)



Geckie  
(FF, TT)



Dragumfly  
(RomR)



Chocstrich  
(RomR)

### Rivals & Hunting



Buzzlegum  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

## VARIANTS

If Raisants eat certain foods, they will change into the following variants:

A Raisant turns golden after eating a Sunflower.



A Raisant turns blue and purple after eating a Blackberry.



A Raisant turns pink after eating a Water Lily flower.



### NOTE

The Raisant can perform two tricks. It does the first one after eating a Buttercup flower, and it does the second after eating a Toffee Apple.

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

👁 Super Loather



# Rashberry



Are Rashberries filled with bacon-flavored candy? And would that be the best idea ever, or the worst?

## REQUIREMENTS

### Appear



Have a Gooseberry Bush in the garden.



Have a Chili plant in the garden.

### Visit



Have three Gooseberries in the garden.



Have two Chilies in the garden.

### Resident



Has eaten two rotten Gooseberries.



Has eaten two rotten Chilies.

### Romance



There is a Rashberry House in the garden.



Has eaten a bowl of Pea Soup (tinkered Pea).



Has eaten a Blueberry Muffin (tinkered Blueberry).



Is wearing a Bling Nose-Ring.

## NOTES

Animal Type	Pig
Level	5
Attack Style	Pork loin
Loves Eating	Rotten fruit
Dislikes Eating	Sweetle, Taffly, Whirlm, Shellybean, Bispotti
Hates Eating	Nothing! The Rashberry will eat anything.
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins



## TIP

If you feed the Rashberry some Cheesecake (tinkered Cheese), it evolves into a Hoghurt!



## RASHBERRY AND OTHER PIÑATAS

### Eats

None

### Eaten By



Mallowolf  
(FF, RR)



Tigermisu  
(FF)

### Rivals & Hunting

Pigxie  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

Rashberries and Swananas can indulge in a bit of forbidden romance, which results in the Pigxie. For more information on how to do this, see the Pigxie entry in the next chapter.



### NOTE

The Rashberry can perform two tricks. It does the first one after eating a Bulrush, and it does the second after eating an Acorn.

## VARIANTS

If Rashberries eat certain foods, they will change into the following variants:

A Rashberry turns red after eating a Poppy Seed.



A Rashberry turns green after eating a Watercress Seed.



A Rashberry turns purple after eating a Nightshade Berry.



## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- ☺ Moving Loather
- ☹ Sleeping Loather
- ☹ Invisible Loather
- ☹ Super Loather





# Roario



Roario is the king of Piñatas. With its multicolored mane and regal persona, this is the ultimate party gift for anyone who can afford its steep price!

## REQUIREMENTS

### Appear



You must be a level 38 gardener.

### Visit



Your garden is worth 40,000 coins.



Have five Doenuts in the garden.



Have five Zumbugs in the garden.

### Resident



Your garden is worth 50,000 coins.



Has eaten two Doenuts.



Has eaten two Zumbugs.

### Romance



There is a Roario House in the garden.



Your garden is worth 60,000 coins.



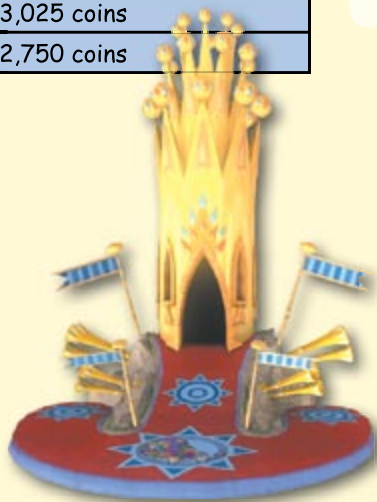
Has eaten a Piñata worth 4,500 coins.



Is wearing a Crown.

## NOTES

Animal Type	Lion
Level	10
Attack Style	African Tribal Mask
Loves Eating	Zumbug, Doenut, Ponocky, Moozipan, Flapyak
Dislikes Eating	All flowers, all fruit
Hates Eating	All seeds
Base Value	5,500 coins
G. Fetchem's Standard Hunt	5,500 coins
G. Fetchem's Express Hunt	11,000 coins
Doc Patchingo Heal Cost (Base)	550 coins
House Cost	3,025 coins
House Value	2,750 coins



## NOTE

The Roario is so fierce that it may scare any Piñata near it.

## NOTE

The Roario can perform two tricks. It does the first one after eating a Pieena, and it does the second after eating a Whirlm.



## ROARIO AND OTHER PIÑATAS

### Eats



Zumbug  
(FF, RR)



Doenut  
(FF, RR)



Ponocky  
(FF)



Moozipan  
(FF)



Flapyak  
(FF)



Pieena



Whirlm

### Eaten By

None

### Rivals & Hunting



Tigermisu  
(Riv)



Barkbark  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

## VARIANTS

If Roarios eat certain foods, they will change into the following variants:

A Roario turns blue after eating a Bluebell Seed.



A Roario turns pink after eating Medicine (tinkered Honey).



A Roario turns golden after eating a Sunflower Seed.



### NOTE

#### PRICEY PIÑATAS

The Roario must eat a Piñata worth more than 4,500 coins to fulfill one of its romance requirements. These seven Piñatas have a starting cost of 4,500 coins or more:

- Chewnicorn
- Eaglair
- Elephanilla
- Galagoogoo
- Jeli
- Sarsgorilla
- Tigermisu

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Robean



When you first see the red breast of the Robean, it's a sure sign that spring is just around the corner!

## REQUIREMENTS

### Appear



You must be a level 1 gardener.

### Visit



Use a Holly Berry as bait in the Arctic environment.

### Resident



Have one square pinometer of Snow in the garden.

### Romance



There is a Robean House in the garden.



Have three square pinometers of Snow in the garden.



Has eaten a Bispotti.

## NOTES

Animal Type	Robin
Level	3
Attack Style	Orange Ball
Loves Eating	Whirlm, Figgy Pudding, Holly Berries, Snowdrop Seeds, Snowdrop
Dislikes Eating	Chili, Horseradish
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins





## ROBEAN AND OTHER PIÑATAS

### Eats



Whirlm  
(FF)



Bispotti  
(RomR)

### Eaten By



Kittyfloss  
(FF)



S'morepion  
(FF)



Hootyfruity  
(FF)



Syrupent  
(FF, RomR)



Buzzenge  
(RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Robean can perform two tricks. It does the first one after eating a Hazelnut Tree Seed, and it does the second after eating a Hazelnut.

## ROMANCE MAZE

### LEGEND



Finish point



Heart



Moving  
Loather



Sleeping  
Loather



Invisible  
Loather



Super  
Loather



## VARIANTS

If Robeans eat certain foods, they will change into the following variants:

A Robean turns blue after eating a Fireweed flower.



A Robean turns green after eating a Gooseberry Fool (tinkered Gooseberry).



A Robean turns orange after eating a Carrot.



# S'morepion



This tame version of the Sour S'morepion still looks pretty mean, but don't worry—it's perfectly safe to raise and send to parties!

## REQUIREMENTS

### Appear



Tame a Sour S'morepion and make it a resident.

### Visit



Use a Chili as bait in the Desert environment.

### Resident



Have five square pinometers of Sand in the garden.



Has eaten two Venus Flytraps.

### Romance



There is a S'morepion House in the garden.



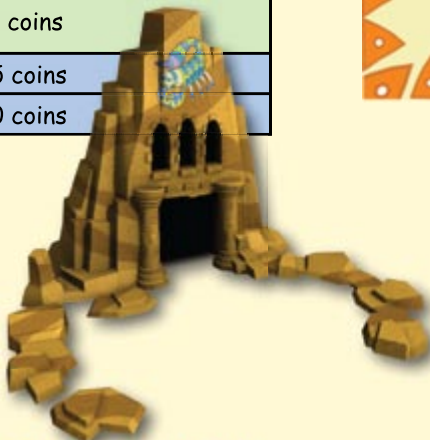
Have five square pinometers of Sand in the garden.



Has eaten three Nightshade Berries.

## NOTES

Animal Type	Scorpion
Level	5
Attack Style	Boots
Loves Eating	Mousemallow, Lemmoning, Sparrowmint, Robean, Galagoogoo
Dislikes Eating	Snowdrop, Holly Berry, Figgy Pudding, Fir Tree, Radish
Hates Eating	Arocknid
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins



## TIP

Once you make a S'morepion a resident of your garden, it will seek out any Ruffian minions that intrude and sting them, causing temporary paralysis. You can either wait for the S'morepion to target them, or you can direct the S'morepion yourself.



## S'MOREPION AND OTHER PIÑATAS

### Eats

-  Mousemallow (FF)
-  Lemmong (FF)
-  Sparrowmint (FF)
-  Robean (FF)
-  Galagoogoo (FF)

### Eaten By

-  Vulchurro (FF)
-  Chocstrich (FF, RomR)
-  Fourheads (RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The S'morepion can perform two tricks. It does the first one after eating a Mushroom, and it does the second after eating a Hemlock flower.

## VARIANTS

If S'morepions eat certain foods, they will change into the following variants:

A S'morepion turns white after drinking Milk.



A S'morepion turns orange after eating a Jack o' Lantern (tinkered Pumpkin).



A S'morepion turns pink after eating a Cactus flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Sarsgorilla



The Sarsgorilla hurls barrels when it gets angry. The first Sarsgorilla was caught by an Italian plumber at a construction site!

## REQUIREMENTS

### Appear



There is a Bonboon resident in the garden.

### Visit



Have 20 square pinometers of Long Grass in the garden.



Have three Monkey Nut Trees in the garden.



There is a baby Bonboon in the garden.

### Resident



Has eaten four Coconut Macaroons (tinkered Coconuts).



Has eaten four jars of Peanut Butter (tinkered Monkey Nuts).



Has eaten six Bananas.

### Romance



There is a Sarsgorilla House in the garden.



Has eaten two loaves of Bread (tinkered Corn).



Has eaten a jar of Marmalade (tinkered Orange).



Is wearing a Funky Tie.

## NOTES

Animal Type	Gorilla
Level	9
Attack Style	Barrels
Loves Eating	Coconut, Banana, Orange, Banana Split, Marmalade
Dislikes Eating	All produce, all seeds
Hates Eating	Tiger Lily, Rose, Orchid, Cactus
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost (Base)	450 coins
House Cost	2,475 coins
House Value	2,250 coins





## SARSGORILLA AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None

### NOTE

The Sarsgorilla can perform two tricks. It does the first one after eating a Monkey Nut, and it does the second after eating a Banana Split (tinkered Banana).

## VARIANTS

If Sarsgorillas eat certain foods, they will change into the following variants:

A Sarsgorilla turns red after eating an Apple.



A Sarsgorilla turns white after eating a Bone.



A Sarsgorilla turns green after eating Pea Soup (tinkered Pea).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

😊 Moving Loather

😴 Sleeping Loather

👁 Invisible Loather

💧 Super Loather





# Shellybean



These former Sour Piñatas have a hard shell that makes it even more difficult to get at their candy than normal. But we think having to work a little harder makes you appreciate it a little more!

## REQUIREMENTS

### Appear



Tame a Sour Shellybean and make it a resident.

### Visit



Have a Thistle in the garden.

### Resident



Has eaten a Thistle.

### Romance



There is a Shellybean House in the garden.



Has eaten Garlic Butter (tinkered Garlic).

## NOTES

Animal Type	Snail
Level	3
Attack Style	Stopwatch
Loves Eating	Garlic Butter, Apple Seed, Blackberry Seed, Radish Seed, Thistle Seed
Dislikes Eating	Bone, Bread, Peanut Butter
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins



## TIP



Want a tidy garden? Raise a few Shellybeans. These slow-moving slimers devour the seeds of the weeds that threaten to overtake your little plot of Piñata production!



## SHELLYBEAN AND OTHER PIÑATAS

### Eats

None

### Eaten By



Hoghurt  
(FF)



Crowla  
(RomR)

### Rivals & Hunting



Kittyfloss  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Shellybean can perform two tricks. It does the first one after eating a Poison Ivy Seed, and it does the second after eating a Poison Ivy flower.

## VARIANTS

If Shellybeans eat certain foods, they will change into the following variants:

A Shellybean turns green after eating a Gooseberry.



A Shellybean turns yellow after eating Corn.



A Shellybean turns blue after eating a Bluebell flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
- Heart
- Moving Loather
- Sleeping Loather
- Invisible Loather
- Super Loather





# Sherbat



We're not sure how the Sherbat manages to flap around with those tiny wings, but they certainly do make this reformed Sour Piñata the guest of honor at any vampire birthday!

## REQUIREMENTS

### Appear



Tame a Sour Sherbat and make it a resident.

### Visit



Have three Mothdrop residents in the garden.

### Resident



Has eaten two Mothdrops.



Have a Jack o' Lantern (tinkered Pumpkin) in the garden.

### Romance



There is a Sherbat House in the garden.



Has eaten a Tulip.

## NOTES

Animal Type	Bat
Level	4
Attack Style	Headphones
Loves Eating	Mothdrop, Brown Flutter-scotch, Nightshade Seed, Black Flutterscotch, Garlic
Dislikes Eating	Sunflower, Sunflower Seed, Fireweed, Fireweed Seed, Gem
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins



## TIP

The Sherbat is the king of the night skies, devouring nocturnal Piñatas and even hassling Dastardos himself. When you have Sherbats in your garden and the sun is down, your Piñatas are safe from Dastardos's Baton!



## SHERBAT AND OTHER PIÑATAS

### Eats



Mothdrop  
(FF, RR)



Brown  
Flutterscotch  
(FF)



Black  
Flutterscotch  
(FF)

### Eaten By



Hootyfruity  
(FF, RR)



Syrupent  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Sherbat can perform two tricks. It does the first one after eating a Dandelion Seed, and it does the second after eating a Dandelion flower.

## VARIANTS

If Sherbats eat certain foods, they will change into the following variants:

A Sherbat turns red after eating a Chili Seed.



A Sherbat turns yellow after eating a Sunflower Seed.



A Sherbat turns blue after eating a Bluebell flower.



## ROMANCE MAZE

### LEGEND



Finish point



Heart



Moving  
Loather



Sleeping  
Loather



Invisible  
Loather



Super  
Loather



# Smelba



You wouldn't expect a skunk Piñata to be so popular with the party crowd, but the price that this ex-Sour Piñata commands just goes to prove that people will overlook a lot for some tasty treats!

## REQUIREMENTS

### Appear



Tame a Sour Smelba and make it a resident.

### Visit



Have seven bulbs of Garlic in the garden.

### Resident



Has eaten three rotten bulbs of Garlic.

### Romance



There is a Smelba House in the garden.



Has eaten an Air Freshener (tinkered Pine Cone).



Is wearing a Romantic Flower.

## NOTES

Animal Type	Skunk
Level	7
Attack Style	Socks
Loves Eating	Rose, Cheese, Garlic, Air Freshener, Garlic Butter
Dislikes Eating	Snapdragon Seed, Tulip Seed, Sunflower Seed, Watercress Seed, Bluebell Seed
Hates Eating	Daisy, Dandelion, Sunflower
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## SMELBA AND OTHER PIÑATAS

### Eats

None

### Eaten By

None

### Rivals & Hunting

None



### TIP

If a Ruffian enters the garden, select a Smelba and send it after the Ruffian. The Smelba will spray the Ruffian with a noxious gas that sends it fleeing at great speed!



### NOTE

The Smelba can perform two tricks. It does the first one after eating a Poison Ivy Seed, and it does the second after eating a Poison Ivy flower.

## VARIANTS

If Smelbas eat certain foods, they will change into the following variants:

A Smelba turns red after eating a Chili.



A Smelba turns blue after eating a Fireweed flower.



A Smelba turns purple after eating Jam (tinkered Blackberry).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

👤 Moving Loather

👤 Sleeping Loather

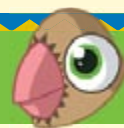
👤 Invisible Loather

👤 Super Loather





# Sparrowmint



Sparrowmints are small, common Piñatas, but hundreds of them are sent out to parties across the world every day. They're the perfect Piñatas for parties on a budget!

## REQUIREMENTS

### Appear



Have a Whirlm resident in the garden.

### Visit



Have two Whirlm residents in the garden.

### Resident



Has eaten a Whirlm.

### Romance



There is a Sparrowmint House in the garden.



Has eaten a Bluebell Seed.

## NOTES

Animal Type	Sparrow
Level	2
Attack Style	Arrows
Loves Eating	Whirlm, Sweetle, Bispotti, Brown Flutterscotch, Taffly
Likes Eating	All other Flutterscotches
Dislikes Eating	Turnip
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins



## TIP

If a Sparrowmint eats a Dandelion flower, it evolves into a Candy!



## SPARROWMINT AND OTHER PIÑATAS

### Eats

-  Whirlm (FF, RR)
-  Sweetle (FF)
-  Bispotti (FF)
-  Brown Flutterscotch (FF)
-  Taffly (FF)

### Eaten By

-  Syrupent (FF)
-  Kittyfloss (FF, RR)
-  S'morepion (FF)
-  Macaraccoon (Sparrowmint Egg is a FF)
-  Hootyfruity (FF)
-  Buzzenge (RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

The Sparrowmint can perform two tricks. It does the first one after eating a Daisy Seed, and it does the second after eating a Daisy flower.

## VARIANTS

If Sparrowmints eat certain foods, they will change into the following variants:

A Sparrowmint turns purple after eating a Thistle flower.



A Sparrowmint turns pink after eating a Water Lily flower.



A Sparrowmint turns green after eating a Watercress flower.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Squazzil



If you truly are what you eat, then Squazzils are completely conkers. At least they've got their looks. You'll never see one of these little guys having a bad fur day!

## REQUIREMENTS

### Appear



Have a Hazelnut Tree in the garden.

### Visit



Have three Hazelnuts in the garden.

### Resident



Has eaten three Hazelnuts.

### Romance



There is a Squazzil House in the garden.



Has eaten three Sunflower Seeds.

## NOTES

Animal Type	Squirrel
Level	4
Attack Style	Conkers
Loves Eating	Hazelnut, Fir Cone, Coconut, Monkey Nut, Acorn
Dislikes Eating	Poppy, Daisy, Buttercup, Bluebell, Snowdrop
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins







## SQUAZZIL AND OTHER PIÑATAS


### Eats

None

### Eaten By

 Twingersnap  
(FF, RomR)

 Buzzenge  
(FF)


 Fourheads  
(FF)

 Eaglair  
(FF)

 Hootyfruity  
(RomR)

### Rivals & Hunting

 Kittyfloss  
(Riv)

 Twingersnap  
(H)

FF = favorite food RR = residence requirement RomR= romance requirement H = hunted Riv = rival


### NOTE


The Squazzil can perform two tricks. It does the first one after eating an Apple Seed, and it does the second after eating a Hollybush Seed.


## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving  
Loather

 Sleeping  
Loather

 Invisible  
Loather

 Super  
Loather



## VARIANTS

If Squazzils eat certain foods, they will change into the following variants:

A Squazzil turns pink after eating a Water Lily Seed.



A Squazzil turns green after eating a Watercress Seed.



A Squazzil turns purple after eating a Snapdragon flower.





# Swanana



What an absolutely gorgeous Piñata! Hard to believe that many Swananas grow up thinking that they're ugly Quackberries!

## REQUIREMENTS

### Appear



You must be a level 27 gardener.

### Visit



Destroy the poisonous plants by paying Weedling 1,000 coins.



Have a Swan Fountain in the garden.



Your garden is worth 20,000 coins.

### Resident



Have 25 square pinometers of Water in the garden.



Has eaten a Sandwich.

### Romance



There is a Swanana House in the garden.



Have 30 square pinometers of Water in the garden.



Has eaten three Water Lily flowers.



Is wearing a Diamond Choker.

## NOTES

Animal Type	Swan
Level	7
Attack Style	Lifesaver Ring
Loves Eating	Gem, Gold Nugget, Orchid, Diamond, Sandwich
Dislikes Eating	Whirlm, Raisant, Sweetle, Shellybean, Taffly
Hates Eating	Root vegetables
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## SWANANA AND OTHER PIÑATAS

### Eats



Newtgat  
(TT)

### Eaten By



Cocoadile  
(FF, RomR)

### Rivals & Hunting



Pigxie  
(Riv)



Quackberry  
(Riv)



Juicygoose  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### TIP

If you romance a Swanana with a Rashberry, you get a Pigxie, which is a rival to both of its parents' breeds of Piñatas!



### NOTE

The Swanana can perform two tricks. It does the first one after eating a Gooseberry, and it does the second after eating a Newtgat.

## VARIANTS

If Swananas eat certain foods, they will change into the following variants:

A Swanana turns pink after eating Medicine (tinkered Honey).



A Swanana turns green after eating a Gooseberry Seed.



A Swanana turns purple after eating a Snapdragon flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Sweetle



Everyone seems to agree that Sweetles are chock-full of some of the most delicious candy in the world. Unfortunately for Sweetles, many of their fellow Piñatas feel the same way!

## REQUIREMENTS

### Appear



You must be a level 1 gardener.

### Visit



Have a Yam in the garden.

### Resident



Have one square pinometer of Sand in the garden.

### Romance



There is a Sweetle House in the garden.



Have one square pinometer of Sand in the garden.



Has eaten a Turnip.

## NOTES

Animal Type	Beetle
Level	2
Attack Style	Golden Dirt Balls
Loves Eating	Root vegetables, Poppy
Dislikes Eating	Blackberry
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins





## SWEETLE AND OTHER PIÑATAS

### Eats

None

### Eaten By


 Tartridge  
(FF, RomR)

 Fudgehog  
(FF)

 Badgesicle  
(FF)

 Parmadillo  
(FF)

 Hoghurt  
(FF)

 Chocstrich  
(FF)

 Sparrowmint  
(FF)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Sweetle can perform two tricks. It does the first one after eating an Apple Seed, and it does the second after eating a Carrot.

## VARIANTS

If Sweetles eat certain foods, they will change into the following variants:

A Sweetle turns orange after eating Marmalade (tinkered Orange).



A Sweetle turns white after eating a Snowdrop flower.



A Sweetle turns pink after eating a Water Lily Seed.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving  
Loather

 Sleeping  
Loather

 Invisible  
Loather

 Super  
Loather



# Sweettooth



These busy beavers are the official Piñata of the Pacific Northwest. Ironically, despite the sugary treats they contain, Sweettooths themselves aren't fans of sweet things!

## REQUIREMENTS

### Appear



Have ten square pinometers of Water in the garden.



Have a Fir Tree in the garden.

### Visit



Have 12 square pinometers of Water in the garden.



Have a Fir Tree in the garden.



Have a Water Lily in the garden.

### Resident



Have 14 square pinometers of Water in the garden.



Has eaten three Fir Cones, OR...



Has eaten two Water Lilies.

### Romance



There is a Sweettooth House in the garden.



Have 14 square pinometers of Water in the garden.



Has eaten three Bulrushes.

## NOTES

Animal Type	Beaver
Level	6
Attack Style	Hand Saw
Loves Eating	Coconut, Fir Cone, Hazelnut, Monkey Nut, Acorn
Dislikes Eating	Banana, Orange, Blueberry, Blackberry, Holly Berry
Hates Eating	Honey, Jam, Marmalade
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## SWEETTOOTH AND OTHER PIÑATAS

### Eats

None

### Eaten By



Coadile  
(FF, RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Sweettooth can perform two tricks. It does the first one after eating a Monkey Nut, and it does the second after eating a Banana.

## VARIANTS

If Sweettooths eat certain foods, they will change into the following variants:

A Sweettooth turns pink after eating Medicine (tinkered Honey).



A Sweettooth turns yellow after eating a Sunflower.



A Sweettooth turns blue after eating a Bluebell flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



REGULAR PIÑATAS



# Syrupent



People have been whacking snakes with sticks for thousands of years. But it was only after the discovery of the Syrupent that they started getting candy out of them when they did it!

## REQUIREMENTS

### Appear



Have one square pinometer of Grass in the garden.

### Visit



Have one square pinometer of Grass in the garden.



Have two Mousemallow residents in the garden.

### Resident



Has eaten a Mousemallow.



Have two square pinometers of Grass in the garden.

### Romance



There is a Syrupent House in the garden.



Has eaten a Robean.



Have three square pinometers of Grass in the garden.

## NOTES

Animal Type	Grass Snake
Level	2
Attack Style	Dice
Loves Eating	Mousemallow, Lemmoning, Sherbat, Sparrowmint, Robean
Dislikes Eating	Pumpkin
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins



## TIP

If you smash a Syrupent Egg with your shovel, you get a completely different Piñata, the Twingersnap!



## SYRUPENT AND OTHER PIÑATAS

### Eats

-  Mousemallow (FF, RR)
-  Lemmonging (FF)
-  Sherbat (FF)
-  Sparrowmint (FF)
-  Robean (FF, RomR)

### Eaten By

-  Macaraccoon (FF, RR)
-  Macaraccoon (Syrupent Eggs are FF)

### Rivals & Hunting

-  Mousemallow (H)
-  Badgesicle (Riv)
-  Sour Bonboon (Riv)

FF = favorite food RR = residence requirement RomR = romance requirement H = hunted Riv = rival

### NOTE

The Syrupent can perform two tricks. It does the first one after eating a Turnip Seed, and it does the second after eating a Turnip.

## VARIANTS

If Syrupents eat certain foods, they will change into the following variants:

A Syrupent turns blue after eating a Bluebell Seed.



A Syrupent turns yellow after eating a Buttercup flower.



A Syrupent turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



# Taffly

If you're looking for a sugar buzz, look no farther than a Taffly. These bluebottles are extremely popular with frugal partiers and their fellow Piñatas alike!

## REQUIREMENTS

### Appear



Have two Daisies in the garden.

### Visit



Have any piece of fruit in the garden.

### Resident



Has eaten any piece of fruit.

### Romance



There is a Taffly House in the garden.



Has eaten two Daisies.

## NOTES

Animal Type	Bluebottle Fly
Level	2
Attack Style	Fly Swatter
Loves Eating	Sunflower, Daisy, Buttercup, Snowdrop, Hemlock
Dislikes Eating	Dandelion
Hates Eating	—
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost (Base)	30 coins
House Cost	165 coins
House Value	150 coins

## TIP



If you burn a Taffly with a torch, then douse it with water, it evolves into a Reddhott!



## TAFFLY AND OTHER PIÑATAS

### Eats

None


### Eaten By


 Lickatoad  
(FF, RR)

 Geckie  
(FF)

 Jameleon  
(FF, RR, TT)


 Arocknid  
(FF)

 Galagoogoo  
(FF)

 Sparrowmint  
(FF)

 Newtgat  
(TT)

 Buzzenge  
(TT)

 Dragumfly  
(TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

## VARIANTS

If Tafflies eat certain foods, they will change into the following variants:

A Taffly turns green after eating a Poison Ivy flower.



A Taffly turns yellow after eating a Buttercup Seed.



A Taffly turns purple after eating a Blackberry Bush Seed.




### NOTE


The Taffly can perform two tricks. It does the first one after eating a Bluebell Seed, and it does the second after eating a Bluebell flower.


## ROMANCE MAZE


### LEGEND

**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Tartridge



These little birds are ideal for birthdays that fall around Christmas. What could be more fitting than a Tartridge in a pear tree?

## REQUIREMENTS

### Appear



Have five Daisies in the garden.

### Visit



Have five Daisies in the garden.

### Resident



Has eaten three Daisy seeds.

### Romance



There is a Tartridge House in the garden.



Has eaten a Sweetie.

## NOTES

Animal Type	Partridge
Level	3
Attack Style	Telescope
Loves Eating	Bread, Carrot Cake, Corn, Sweetie, Daisy Seed
Dislikes Eating	Pumpkin, Radish, Carrot
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins





## TARTRIDGE AND OTHER PIÑATAS

### Eats



Sweetie  
(FF, RomR)

### Eaten By



Pieena  
(FF)



Buzzenge  
(FF, RomR)



Pretztail  
(FF, RR)



Twingersnap  
(RomR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

The Tartrige can perform two tricks. It does the first one after eating a Radish Seed, and it does the second after eating a Radish.

## VARIANTS

If Tartridges eat certain foods, they will change into the following variants:

A Tartrige turns blue after eating a Blueberry.



A Tartrige turns orange after eating an Orange Tree Seed.



A Tartrige turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Tigermisu



This fierce feline is new to the Piñata scene, but it has already staked out its territory—and it has some problems with Roario declaring itself king of the garden!

## REQUIREMENTS

### NOTES

Animal Type	Tiger
Level	10
Attack Style	Safari Hat
Loves Eating	Barkbark, Zumbug, Moojoo, Chewnicorn, Rashberry
Dislikes Eating	All vegetables, all fruit
Hates Eating	All flowers
Base Value	5,500 coins
G. Fetchem's Standard Hunt	5,500 coins
G. Fetchem's Express Hunt	11,000 coins
Doc Patchingo Heal Cost (Base)	550 coins
House Cost	3,025 coins
House Value	2,750 coins

### Appear



Have eight Tiger Lilies in the garden.

### Visit



Have 12 Tiger Lilies in the garden.



Have a Zumbug in the garden.

### Resident



Has eaten two Moojoos.



Has eaten a Zumbug.



Has eaten a Buzzlegum.

### Romance



There is a Tigermisu House in the garden.



Has eaten two Peckanmixes.



Has eaten a Camello.



Is wearing a Sabreman Helmet.





## TIGERMISU AND OTHER PIÑATAS

### Eats



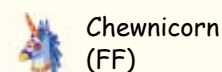
Barkbark  
(FF)



Zumbug  
(FF, RR)



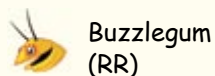
Moojoo  
(FF, RR)



Chewnicorn  
(FF)



Rashberry  
(FF)



Buzzlegum  
(RR)



Peckanmix  
(RomR)



Camello  
(RomR)



Hoghurt  
(TT)

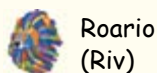


Flapyak  
(TT)

### Eaten By

None

### Rivals & Hunting



Roario  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Tigermisu can perform two tricks. It does the first one after eating a Hoghurt, and it does the second after eating a Flapyak.

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



## VARIANTS

If Tigermisu eat certain foods, they will change into the following variants:

A Tigermisu turns yellow after eating a Banana Split (tinkered Banana).



A Tigermisu turns white after eating a Horseradish (tinkered Radish).



A Tigermisu turns pink after eating a Water Lily flower.



REGULAR PIÑATAS

# Vulchurro



When it comes to their diet, Vulchurros are some of the laziest Piñatas in the world. They pick at the bones of the fallen, and their favorite phrase is, "Are you going to eat that?"

## REQUIREMENTS

### Appear



You must be a level 12 gardener.

### Visit



Use a Chili for bait in the Desert environment.

### Resident



Has eaten a Crowla.



Have 15 square pinometers of Sand in the garden.



Has eaten two Bones.

### Romance



There is a Vulchurro House in the garden.



Have 20 square pinometers of Sand in the garden.



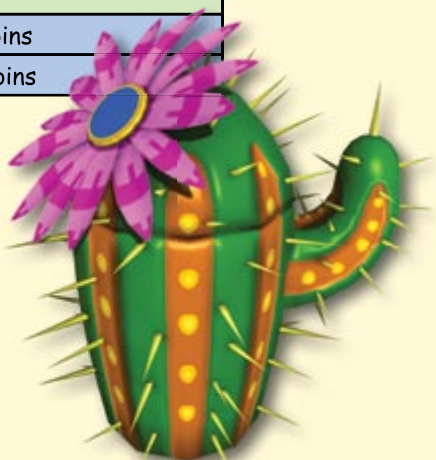
Have a Cactus in the garden.



Has eaten two Jellies (tinkered Bones).

## NOTES

Animal Type	Vulture
Level	6
Attack Style	Cow Skulls
Loves Eating	Bones, Jack o' Lantern, S'morepion
Dislikes Eating	Sherbat, Tartridge, Bunnycomb, Lemmoning, Mousemallow
Hates Eating	Squazzil, Custacean, Sparrowmint
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## VULCHURRO AND OTHER PIÑATAS

### Eats



S'morepion  
(FF)



Crowla  
(RR)



Buzzenge  
(TT)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Vulchurro can perform two tricks. It does the first one after eating a Cactus flower, and it does the second after eating a Buzzenge.

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

🍷 Moving Loather

🍷 Sleeping Loather

🍷 Invisible Loather

🍷 Super Loather



## VARIANTS

If Vulchurros eat certain foods, they will change into the following variants:

A Vulchurro turns pink after eating a Water Lily flower.



A Vulchurro turns blue after eating a Bluebell Seed.



A Vulchurro turns green after eating a Pea.



REGULAR PIÑATAS

# Walrusk



If you want proof that candy doesn't rot your teeth, look at the Walrusk. It's filled to the brim with sweet treats, and its tusks still gleam a pearly white!

## REQUIREMENTS

### Appear



Have ten square pinometers of Snow in the garden.



Have ten square pinometers of Water in the garden.

### Visit



Have 15 square pinometers of Snow in the garden.



Have 15 square pinometers of Water in the garden.



Have five Bulrushes in the garden.

### Resident



Have 20 square pinometers of Snow in the garden.



Have 20 square pinometers of Water in the garden.



Has eaten three Bulrushes.



Has eaten a Custacean.

### Romance



There is a Walrusk House in the garden.



Has eaten two Watercress flowers.



Has eaten three Radishes.



Is wearing a Bushy Moustache.

## NOTES

Animal Type	Walrus
Level	7
Attack Style	Microphone
Loves Eating	Custacean, Bulrush, Watercress, Water Lily, Rose
Dislikes Eating	Crisps, Bone, Peanut Butter, Coconut, Muffin
Hates Eating	Corn, Chili, Carrot, Turnip, Radish
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins



## WALRUSK AND OTHER PIÑATAS

### Eats



Custacean  
(FF, RR)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

The Walrusk can perform two tricks. It does the first one after eating a Bulrush Seed, and it does the second after eating a Watercress Seed.

## VARIANTS

If Walrusks eat certain foods, they will change into the following variants:

A Walrusk turns green after eating a Pea.



A Walrusk turns purple after eating a Snapdragon flower.



A Walrusk turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Whirlm



Whirlms are the tiniest Piñatas of all and they're not worth much on the open market. But they're the preferred food of many Piñatas, which makes them a vital component of any successful garden!

## REQUIREMENTS

### Appear



Have one square pinometer of Soil in the garden.

### Visit



Have one square pinometer of Soil in the garden.

### Resident



Have one square pinometer of Soil in the garden.

### Romance



There is a Whirlm House in the garden.

## NOTES

Animal Type	Worm
Level	1
Attack Style	Fishing Hooks
Loves Eating	Garlic, Carrot, Turnip, Yam, Radish
Dislikes Eating	Hazelnut
Hates Eating	—
Base Value	100 coins
G. Fetchem's Standard Hunt	100 coins
G. Fetchem's Express Hunt	200 coins
Doc Patchingo Heal Cost (Base)	10 coins
House Cost	55 coins
House Value	50 coins





## WHIRLM AND OTHER PIÑATAS

### Eats

None

### Eaten By

-  Sparrowmint (FF, RR)
-  Robean (FF)
-  Newtgat (FF)
-  Cluckles (FF, RomR)
-  Fudgehog (FF)
-  Profitamole (FF, RR)

-  Badgesicle (FF)
-  Parmadillo (FF)
-  Hoghurt (FF)
-  Roario (TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

The Whirlm can perform two tricks. It does the first one after eating a Buttercup Seed, and it does the second after eating Buttercup flower.

## VARIANTS

If Whirlms eat certain foods, they will change into the following variants:

A Whirlm turns purple after eating a Turnip.



A Whirlm turns pink after eating a Water Lily Seed.



A Whirlm turns green after eating a Watercress Seed.



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather



# Evolved and Crossbred Piñatas

## Candary

Whether it's the bright yellow plumage, the perky personality, or the goodies it holds, there's something for everyone to like about the Candary!

### REQUIREMENTS

#### How to Get It



Feed a Sparrowmint a Dandelion flower.

#### Romance Requirements



There is a Candary house in the garden.



Has eaten a Yellow Flutterscotch.

### NOTES

Animal Type	Canary
Level	3
Attack Style	Musical Notes
Loves Eating	Buttercup Seeds, Sunflower Seeds, Buttercup, Sunflower, Yellow Flutterscotch
Dislikes Eating	Blueberry, Bluebell, Fireweed
Hates Eating	—
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost (Base)	60 coins
House Cost	330 coins
House Value	300 coins





## CANDARY AND OTHER PIÑATAS

### Eats



Yellow  
Flutterscotch  
(FF, RomR)

### Eaten By



Kittyfloss  
(FF, RomR)



Buzzenge  
(RR)



Parrybo  
(TT)

### Rivals & Hunting



Buzzenge  
(H)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger H = hunted



### NOTE

A Candary can do two tricks. It does the first one after eating a Dandelion Seed, and it does the second after eating a Dandelion flower.

## VARIANTS

If Candaries eat certain foods, they will change into the following variants:

Candary turns blue after eating a Bluebell flower.



Candary turns pink after eating a Water Lily Seed.



Candary turns green after eating a Gooseberry Fool (tinkered Gooseberry).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Chocstrich

Although the Chocstrich is a popular Piñata at parties, it might make an even better impression if it didn't spend most of the time with its head stuck in the ground!

## REQUIREMENTS

### How to Get It



Feed a Cluckles two Cactus Seeds.

### Romance Requirements



There is a Chocstrich house in the garden.



Have 15 square pinometers of Sand in the garden.



Has eaten two S'morepions.



Has eaten three Raisants.

## NOTES

Animal Type	Ostrich
Level	7
Attack Style	Turkey Leg
Loves Eating	S'morepion, Newtgat, Mousemallow, Sweetle, Geckie
Dislikes Eating	Arocknid, Lemmoning, Bispotti, Lickatoad, Shellybean
Hates Eating	Root vegetables
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins






## CHOCSTRICH AND OTHER PIÑATAS

### Eats

-  S'morepion (FF, RomR)
-  Newtgat (FF)
-  Mousemallow (FF)
-  Sweetle (FF)
-  Geckie (FF)
-  Raisant (RomR)

### Eaten By

-  Pieena (Chocstrich Egg is RomR)

### Rivals & Hunting

-  Pieena (Riv)
-  Pretztail (Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

A Chocstrich can do two tricks. It does the first one after eating a Cactus Seed, and it does the second after eating a Cactus.

## VARIANTS

If Chocstriches eat certain foods, they will change into the following variants:

Chocstrich turns orange after eating a Tiger Lily flower.



Chocstrich turns pink after eating Medicine (tinkered Honey).



Chocstrich turns blue after eating a Blueberry Muffin (tinkered Blueberry).



## ROMANCE MAZE

### LEGEND

- F** Finish point
-  Heart
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather
-  Super Loather





# Fourheads



If two heads are better than one, does that mean that four heads are twice as good as two? Or do things just start to get confusing?

## REQUIREMENTS

### How to Get It



Give a Twingersnap Egg a good swat with your Shovel to hatch a Fourheads.

### Romance Requirements



There is a Fourheads House in the garden.



Has eaten a S'morepion.



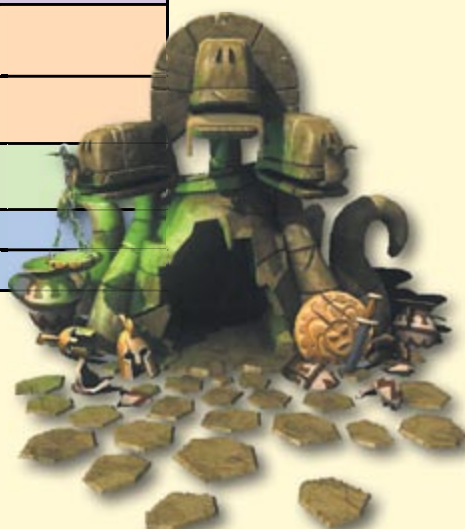
Has eaten Hemlock.



Has eaten a Lackatoad.

## NOTES

Animal Type	Hydra
Level	8
Attack Style	Argonaut Helmets
Loves Eating	Squazzil, Profitamole, Geckie, Arocknid, Bunnycomb
Dislikes Eating	All flowers
Hates Eating	Daisy Seed, Buttercup Seed, Sunflower Seed, Snapdragon Seed, Cactus Seed
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## FOURHEADS AND OTHER PIÑATAS

### Eats



Squazzil  
(FF)



Bunnycomb  
(FF)



Profitamole  
(FF)



S'morepion  
(RomR)



Geckie  
(FF)



Lackatoad  
(RomR)



Arocknid  
(FF)



Mousemallow  
(TT)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

### NOTE

A Fourheads can do two tricks. It does the first one after eating Stew, and it does the second after eating a Mousemallow.

## VARIANTS

If Fourheads eat certain foods, they will change into the following variants:

Fourheads turns blue after eating a Bluebell flower.



Fourheads turns yellow after eating Honey.



Fourheads turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Hoghurt



Now here's a Piñata who knows how to go hog wild! This tusky brute is always welcome at the rowdiest parties!

## REQUIREMENTS

### How to Get It



Feed a Rashberry some Cheesecake (tinkered Cheese).

### Romance Requirements



There is a Hoghurt House in the garden.



Is wearing Big Jolly Lips.



Is wearing Pendant Earrings.



Is wearing a Weather-Girl Wig.



Has eaten a Blueberry Muffin (tinkered Blueberry).

## NOTES

Animal Type	Warthog
Level	6
Attack Style	Donut
Loves Eating	Sweetle, Raisant, Whirlm, Bispotti, Shellybean
Dislikes Eating	Banana Split, Carrot Cake, Cheesecake, Coconut Macaroon, Jelly
Hates Eating	Buzzlegum, S'morepion, Arocknid
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## HOGHURT AND OTHER PIÑATAS

### Eats



Sweetle  
(FF)



Raisant  
(FF)



Whirlm  
(FF)



Bispotti  
(FF)



Shellybean  
(FF)

### Eaten By



Sour Mallowolf  
(RR)



Tigermisu  
(TT)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

A Hoghurt can do two tricks. It does the first one after eating a Prickly Pear Seed, and it does the second after eating a Fireweed flower.

## VARIANTS

If Hoghurts eat certain foods, they will change into the following variants:

Hoghurt turns yellow after eating a Buttercup flower.



Hoghurt turns black after eating a Tulip.



Hoghurt turns orange after eating a Carrot.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Juicygoose

You can't go wrong with this plucky waterfowl, especially if you also purchase a few of its ducky friends for a rousing game of "Quackberry, Quackberry, Juicygoose!"

## REQUIREMENTS

### How to Get It



+



Feed a Quackberry a Gooseberry.

### Romance Requirements



There is a Juicygoose House in the garden.



Have ten square pinometers of Water in the garden.



Have a Fish Fountain in the garden.



Has eaten two Newtgats.

## NOTES

Animal Type	Goose
Level	5
Attack Style	Feathers
Loves Eating	Corn, Bread, Custacean, Newtgat, Sandwich
Dislikes Eating	Pumpkin, Figgy Pudding, Coconut, Toffee Apple, Peanut Butter
Hates Eating	Orange
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## JUICYGOOSE AND OTHER PIÑATAS

### Eats



Custacean  
(FF)



Newtgat  
(FF, RomR)

### Eaten By



Cocoadile  
(FF)



Mallowolf  
(RomR)

### Rivals & Hunting



Quackberry  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival

### NOTE

A Juicygoose can do two tricks. It does the first one after eating a Gooseberry Seed, and it does the second after eating a Gooseberry.

## VARIANTS

If Juicygeese eat certain foods, they will change into the following variants:

Juicygoose turns green after eating an Oak Tree Seed.



Juicygoose turns pink, orange, and red after eating a Water Lily Seed.



Juicygoose turns golden after eating a Banana.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather





# Lickatoad



This poisonous version of Lickatoad seems a lot more dangerous than it actually is. Don't worry—the candy inside of it is perfectly safe!

## REQUIREMENTS

### How to Get It



Feed a Lickatoad a Nightshade Berry.

### Romance Requirements



There is a Lickatoad house in the garden.



Have six square pinometers of Water in the garden.



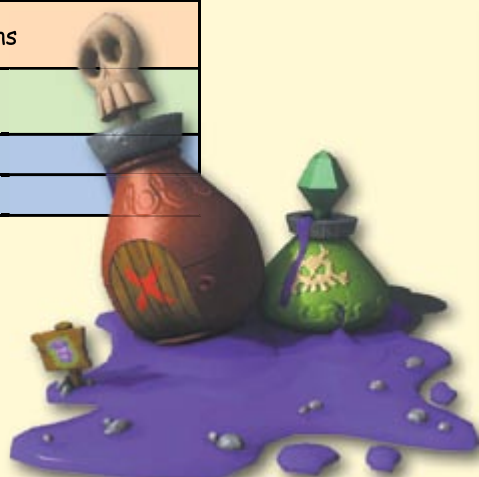
Has eaten two Toadstools.



Has eaten two Hemlock flowers.

## NOTES

Animal Type	Poison Frog
Level	5
Attack Style	Poison Darts
Loves Eating	Mushroom, Nightshade Berry, Hemlock, Poison Ivy, Toadstool Seed
Dislikes Eating	Flutterscotch, Taffly, Buzzlegum, Mothdrop, Dragumfly
Hates Eating	Bread
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## LACKATOAD AND OTHER PIÑATAS

### Eats

None

### Eaten By



Fourheads  
(RomR)

### Rivals & Hunting



Salamango  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

A Lackatoad can do two tricks. It does the first one after eating a Nightshade Seed, and it does the second after eating a Nightshade Berry.

## VARIANTS

If Lackatoads eat certain foods, they will change into the following variants:

Lackatoad turns blue after eating a Bluebell flower.



Lackatoad turns yellow after eating a Banana Tree Seed.



Lackatoad turns pink after eating a Water Lily Seed.



## ROMANCE MAZE

### LEGEND

- F** Finish point
- ♥ Heart
- 👤 Moving Loather
- 👤 Sleeping Loather
- 👤 Invisible Loather
- 👤 Super Loather





# Moojoo

Moojoo is famous for its spectacular rack of antlers. This is one Piñata no one wants to butt heads with!

## REQUIREMENTS

### How to Get It



Feed a Doenut a Fir Tree Seed.

### Romance Requirements



There is a Moojoo House in the garden.



Have 25 square pinometers of Snow in the garden.



Has eaten Jam (tinkered Blackberry).



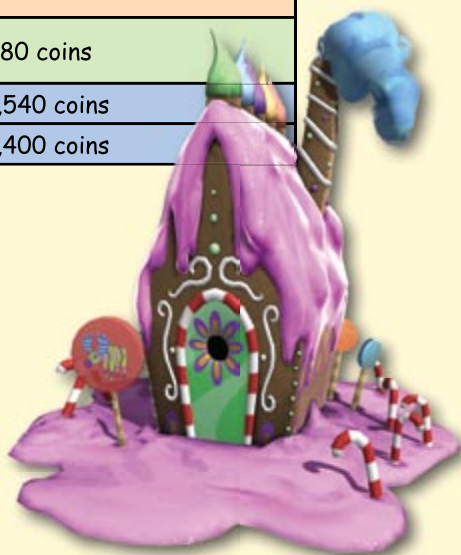
Is wearing Caterpillars.



Is wearing a Doenut Stalker.

## NOTES

Animal Type	Moose
Level	7
Attack Style	Candy Canes
Loves Eating	Fir Cones, Snowdrop, Figgy Pudding, Blackberry, Blueberry
Dislikes Eating	Jelly, Jam, Marmalade, Toffee Apple, Cheese
Hates Eating	Bone, Pea Soup, Stew, Sandwich, Crisps
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost (Base)	280 coins
House Cost	1,540 coins
House Value	1,400 coins





## MOOJOO AND OTHER PIÑATAS

### Eats

None

### Eaten By



Tigermisu  
(FF, RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

A Moojoo can do two tricks. It does the first one after eating a Snowdrop Seed, and it does the second after eating a Snowdrop flower.

## VARIANTS

If Moojoos eat certain foods, they will change into the following variants:

Moojoo turns green after eating a Watercress flower.



Moojoo turns blue after eating a Bluebell flower.



Moojoo turns yellow after eating a Buttercup flower.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



# Parmadillo



It's not easy to get a Parmadillo's candy away from it, thanks to the armored shell that covers it from head to toe. On the bright side, any partygoer who purchases it is sure to get their money's worth!

## REQUIREMENTS

### How to Get It



Feed a Coconut to a Fudgehog.

### Romance Requirements



There is a Parmadillo House in the garden.



Have five square pinometers of Sand in the garden.



Has eaten an Orange Tree Seed.

## NOTES

Animal Type	Armadillo
Level	5
Attack Style	Medicine Ball
Loves Eating	Sweetle, Bispotti, Coconut, Whirlm, Gem
Dislikes Eating	Rose, Daisy, Poppy, Buttercup, Bluebell
Hates Eating	Turnip
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## PARMADILLO AND OTHER PIÑATAS

### Eats

 Sweetie  
(FF)

 Bispotti  
(FF)

 Whirlm  
(FF)

### Eaten By

 Sour  
Limeoceros  
(RR)

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger H = hunted

### NOTE

A Parmadillo can do two tricks. It does the first one after eating a Palm Seed, and it does the second after eating a Coconut.

## VARIANTS

If Parmadillos eat certain foods, they will change into the following variants:

Parmadillo turns white after eating a Hemlock flower.



Parmadillo turns pink after eating Medicine (tinkered Honey).




Parmadillo turns yellow after eating a Banana.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving  
Loather

 Sleeping  
Loather

 Invisible  
Loather

 Super  
Loather





## Pieena



We don't know what's so funny, but the Pieena always seems to be laughing its head off about something!

### REQUIREMENTS

#### How to Get It



+



Feed a Bone to a Pretztail.

#### Romance Requirements



There is a Pieena House in the garden.



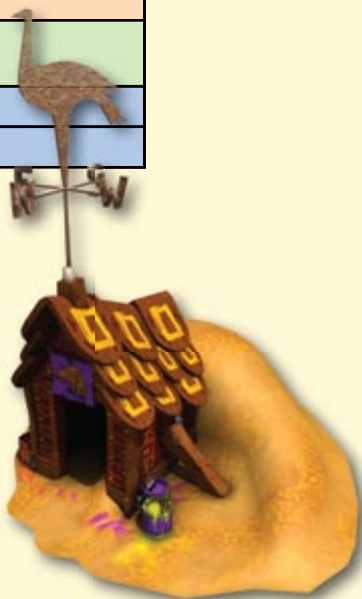
Have three square pinometers of Sand in the garden.



Has eaten a Chocstrich Egg.

### NOTES

Animal Type	Hyena
Level	4
Attack Style	Horns
Loves Eating	Bunnycomb, Cluckles, Tartridge, Quackberry, Peckanmix
Dislikes Eating	Tiger Lily, Wool, Milk, Poppy, Rose
Hates Eating	—
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost (Base)	100 coins
House Cost	550 coins
House Value	500 coins





## PIEENA AND OTHER PIÑATAS

### Eats



Bunnycomb  
(FF)



Cluckles  
(FF)



Tartridge  
(FF)



Quackberry  
(FF)



Peckanmix  
(FF)



Chocstrich Egg  
(RomR)

### Eaten By



Roario  
(TT)

### Rivals & Hunting



Chocstrich  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

A Pieena can do two tricks. It does the first one after eating a Bone, and it does the second after eating a Jelly.

## VARIANTS

If Pieenas eat certain foods, they will change into the following variants:

Pieena turns orange after eating an Orange.



Pieena turns blue after eating a Blueberry.



Pieena turns purple after eating a Blackberry.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍊 Sleeping Loather

👁 Invisible Loather

👁 Super Loather



# Pigxie



In the 1970s, Pigxie spent some time as the mascot for an avant-garde rock band. Nowadays, it has settled into a simpler life of entertaining children at parties.

## REQUIREMENTS

### How to Get It



Romance a Rashberry and a Swanana with some Romance Candy. When the Pigxie is born, separate them immediately because they'll all start to fight!

### Romance Requirements



There is a Mystery House in the garden.



There is a Pigxie House in the garden.



Has eaten two Bulrushes.



Has eaten two Acorns.



Is wearing Tap Shoes.



Your garden is worth 10,000 coins.

## NOTES

Animal Type	Flying Pig
Level	8
Attack Style	Horns
Loves Eating	Apple, Acorn, Turnip, Gem, Sandwich
Dislikes Eating	All seeds
Hates Eating	Thistle, Fireweed, Poison Ivy, Dandelion, Mushroom
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins

## NOTE

Using Romance Candy is the best way to get the Rashberry and Swanana to romance and produce a Pigxie, but you need to have romanced both Piñatas previously to get them to eat the Romance Candy. If they haven't already romanced, feed them Joy Candy to get them to eat the Romance Candy.



## PIGXIE AND OTHER PIÑATAS

### Eats

None

### Eaten By



Mallowolf  
(FF)



Dragonache  
(TT)

### Rivals & Hunting



Rashberry  
(Riv)



Swanana  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

A Pigxie can do two tricks. It does the first one after eating a rotten Chili, and it does the second after eating a rotten Gooseberry.

## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

☹ Sleeping Loather

☹ Invisible Loather

☹ Super Loather



## VARIANTS

If Pigxies eat certain foods, they will change into the following variants:

Pigxie turns blue after eating a Bluebell Seed.



Pigxie turns pink, red, and white after eating a Poppy flower.



Pigxie turns green after eating a Gooseberry Fool (tinkered Gooseberry).



EVOLVED AND  
CROSSBRED PIÑATAS

# Pololly Bear



If we don't solve the global warming crisis soon, Pololly Bears might become endangered, and it sure would be a shame to lose such a delicious species of Piñata!

## REQUIREMENTS

### How to Get It



Feed a Blue Gem to a Fizzlybear to evolve it into a Pololly Bear.

### Romance Requirements



There is a Pololly Bear House in the garden.



Have 25 square pinometers of Snow in the garden.



Has eaten three Penguins.



Has eaten two jars of Honey.

## NOTES


Animal Type	Polar Bear
Level	8
Attack Style	Ice Cube
Loves Eating	Pengum, Custacean, Honey, Raisant, Lemmoning
Dislikes Eating	All flowers
Hates Eating	Shellybean, Geckie, Sweetle, Bispotti, Sweettooth
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins






## POLOLLY BEAR AND OTHER PIÑATAS

### Eats

 Penguin  
(FF, RomR)

 Custacean  
(FF)

 Raisant  
(FF)

 Lemmoning  
(FF)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival

NOTE

A Pololly Bear can do two tricks. It does the first one after eating Wool, and it does the second after eating a Fir Cone.

## VARIANTS

If Pololly Bears eat certain foods, they will change into the following variants:

Pololly Bear turns yellow after eating a Dandelion flower.



Pololly Bear turns pink after eating a Water Lily flower.



Pololly Bear turns green after eating a Gooseberry.





## ROMANCE MAZE


### LEGEND


**F** Finish point

 Heart

 Moving Loather

 Sleeping Loather

 Invisible Loather

 Super Loather



# Reddhott



The temperature can't ever be high enough for Reddhott. If someone ever throws a birthday party inside a volcano, you can bet that Reddhott will be there!

## REQUIREMENTS

### How to Get It



Burn a Taffly with a torch, then douse it with water to evolve it into a Reddhott.

### Romance Requirements



There is a Reddhott House in the garden.



Has eaten two Radishes.



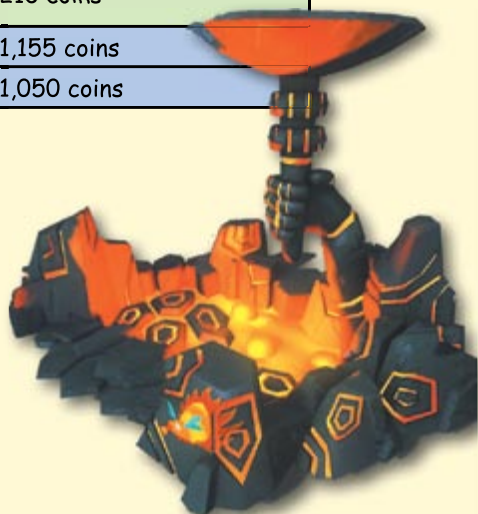
Has eaten one Fireweed flower.



Has eaten a Chili.

## NOTES

Animal Type	Firefly
Level	6
Attack Style	Candles
Loves Eating	Chili, Horseradish, Radish, Fireweed, Red Gem
Dislikes Eating	Watercress, Water Lily, Bulrush, Water Lily Seed, Watercress Seed
Hates Eating	Snowdrop, Banana Split, Gooseberry Fool
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost (Base)	210 coins
House Cost	1,155 coins
House Value	1,050 coins





## REDDHOTT AND OTHER PIÑATAS

### Eats

None

### Eaten By



Salamango  
(FF, RomR)



Dragonache  
(RomR)

### Rivals & Hunting



Arocknid  
(Riv)



Dragumfly  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

A Reddhott can do two tricks. It does the first one after eating a Chili Seed, and it does the second after eating a Fireweed Seed.

## VARIANTS

If Reddhotts eat certain foods, they will change into the following variants:

Reddhott turns pink after eating a Water Lily flower.



Reddhott turns blue after eating a Bluebell Seed.



Reddhott turns orange after eating a Carrot Cake (tinkered Carrot).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍷 Sleeping Loather

👻 Invisible Loather

👹 Super Loather





# Salamango



The hotter it gets, the happier Salamango is. This Piñata is only recommended for partygoers with a high tolerance for spicy candy!

## REQUIREMENTS

### How to Get It



Feed a Chili to a Newtgat.

### Romance Requirements



There is a Salamango House in the garden.



Has eaten a Reddhott.



Has eaten a Chili Seed.



Has eaten a Fireweed Seed.

## NOTES

Animal Type	Salamander
Level	7
Attack Style	Burning Matches
Loves Eating	Reddhott, Chili, Fireweed, Sunflower, Red Gem
Dislikes Eating	Garlic Butter, Jam, Marmalade, Apple, Purple Gem
Hates Eating	Banana Split, Snowdrop, Blue Gem, Holly Berry, Gooseberry Fool
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,540 coins
House Value	1,400 coins





## SALAMANGO AND OTHER PIÑATAS

### Eats



Reddhott  
(FF)

### Eaten By



Dragonache  
(FF)

### Rivals & Hunting



Lackatoad  
(Riv)

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

A Salamango can do two tricks. It does the first one after eating a Chili, and it does the second after eating a Fireweed flower.

## VARIANTS

If Salamangos eat certain foods, they will change into the following variants:

Salamango turns yellow after eating a Banana.



Salamango turns green after eating a Gooseberry.



Salamango turns white and purple after drinking Milk.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

👁 Super Loather



# Twingersnap



The Twingersnap is the missing link between a Syrupent and a Fourheads. Just remember: More heads means more candy inside!

## REQUIREMENTS

### How to Get It



Smash a Syrupent Egg with your shovel to hatch a Twingersnap.

### Romance Requirements



There is a Twingersnap House in the garden.



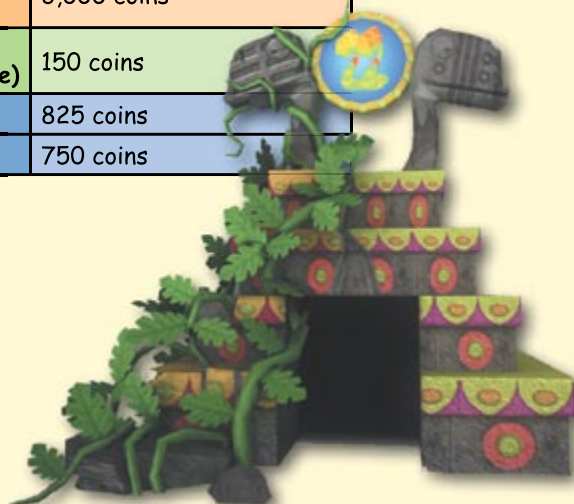
Has eaten a Squazzil.



Has eaten a Tartridge.

## NOTES

Animal Type	Boomslang
Level	5
Attack Style	Poison Bottles
Loves Eating	Squazzil, Lemmoning, Mousemallow, Profitamole, Bunnycomb
Dislikes Eating	Pea, Radish, Corn, Carrot, Turnip
Hates Eating	Figgy Pudding
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost (Base)	150 coins
House Cost	825 coins
House Value	750 coins





## TWINGERSNAP AND OTHER PIÑATAS

### Eats



Squazzil  
(FF, RomR)



Profitamole  
(FF)



Lemmoning  
(FF)



Bunnycomb  
(FF)



Mousemallow  
(FF)



Tartridge  
(RomR)

### Eaten By

None

### Rivals & Hunting

None

FF = favorite food RR = residence requirement RomR = romance requirement TT = trick trigger Riv = rival



### NOTE

A Twingersnap can do two tricks. It does the first one after eating a Turnip, and it does the second after eating Stew.

## VARIANTS

If Twingersnaps eat certain foods, they will change into the following variants:

Twingersnap turns purple after eating a Snapdragon Seed.



Twingersnap turns orange after eating a Venus Flytrap flower.



Twingersnap turns pink after eating Medicine (tinkered Honey).



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

👁 Super Loather





# Zumbug



Zumbugs might look like they just broke free from a chain gang, but don't worry—those stripes are just part of their patterning!

## REQUIREMENTS

### How to Get It



Feed Daisies and Blackberries to a Horstachio.

### Romance Requirements



There is a Zumbug House in the garden.



Have 30 square pinometers of Long Grass in the garden.



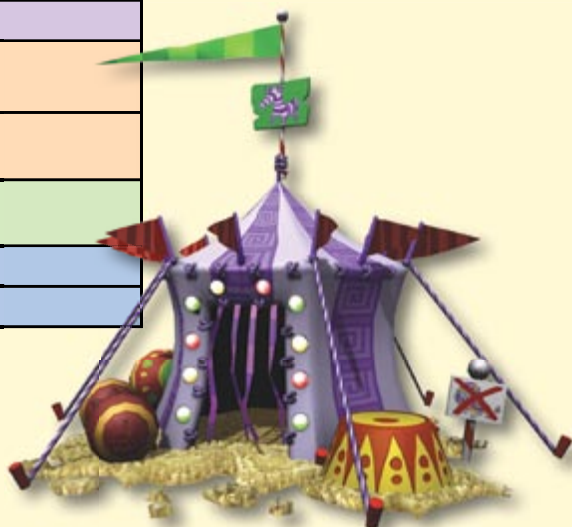
Has eaten three Orchids.



Has eaten a jar of Jam (tinkered Blackberry).

## NOTES

Animal Type	Zebra
Level	8
Attack Style	Ball and Chain
Loves Eating	Daisy, Snowdrop, Blackberry, Tulip, Apple
Dislikes Eating	All produce
Hates Eating	Coconut, Hazelnut, Fir Cone, Monkey Nut, Gems
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost (Base)	360 coins
House Cost	1,980 coins
House Value	1,800 coins





## ZUMBUG AND OTHER PIÑATAS

### Eats

None

### Eaten By



Roario  
(FF, RR)



Tigermisu  
(FF, RR)

### Rivals & Hunting



Chewnicorn  
(Riv)



Horstachio  
(Riv)



Ponocky  
(Riv)

FF = favorite food RR = residence requirement RomR= romance requirement TT = trick trigger Riv = rival



### NOTE

A Zumber can do two tricks. It does the first one after eating a Daisy flower, and it does the second after eating a Blackberry.

## VARIANTS

If Zumbugs eat certain foods, they will change into the following variants:

Zumber turns blue after eating a Bluebell Seed.



Zumber turns yellow and orange after eating a Carrot Cake (tinkered Carrot).



Zumber turns pink after eating a Water Lily Seed.



## ROMANCE MAZE

### LEGEND

**F** Finish point

♥ Heart

☺ Moving Loather

🍌 Sleeping Loather

👁 Invisible Loather

💧 Super Loather





A completed Tower of Sour, with all Sour Piñatas banished...



...and all Sour Piñatas welcomed. Turn the Tower of Sour off and on in the Menu options (see the tip below).

### TIP

Turn the Tower of Sour off and on by selecting it with your cursor at the edge of the garden. Turn off individual blocks by selecting with **B** or **L** and pressing **A** to toggle off or on. The Tower of Sour's Piñata blocks stack in the order you either purchase the blocks or tame the Sour Piñatas.

### TIP

If you're trying to attract just one type of Sour Piñata to your garden to tame, buy the Tower of Sour blocks, and switch on all of them except for the animal you want to coax your way.

## Sour Piñatas

Sour Piñatas are annoyances raised by Dastardos and Professor Pester; they enter your garden at various stages based on your Gardener Level. They have a specific nasty skill that hinders your gardening, and they cough up sour candy that makes any Piñata sick when they eat it. Tame them, and this hindrance becomes an asset!

Rid yourself of a Sour Piñata by taming it, and it becomes a regular Piñata (detailed in the Prospectus previously). This is also the only way you can get a regular version of this Piñata to appear. You can stop (but not tame) a Sour Piñata by buying a section of the Tower of Sour from Costolot's store, for a large sum of coins. Or, you can tame the Sour Piñata and get the Tower piece for free.

### Sweet Revenge

Each Sour Piñata has a special ability that makes life miserable for your resident Piñatas. But when you tame the Sour Piñata and turn it into a resident of your garden, you can get some sweet revenge by using its new special ability against Professor Pester and his Ruffian minions!

Piñata	Sour Version Ability	Tame Version Ability
Bonboon	Sour Bonboons can cause resident Piñatas to start fighting with each other.	Resident Bonboons break up fights between Piñatas.
Cocoadile	Sour Cocoadiles attack your helpers and severely reduce their happiness.	Resident Cocoadiles can be instructed to weep on plants, fertilizing them with their tears.
Crowla	Sour Crowlas swoop down and devour sick and injured Piñatas.	Resident Crowlas hassle Death during he daytime and prevent it from doing its dark work.
Lemmoning	Sour Lemmonings blast your garden with bad candy.	Resident Lemmonings devour bad candy and spit out good sweets after doing so.
Limeoceros	Sour Limeoceri have a ferocious charge that tramples everything in their paths.	Resident Limeoceri charge at Professor Pester and fling him out of your garden.
Macaraccoon	Sour Macaraccoons devour Piñata eggs before they get a chance to hatch.	Resident Macaraccoons produce Romance Candy.
Mallowolf	Sour Mallowolves keep Piñatas and helpers from visiting your garden.	Resident Mallowolves scare Ruffians away from your garden.
Profitamole	Sour Profitamoles dig up your garden, destroying any plants in their way.	Resident Profitamoles will eat the dirt piles that result from mine excavation.
S'morepion	Sour S'morepions temporarily paralyze your Piñatas with poisonous stings.	Resident S'morepions sting and temporarily paralyze Ruffians that enter your garden.
Shellybean	Sour Shellybeans devour any unsprouted seeds they find.	Resident Shellybeans devour weed seeds and keep your garden tidy.
Sherbat	Sour Sherbats suck the happiness out of sleeping Piñatas at night.	Resident Sherbats interrupt Death's grim reaping at night.
Smelba	Sour Smelbas' strong stink stops your Piñatas' romancing.	Resident Smelbas can be ordered to spray Ruffians and sent them fleeing from your garden.



# Sour Bonboon



The Sour Bonboon is an ugly combination of sharp fangs, a chilling glare, and a monstrous hatred for all fun-loving Piñatas in your garden. There's nothing a Sour Bonboon likes better than starting fights between your garden's inhabitants and ruining everybody's good time.

## REQUIREMENTS

### Appear



You must be a level 35 gardener.

### Visit



You must be a level 37 gardener.

### Resident



Defeat the Sour Bonboon in a fight with a Syrupent, a Twingersnap, or a Fourheads.



### TIP

Fourheads is the strongest of the three snake-like Piñatas, so it stands the best chance of defeating the Sour Bonboon. A Twingersnap stands less of a chance, and a Syrupent is almost certain to be defeated and should only be called into battle as a last resort.

## SOUR SKILLS

The Sour Bonboon uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

Like all Sour Piñatas, the Sour Bonboon coughs up delicious-looking Sour Candy. But when your Piñatas eat this irresistible treat, they become sick and their happiness drops dramatically.

### Stirring the Pot

Sour Bonboons love to whisper in the ears of two Piñatas and cause them to start fighting as if they were rivals.



## NOTES

Animal Type	Mandril
Level	8

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Bonboon Tower of Sour from Costolot for 8250 coins when you reach level 40, or follow the resident requirements listed above to tame the Sour Bonboon. If you tame the Sour Bonboon, you also receive its Tower of Sour segment.



Once you tame a Sour Bonboon, it becomes a Bonboon resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

# Sour Coadile



This toothy terror takes a dark delight in hassling your helpers and dropping their happiness. But if you can find a way to make it feel at home, you'll sweeten its disposition in no time!

## REQUIREMENTS

### Appear



You must be a level 29 gardener.

### Visit



You must be a level 31 gardener.

### Resident



Have 16 square pinometers of Water in your garden.



Feed Sour Coadile a Cherrapin.



Feed Sour Coadile a Penum.

## NOTES

Animal Type	Crocodile
Level	6

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Coadile Tower of Sour from Costolot for 4400 coins when you reach level 34, or follow the resident requirements listed above to tame the Sour Coadile. If you tame the Sour Coadile, you also receive its Tower of Sour segment.



Once you tame a Sour Coadile, it becomes a Coadile resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

## SOUR SKILLS

The Sour Coadile uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

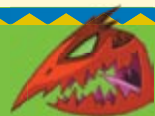
The Sour Coadile coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Helpless

The Sour Coadile also attacks your helpers, injuring them and severely reducing their happiness.



# Sour Crowla



The Sour Crowla's sinister wings are nothing compared to its massive beak, which it uses to devour any sick Piñatas in the garden. And of course, since the Sour Candy that it spits up makes Piñatas sick, the Sour Crowla's always got its mouth full!

## REQUIREMENTS

### Appear



You must be a level 17 gardener.

### Visit



You must be a level 19 gardener.

### Resident



Have a Tombstone in the garden.



Feed Sour Crowla Medicine (tinkered Honey).

## SOUR SKILLS

The Sour Crowla uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Crowla coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Down the Hatch

Even worse, when it sees a sick or injured Piñata, the Sour Crowla swoops over and devours it!



## NOTES

Animal Type	Crow
Level	5

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Crowla Tower of Sour from Costolot for 3300 coins when you reach level 22, or follow the resident requirements listed above to tame the Sour Crowla. If you tame the Sour Crowla, you also receive its Tower of Sour segment.



Once you tame a Sour Crowla, it becomes a Crowla resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.



## NOTES

Animal Type	Lemmong
Level	4



To banish this Sour Piñata, purchase the Sour Lemmong Tower of Sour from Costolot for 2200 coins when you reach level 13, or follow the resident requirements listed above to tame the Sour Lemmong. If you tame the Sour Lemmong, you also receive its Tower of Sour segment.



Once you tame a Sour Lemmong, it becomes a Lemmong resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

# Sour Lemmong



The Sour Lemmong makes its home in the Arctic environment, but it will take any invitation to come to your garden and wreak havoc!

## REQUIREMENTS

### Appear



You must be a level 6 gardener.

### Visit



You must be a level 9 gardener.



Use any bait to trap Sour Lemmong in the Arctic environment.

### Resident



Have three square pinometers of Snow in the garden.



Feed Sour Lemmong some Horseradish (tinkered Radish).



Feed Sour Lemmong some Stew (tinkered Turnip).

## SOUR SKILLS

The Sour Lemmong uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Lemmong coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Time Bomb

After wandering around your garden for a while, the Sour Lemmong will start to flash. If you don't interrupt this ticking time bomb, the Sour Lemmong will explode, leaving bad candy behind.



# Sour Limeoceros



There's no telling the Sour Limeoceros what to do or where to go. But if you can give those huge jaws a workout, the Sour Limeoceros just might settle down into domesticity!

## REQUIREMENTS

### Appear



You must be a level 36 gardener.

### Visit



You must be a level 38 gardener.

### Resident



Feed Limeoceros three Pamadillos.



### TIP

Your mid-30 levels are a great time to go for the Pamadillo Master Breeder Award. That way, you'll have three of them on hand to feed to the Sour Limeoceros when it shows up at level 38.

## SOUR SKILLS

The Sour Limeoceros uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Limeoceros coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Charge!

Beware the Sour Limeoceros's roar! It means the Sour Piñata is about to charge; it will destroy buildings, trees, and fences and trample everything in its path.



## NOTES

Animal Type	Rhino
Level	8

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Limeoceros Tower of Sour from Costolot for 8250 coins when you reach level 43, or follow the resident requirements listed above to tame the Sour Limeoceros. If you tame the Sour Limeoceros, you also receive its Tower of Sour segment.



Once you tame a Sour Limeoceros, it becomes a Limeoceros resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

# Sour Macaraccoon



The Sour Macaraccoon's sharp-toothed jaws crave a Piñata Egg to crunch between them. But if you've proven your prowess for raising Piñatas, it might not be too tricky to tame this little egg-sucker!

## REQUIREMENTS

### Appear



You must be a level 26 gardener.

### Visit



You must be a level 28 gardener.

### Resident



Feed Sour Macaraccoon a Cluckles.



Earn five Master Breeder Awards.

## NOTES

Animal Type	Raccoon
Level	6

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Macaraccoon Tower of Sour from Costolot for 4400 coins when you reach level 31, or follow the resident requirements listed above to tame the Sour Macaraccoon. If you tame the Sour Macaraccoon, you also receive its Tower of Sour segment.



Once you tame a Sour Macaraccoon, it becomes a Macaraccoon resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.



### TIP

Start romancing Piñatas from the start of the game to earn Master Breeder Awards. By the time the Macaraccoon shows up, you should have at least five, which means you'll be able to tame this pest by simply feeding it a Cluckles.

## SOUR SKILLS

The Sour Macaraccoon uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Macaraccoon coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Cracking the Shell

Sour Macaraccoons devour any Piñata Eggs that they come across, which makes it difficult to raise the Piñatas you need to achieve your goals.



# Sour Mallowolf



Everybody's afraid of the big, bad Sour Mallowolf, and who can blame them? Until you get rid of this lupine menace, forget about having any friends drop by!

## REQUIREMENTS

### Appear



You must be a level 32 gardener.

### Visit



You must be a level 34 gardener.

### Resident



Feed Sour Mallowolf three Hoghurts.



## NOTES

Animal Type	Wolf
Level	7

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Mallowolf Tower of Sour from Costolot for 6600 coins when you reach level 37, or follow the resident requirements listed above to tame the Sour Mallowolf. If you tame the Sour Mallowolf, you also receive its Tower of Sour segment.



Once you tame a Sour Mallowolf, it becomes a Mallowolf resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

## TIP

As you approach gardener level 30, start preparing to romance and raise Hoghurts so that you're ready for the Sour Mallowolf when it shows up.

## SOOR SKILLS

The Sour Mallowolf uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Mallowolf coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### No Visitors!

As long as the Sour Mallowolf is in your garden, no Piñatas will visit you. Even helpers like Willy Builder keep their distance!



# Sour Profitamole



Sour Profitamoles are the bane of gardeners anywhere. They tunnel through fertile Soil, uprooting plants and ruining harvests wherever they go!

## REQUIREMENTS

### Appear



You must be a level 14 gardener.

### Visit



You must be a level 16 gardener.

### Resident



Feed Sour Profitamole two Mushrooms (tinkered Toadstools).



Feed Sour Profitamole two Bispotti.

## NOTES

Animal Type	Mole
Level	5

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Profitamole Tower of Sour from Costolot for 3300 coins when you reach level 19, or follow the resident requirements listed above to tame the Sour Profitamole. If you tame the Sour Profitamole, you also receive its Tower of Sour segment.



Once you tame a Sour Profitamole, it becomes a Profitamole resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.



## TIP

If you don't have them already, set your sights on raising a few Bispotti as soon as you pass level 10. Make sure you have a couple of Mushrooms on hand before you reach level 16 so you can eliminate the Sour Profitamole's threat immediately.

## SOUR SKILLS

The Sour Profitamole uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Profitamole coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Can You Dig It?

The Sour Profitamole tears through your garden, leaving molehills and ruining plants. Any plant in the path of a Profitamole is completely destroyed and must be repurchased or regrown.



# Sour S'morepion



The sting of the Sour S'morepion is something to be feared. But if you can give it a little sting back, you might earn its respect!

## REQUIREMENTS

### Appear



You must be a level 20 gardener.

### Visit



You must be a level 22 gardener.



Use any bait to trap Sour S'morepion in the Desert environment.

### Resident



Have five square pinometers of Sand in the garden.



Feed Sour S'morepion two Buzzlegums.



## NOTES

Animal Type	Scorpion
Level	5

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour S'morepion Tower of Sour from Costolot for 3300 coins when you reach level 25, or follow the resident requirements listed above to tame the Sour S'morepion. If you tame the Sour S'morepion, you also receive its Tower of Sour segment.



Once you tame a Sour S'morepion, it becomes a S'morepion resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

## SOUR SKILLS

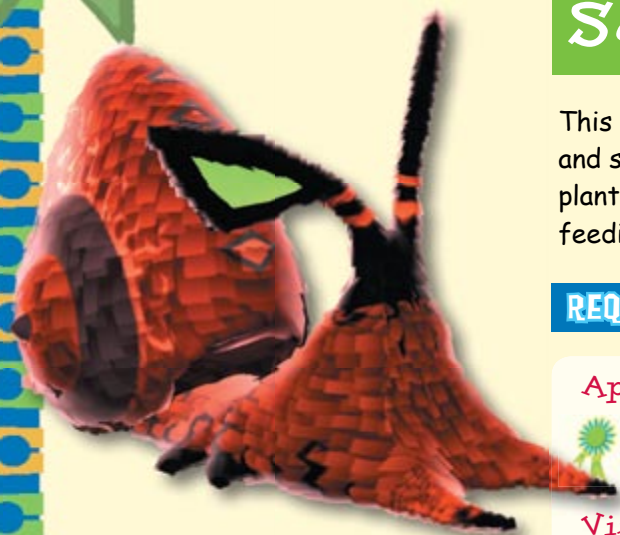
The Sour S'morepion uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour S'morepion coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### That Stings!

This tart tracker will seek out your Piñatas and sting them. The Sour S'morepion's sting temporarily paralyzes its unlucky victims.



## Sour Shellybean



This sleazy slimer sucks up seeds you leave lying around the garden, and slurps them down before they have the chance to sprout into plants. Fortunately, you can tame the Sour Shellybean quickly by feeding it the seeds it needs to satisfy its greed.

### REQUIREMENTS

#### Appear



You must be a level 2 gardener.

#### Visit



You must be a level 7 gardener.

#### Resident



Feed Sour Shellybean a Blackberry Seed.



Feed Sour Shellybean a Radish Seed.

### NOTES

Animal Type	Snail
Level	3

### SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Shellybean Tower of Sour from Costolot for 1320 coins when you reach level 10, or follow the resident requirements listed above to tame the Sour Shellybean. If you tame the Sour Shellybean, you also receive its Tower of Sour segment.



Once you tame a Sour Shellybean, it becomes a Shellybean resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

### SOUL SKILLS

The Sour Shellybean uses the following nasty tricks against the Piñatas in your garden:

#### Bad Candy

The Sour Shellybean coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

#### Seed Slurper

No seed is safe from the Sour Shellybean's slimy maw. That includes seeds that fall from plants, seeds you've just planted but have not sprouted yet, and seeds you've placed in front of Piñatas to feed them.



# Sour Sherbat



Flapping through the night sky on its leathery wings, the Sour Sherbat is one critter that really sucks—sucks the happiness out of your sleeping Piñatas, that is! But you can get rid of it the same way you'd get rid of any vampiric pest...

## REQUIREMENTS

### Appear



You must be a level 9 gardener.

### Visit



You must be a level 11 gardener.

### Resident



Feed Sour Sherbat a bulb of Garlic.

## SOUR SKILLS

The Sour Sherbat uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Sherbat coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### Sweet Suck-cess

This nocturnal parasite sucks the happiness out your sleeping Piñatas at night, making them sickly and irritable when they awaken the next morning and lowering their candiosity.

## NOTES

Animal Type	Bat
Level	4

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Sherbat Tower of Sour from Costolot for 2200 coins when you reach level 16, or follow the resident requirements listed above to tame the Sour Sherbat. If you tame the Sour Sherbat, you also receive its Tower of Sour segment.



Once you tame a Sour Sherbat, it becomes a Sherbat resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.

# Sour Smelba



No one wants this little stinker around, filling the air with its foul odors. But maybe the solution to this smelly situation is as simple as a change of diet?

## REQUIREMENTS

### Appear



You must be a level 23 gardener.

### Visit



You must be a level 25 gardener.

### Resident



Feed Sour Smelba four Roses.

## NOTES

Animal Type	Skunk
Level	6

## SWEET REVENGE



To banish this Sour Piñata, purchase the Sour Smelba Tower of Sour from Costolot for 4400 coins when you reach level 28, or follow the resident requirements listed above to tame the Sour Smelba. If you tame the Sour Smelba, you also receive its Tower of Sour segment.



Once you tame a Sour Smelba, it becomes a Smelba resident of your garden. You can now raise more of them or send Gretchen Fetchem out to capture them for you.



## TIP

If you haven't already cultivated a Rose garden by the time you reach level 20, start doing so. That way, you'll be ready for Sour Smelba's impending visit.

## SOUR SKILLS

The Sour Smelba uses the following nasty tricks against the Piñatas in your garden:

### Bad Candy

The Sour Smelba coughs up Sour Candy that seems tasty to your Piñatas. But when they eat it, they become sick and their happiness drops dramatically.

### So Smelly!

Sour Smelbas have a powerful odor that turns your Piñatas off when they're ready to romance.



# Special Piñatas

## Chocodocus



Chocodocus is one of two extremely special Piñata breeds that are legendary among gardeners. If you manage to raise this beast, you'll have proven yourself to be a truly elite Piñata rancher.

### REQUIREMENTS

Obtaining a Chocodocus is a lengthy process:

#### Finding the Ingredients



Purchase a Red Bone from the produce section of Costolot's store.



Dig up a Blue Bone and Green Bone randomly from the mine.



Drop 9,999 coins into the Wishing Well.



Receive the Amber Gem from the Wishing Well.

#### Obtaining the Egg



Tinker the three Bones. The order in which you tinker them determines the appearance of the Chocodocus:

- The first tinkered Bone turns into the skull bone. A red skull gives you a triceratops head, a blue skull gives you a stegosaurus head, and a green skull gives you a brontosaurus head.
- The second tinkered Bone turns into the rib cage. A red rib cage gives you a long tail, a blue rib cage gives you a spiky tail, and a green rib cage gives you a stubby tail.
- The third tinkered Bone turns into the spine. A red spine puts horns on the Chocodocus, a blue spine means the Chocodocus will be blue, and a green spine makes the Chocodocus green.

When you have tinkered all three Bones and have the Amber Gem in your possession, place them in your storehouse. They change into a Chocodocus Egg, but there's no notification that they've done so.

#### Hatching the Egg



Place the Jurassic Hair on a Cluckles.



Send the Cluckles over to the Chocodocus Egg to hatch it.

### NOTES

Animal Type	Dinosaur
Level	10+

#### NOTE

To get the Wishing Well in your garden, you must break all the Piñatas in the Credits screen in order to unlock the Well from Costalot's store. To unlock the Credits screen, either free all the Piñatas Professor Pester has set up blocks for, or use the cheat code "piñata people."

#### NOTE

There is only one Amber Gem per game, and the Amber Gem cannot be traded.

#### TIP

The Chocodocus Egg might be a one-of-a-kind item, but don't worry—it cannot be broken or damaged in any way.

**NOTE**

The Chocodoculus can perform two tricks. It does the first one after eating a Ruby, and it does the second after eating a Diamond.

*Feeding the Baby*

The baby Chocodoculus is a hungry little sucker! Feed it the following items to grow it to maturity:



Milk



Bone



Geckie



Cocoadile



Jameleon

**CHOCODOCULUS CANS AND CAN'TS**

By virtue of its special status, there are some restrictions and advantages that apply to Chocodoculus:

You cannot dismiss Chocodoculus.

The Chocodoculus Egg cannot be broken.

Chocodoculus cannot be sold to Costolot.

Chocodoculus cannot become sick, nor can it be broken.

Chocodoculus does not romance or have a house.

Chocodoculus can be shipped off to a party.

Chocodoculus cannot be sent to your friends or traded with them.

Chocodoculus doesn't wear accessories.

You can only have one Chocodoculus per game.



**TIP**

Direct Chocodoculus to any resident Piñata to cause it to perform its special ability, which completely fills the resident Piñata's Candiosity Meter!



# Dragonache



Dragonache is the other rare breed of Piñata that only the greatest gardeners can ever raise successfully. If you manage to raise *both* Dragonache and Chocodculus, you have nothing left to prove. You are a true Piñata master!

## REQUIREMENTS

You need to go through several steps to raise a full-grown Dragonache:

### Finding and Hatching the Egg



Dig up the Dragonache Egg randomly from the mine.



Send a Cluckles over to the Dragonache Egg to hatch it.

### Feeding the Baby

The baby Dragonache hatches with a huge appetite. Feed it the following to grow it to maturity:



Dragumfly



Salamango



Reddhott



Bone



Milk

## NOTES

Animal Type	Dragon
Level	10+



## TIP

At a minimum, you need to have one Mine and one Diggerling to get the Dragonache Egg. You can maximize your odds of finding it by hiring four Diggerlings, giving them 300 coins at a time to keep them happy, putting a Helper House near the mine entrance, placing a Lantern of Loot in the garden, and sending a Candary wearing a Gas Mask over to the mine.

## NOTE

The Dragonache will not fight any resident Piñata unless you anger them into fighting each other. It will only eat a Piñata if the Piñata is part of the Dragonache's maturity requirement.

## NOTE

The Dragonache can perform two tricks. It does the first one after eating an Acorn, and it does the second after eating a Pigxie.

## VARIANTS

Depending on where the Dragonache Egg is when it hatches, the Dragonache will have one of five different color combinations.

A Dragonache is tan and brown if hatched on soil.



A Dragonache is green if hatched on grass.



A Dragonache is white and pink if hatched on snow.



A Dragonache is yellow and tan if hatched on sand.



A Dragonache is blue if hatched on water.



## DRAGONACHE CANS AND CAN'TS

By virtue of its special status, there are some restrictions and advantages that apply to Dragonache:

You cannot dismiss Dragonache.

The Dragonache Egg cannot be broken.

Dragonache cannot be sold to Costolot.

Dragonache cannot become sick, nor can it be broken.

Dragonache does not romance or have a house.

Dragonache can be shipped off to a party.

Dragonache cannot be sent to your friends or traded with them.

Dragonache doesn't wear accessories.

You can only mine one Dragonache egg per garden.

### NOTE

Like Chocodocus, Dragonache will not attack another Piñata unless you provoke it into a brawl, and it won't eat another Piñata unless it's part of the Dragonache's maturity requirement. However, unlike Chocodocus, Dragonache does not have the ability to fill a resident Piñata's Candiosity Meter.



CHAPTER 4

# Garden Goods





NOTE

The following items are listed in the order you can receive them.

## Garden Tools

We set out on a quest to learn about every item you can obtain in your gardening gambit. In our journey, we've visited all the shopkeepers on Piñata Island and we've picked Langston's brains. We even cornered Jardiniero to make sure we left no Ornamental Stone unturned. Then we put together a complete list of items, along with tips on how to use them. Good luck, and good gardening!

### SHOVEL UPGRADES AND ACHIEVEMENTS

Your main gardening tool, the Shovel, is improved as your Gardener Levels advance, mainly from gifts that Jardiniero gives you and from upgrades you buy. This chart is listed in the order you receive those upgrades, and each subsequent upgrade is added to previous upgrades.



TIP

- You can use your Shovel to
- poke or whack Piñatas;
  - tap or smash objects or items;
  - dig holes and ponds;
  - and cut Long Grass.



#### Iron Shovel Handle

Iron is much stronger (and quite a bit heavier too), so your swipes should be a little more effective.

NOTES

Obtained by	Level	Base Value
Starting a new garden	1	0

- Follow the on-screen instructions. This allows you to whack items and Piñatas.
- For all of your Shovel maneuvers, consult the Training chapter, or the "Tools" section of your Journal.

#### Seed Shovel Head

This Shovel head lets you dig little holes, just right for putting seeds into. I'm not sure why you'd want to do that, but give it a go to see if something useful happens.

NOTES

Obtained by	Level	Base Value
Starting a new garden	1	0

- Follow the on-screen instructions. This allows you to make (and fill) small holes in the ground, perfect for plopping seeds into.
- Place a seed into a small hole and it grows much faster.
- For all of your Shovel maneuvers, consult the Training chapter, or the "Tools" section of your Journal.

#### Pond Shovel Head



This is what I call a Shovel head! Now you can dig ponds and really make your garden the way you want it.

NOTES

Obtained by	Level	Base Value
Jardiniero at Gardener Level 7	3	0

- This enables you to dig pond holes, which automatically fill with water. You can also fill them in to create flat ground.
- You can continue to dig a pond in the same spot to make the pond deeper.
- The pond perimeter is curved. To make straight or square ponds, dig to the side of a path or fence.
- Always place fencing or pathways first, and dig ponds around or between them for best results.
- Use the "Set Corner" feature (Ⓢ) to place up to three points for digging up (ⓧ) large sections at once.

#### Chocolate Sniffer



This ancient magical spade accessory can sniff out the location of hidden chocolate coins buried beneath your garden surface. When it beeps like crazy, get digging like a pirate standing over a large "X"!

NOTES

Obtained by	Level	Base Value
Purchase at Costolot's at Gardener Level 12	3	450

- This makes a strange beeping noise when coins or candy are buried below. Dig to recover the prize.





### Bronze Shovel Handle

Bronze is stronger and more flexible than iron. That means you can swing it with more force, and the handle will take some of the shock.

#### NOTES

Obtained by	Level	Base Value
Jardiniero at Gardener Level 13	3	0

- This strengthens you Shovel slightly, meaning that whacking items and Piñatas takes fewer swings.

### Treecutter Shovel Head

This Shovel head is really good quality. It's been toughened, and the serrated edge is honed to razor sharpness. When you swing this Shovel around, you can slice through the thickest of tree trunks.

#### NOTES

Obtained by	Level	Base Value
Jardiniero at Gardener Level 15	4	0

- This allows you to cut down trees that you have grown, which is especially useful after they have died.
- However, it is always better to sell a tree to Costolot's store than to chop it—unless you don't like chocolate coinage!

### Dastardos Head

Sometimes that Dastardos can really make you mad. The trouble is he seems untouchable—well he was. This Shovel vibrates at 9,875 nanobuzz/second, which is exactly the same frequency as Dastardos. It sounds odd, but the upshot is you can stun him when he's closing in on your favorite Piñata.

#### NOTES

Obtained by	Level	Base Value
Purchase at Costolot's at Gardener Level 20	7	2100

- As Dastardos arrives to claim a sick Piñata, whack him to momentarily stun him; this allows Doc Patchingo a little more time.
- This head remains on your Shovel no matter what other upgrades you obtain.



### Silver Shovel Handle

Strictly speaking, I'm not convinced that this is made of silver. It's more likely that it's made of stainless steel to give it the right look and all that extra strength.

#### NOTES

Obtained by	Level	Base Value
Jardiniero at Gardener Level 23	4	0

- This strengthens you Shovel slightly, meaning that whacking items and Piñatas takes fewer swings.

### Gold Shovel Handle

Look at the lovely, shiny handle. I want one of these, not because it's the toughest handle, but just so I can show it off to my friends that haven't earned one yet!

#### NOTES

Obtained by	Level	Base Value
Jardiniero at Gardener Level 28	5	0

- This strengthens you Shovel slightly, meaning that whacking items and Piñatas takes fewer swings.
- Almost every item you whack disintegrates in two to three strikes.

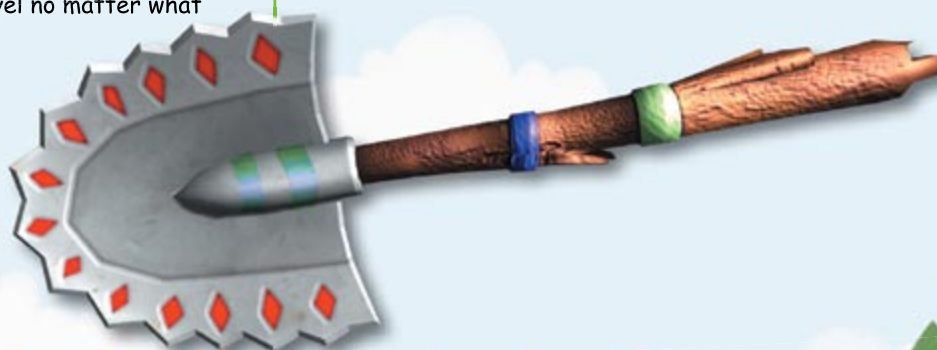
### Platinum Shovel Handle

Turn your humble Shovel into a piece of art with this handle. It's tough and beautiful, fashioned by industrial jewelers who specialize in making hard-wearing, practical tools out of precious metals. This shows you're at the top of your game!

#### NOTES

Obtained by	Level	Base Value
Purchase at Costolot's at Gardener Level 30	6	1125

- This strengthens you Shovel slightly, meaning that whacking items and Piñatas takes fewer swings.
- Almost every item you whack disintegrates in two to three strikes.
- You can dig a pond at the fastest rate possible.



## WATERING CAN UPGRADES

Leafos gives you the other main gardening tool, the Watering Can, which is upgraded by Costolot's Store. Use the Watering Can to water plants, seeds, bushes, trees, fruit, vegetables, and certain Piñatas (those that get increased Happiness from being watered or those that are on fire).



### Tin Watering Can

The tin Watering Can is a cut above the rusting initial offering, but only just.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Starting a new garden	1	0	2	225

- Follow the on-screen instructions. This allows you to water items with a long or short pour.
- For all your Watering Can plans, consult the Training chapter, or the "Tools" section of your Journal.



### Gold Watering Can

Fancy gold-adorned cans still don't have the pouring power of the latest in Watering Can technology.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Purchase at Costolot's Store	8	750	3	750

- This contains just a little more water than the previous can, allowing for longer watering.

### Glass Watering Can

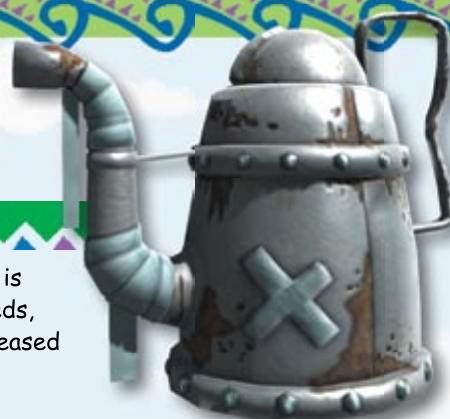


This is one fancy Watering Can! As you pour the water from it, air is drawn inside the head on top and the moisture is condensed out. Water falls out of the mouth of the head at exactly the same rate as it pours out the spout. In layman's terms, it never runs out!

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Purchase at Costolot's Store	10	1575	4	1575

- This Watering Can never runs out of water. Purchase it as soon as possible.
- This is excellent for long pours and for moving over multiple plants.



### Everpour 5000 Watering Can

May I introduce you to the Everpour 5000? Not only does this Watering Can never run dry, but when you tilt it over a plant, it uses a satellite connection to analyze which plant is beneath it. When the plant is identified, the can activates the spout valves to dispense the precise amount of water (to 100th of a drop) that the plant needs to flourish.



#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Purchase at Costolot's Store	20	2700	5	2700

- This can deposits the exact amount of water a plant needs. Purchase it as soon as possible.
- This is excellent for short pours, but you may need to return to check on plants later.

### One Pour Wonder Watering Can



Another magical can that never runs out. Just one dose from this can will give a plant enough water to grow to maturity. No more, no less. A gardener's dream. Well worth the money that Costolot is asking for it.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Purchase at Costolot's Store	30	4125	6	4125

- Pour for a second until the plant twitches. It never needs watering again! Purchase it as soon as possible.
- This incredible Watering Can and is extremely useful; try long pours over multiple plants, and just let them grow; all you need worry about now is fertilizer.
- There is no need to hire a Sprinkling when you obtain this Watering Can. Send them all home!



## THE TRICK STICK



### Bronze Beauty

Sturdy and reliable, this Trick Stick will help train your Piñatas. Just tap them when they are performing a trick, and you can get them to repeat it as many times as you like.

#### NOTES

Obtained by	Level	Base Value
	1	0

- Once you've fed a Piñata the right item, they'll perform a trick. Tap them with this during the drumroll, and they will learn the tricks.
- In addition to increasing your Piñata's overall value, this Trick Stick is also needed to teach a few of your Piñatas a trick or two for Langston's International Challenges.

## THE SEED BAG

### The Seed Bag

The seed bag proves a useful tool for a hearty gardener; it contains a massive selection of seeds crammed into the neat and tidy bag.

#### NOTES

Obtained by	Level	Base Value
	1	0

- Save yourself a trip into Costolot's Store by using the Seed Bag to sow all of your garden plants on the fly. It won't save you any money, but it will save you time.
- Any mystery seed you get from Seedos automatically becomes available in the Seed Bag; but if you want its name to appear, you'll need to plant it or visit Costolot's.



## SURFACE PACKETS

You are able to sprinkle Grass over your garden from the outset of the game. Later on you can buy a Long Grass Packet, as well as unlock the Sand and Snow Packets. Each allows you to spread a type of surface, which in turn attracts different Piñata species, depending on how much of a given surface is sown. It also looks better than mucky mud, doesn't it?



### Grass Packet

This is the special packet that Leafos gives you at the start of the game. It never runs out of seeds, and as soon as it is planted, it springs to life as lush Grass.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Starting a new garden	1	0	1	0

- Follow the on-screen instructions. This allows you to sow Grass on Soil only (not mud or Water).
- You can use **Y** to vary your sprinkle's width.
- Consult the "Garden Area" section of your Journal to see how much of your garden is covered in short Grass.
- For all your Grass-sowing plans, consult the Training chapter of this guide, or the "Tools" section of your Journal.

## ATTRACTED PIÑATAS

Sow a certain amount of pinometers of Grass for the following Piñatas to appear (consult the Piñatas Prospectus for the exact amount):

Bunnycomb	Horstachio	Syrupent
Dragonache*	Ponocky	Whirlm

\*Hatch a Dragonache Egg on Grass and it will be green.

## PLANTED PRODUCE

The following plants can be seeded and grown in Soil and Grass:

Apple Tree*	Hollybush	Yam
Banana Tree*	Bird of Paradise*	Daisy*
Gem Tree*	Bluebell*	Orchid*
Fir Tree*	Buttercup*	Poppy*
Hazelnut Tree*	Carrot	Rose*
Monkeynut Tree*	Chili	Snapdragon*
Oak Tree*	Corn	Sunflower*
Orange Tree*	Garlic	Tiger Lily*
Palm Tree*	Pumpkin	Tulip*
Blackberry Bush*	Radish	
Blueberry Bush*	Turnip	

\* This plant can also grow in Long Grass



### Long Grass Packet

If you like things to look a bit more wild, you can plant some Long Grass. It grows just as quickly as the usual type of Grass, but it is much taller.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Purchase at Costolot's Store	9	1125	5	1125

- This allows you to plant limitless Long Grass. Certain Piñatas need this in order to appear, visit, and reside.
- You can cut this grass with your Shovel, because you can't dig a hole or plant a seed in Long Grass. When the Long Grass is cut to reveal short Grass, you can dig a hole or pond.
- You can use **V** to vary the width of your sprinkle.
- For an aesthetically pleasing garden, plant Long Grass around ponds and trees, just like in real life.

### ATTRACTED PIÑATAS

Sow a certain amount of pinometers of Long Grass for the following Piñatas to appear (consult the Piñatas Prospectus for the exact amount):

Doenut	Goobaa	Sarsgorilla
Dragonache*	Moozipan	Zumbug

\* Hatch a Dragonache Egg on Long Grass, and it will be green with a larger mane.

### PLANTED PRODUCE

The following plants can be seeded and grown in Long Grass:

Apple Tree	Palm Tree	Poppy
Banana Tree	Blackberry Bush	Rose
Gem Tree	Blueberry Bush	Snapdragon
Fir Tree	Bird of Paradise	Sunflower
Hazelnut Tree	Bluebell	Tiger Lily
Monkeynut Tree	Buttercup	Tulip
Oak Tree	Daisy	
Orange Tree	Orchid	



### Sand Packet

This packet gives you the chance to attract some completely new Piñatas. The Sand Packet allows you to turn your garden into desert.

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Trapping a Piñata from the Desert Desert	1	0	1	0

- This allows you to plant limitless Sand. Certain Piñatas need this to appear, visit, and reside.
- This packet becomes available after you have visited and successfully captured a Piñata from the Desert Desert.
- You can use **V** to vary your sprinkle's width.
- Consult the "Garden Area" section of your Journal to see how much of your garden is covered in Sand.

### ATTRACTED PIÑATAS

Sprinkle a certain amount of pinometers of Sand for the following Piñatas to appear (consult the Piñatas Prospectus for the exact amount):

Camello	Custacean	Pieena
Cherrapin	Limeoceros	S'morepion
Chocstrich	Parmadillo	Vulchurro

### PLANTED PRODUCE

The following plants can be seeded and grown in Sand:

Banana Tree	Orange Tree	Cactus
Monkeynut Tree	Palm Tree	Yam

### Snow Packet



If you want to bring a touch of winter to the garden, you can pour Snow from this packet. Who knows what types of Piñatas will be attracted by this new surface?

#### NOTES

Obtained by	Gardener Lvl	Cost	Level	Base Value
Trapping a Piñata from the Piñarctic	1	0	1	0

- This allows you to scatter limitless patches of Snow. Certain Piñatas need this to appear, visit, and reside.
- This packet becomes available after you have visited and successfully captured a Piñata from the Piñarctic.
- You can use **V** to vary your sprinkle's width.
- Consult the "Garden Area" section of your Journal to see how much of your garden is covered in Snow.

### ATTRACTED PIÑATAS

Sprinkle a certain amount of pinometers of Snow for the following Piñatas to appear (consult the Piñatas Prospectus for the exact amount):

Flapyak	Moojoo	Robean
Jeli	Pengum	Walrusk
Lemmoning	Polollybear	



## PLANTED PRODUCE

The following plants can be seeded and grown in Snow:

Fir Tree                      Radish                      Snowdrop  
Hollybush

## FERTILIZER

Fertilizer is available in a variety of colors, and along with proper watering, it boosts your plant growth, gives more fruit on bushes and trees, gives more flowers, and allows more valuable vegetables to be grown. Buy fertilizer of a particular color from Costolot's Store. Special Mix fertilizer and Piñata fertilizer are also available. For information on how to apply fertilizer, consult the Training chapter. For information on which fertilizer to use with which plant, consult the following table.

### Associated Fertilizers

Plant	Fertilizer Color	Plant	Fertilizer Color
Apple Tree	Red	Monkeynut Tree	Brown
Banana Tree	Yellow	Nightshade Bush	Purple
Bird of Paradise	Orange	Oak Tree	Green, Brown
Blackberry Bush	Purple	Orange Tree	Orange
Bluebell	Blue	Orchid	Green
Blueberry Bush	Blue	Palm Tree	Brown
Bullrush	Brown	Pea	Green
Buttercup	Yellow	Poppy	Red
Cactus	Green	Pumpkin	Orange
Carrot	Orange	Radish	Red
Chili	Red	Rose	Red
Corn	Yellow	Snapdragon	Purple
Daisy	Yellow	Snowdrop	Blue, Green
Fir tree	Brown	Tiger Lily	Orange
Garlic	Purple	Tulip	Purple
Gem Tree	Blue	Turnip	Purple
Gooseberry Bush	Green	Water Lily	Purple
Hazelnut Tree	Brown	Watercress	Green
Hollybush	Red	Yam	Red



### Orange Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	6	3

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Bird of Paradise      Orange Tree      Tiger Lily  
Carrot                      Pumpkin



### Purple Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	6	9

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Blackberry Bush      Snapdragon      Turnip  
Garlic                      Tulip                      Water Lily  
Nightshade Bush



### Blue Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	7	30

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Bluebell                      Blueberry Bush      Snowdrop



### Red Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	9	18

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Apple Tree                      Poppy                      Rose  
Chili                      Radish                      Yam  
Hollybush



### Yellow Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	9	3

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Banana Tree                      Corn                      Daisy  
Buttercup



### Brown Fertilizer

#### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	10	45

#### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Bullrush                      Hazelnut Tree                      Oak Tree  
Fir Tree                      Monkeynut Tree                      Palm Tree



## Green Fertilizer

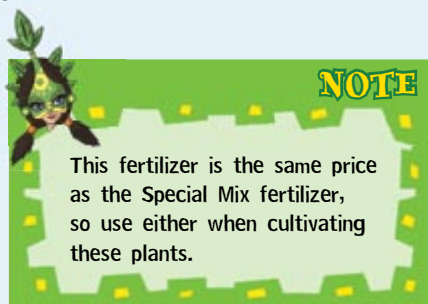
### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	14	63

### ASSOCIATED PLANTS

This fertilizer helps the growth of the following plant life:

Cactus                      Orchid                      Snowdrop  
Gooseberry Bush      Pea                              Watercress  
Oak Tree



## Special Mix Fertilizer

### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Purchased at Costolot's Store	20	63

### ASSOCIATED PLANTS

- This fertilizer helps the growth of all plant life.
- Use this in place of as an alternative to green fertilizer as soon as possible.



## Taffly Fertilizer

### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Sending a Taffly to eat a fruit or vegetable	2 (after Taffly becomes resident)	0

Here is what you must do if you want to utilize the Taffly's fertilizing abilities:

- The Taffly excretes fertilizer of the same associated color as the fruit or vegetable.
- After the Taffly has excreted it, pick it up (A) and apply it to the plant you wish to fertilize (A).
- It is much quicker to buy the fertilizer, but using the Taffly can save you a lot of coinage.



## Cocoadile Fertilizer

### NOTES

Obtained by	Gardener Lvl	Cost Per Dose
Sending a Cocadile to weep near a seed you are cultivating.	34 (after Cocoadile becomes a resident)	0

Here is what you must do if you want to utilize the Cocoadile's fertilizing abilities:

- The Cocoadile weeps Special Mix fertilizer when prompted.
- After the Cocoadile has finished weeping, pick up its tears (A) and apply them to the plant you wish to fertilize (A).
- It is much quicker to buy the fertilizer, but using the Cocoadile can save you a lot of coinage.

# Garden Plants

## BUSHES AND TREES

There are 14 types of bushes and trees that you can plant from seed in your garden. Below is information on all of them, listing the type of seed, the price you can get for the fruit you pick, and what Piñatas enjoy this type of plant.

### Bush and Tree Tips

- When the bush or tree is fully grown, tap it with your Shovel (X) to release the fruit.
- Alternately, wait until the fruit falls to ensure you don't knock unripe fruit off and lose it.
- When selling to Costolot, you can pick individual fruit and sell it, keeping the plant so it produces more fruit. You can also sell the entire plant, with or without fruit.

- When you select the bush or tree, use V to see how much fruit the bush or tree is growing, based on your fertilizing and watering techniques.
- By properly feeding and watering the tree or bush, you can increase its base value (how much it can be sold for and the number of fruit it has) by up to six times. For example, an Oak Tree (base value of 550 coins) can fetch as much as 3,300 coins if looked after properly and placed in the best spot, away from other plants and problem areas.



## APPLE TREE



### NOTES

Gardener Level	8
Base Value (Seed)	6
Base Value (Fruit)	30
Base Value (Tree)	30
Selling Price (Seed)	6
Selling Price (Fruit)	6
Fertilizer Color	Red, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 5 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

An Apple seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Badgesicle	Fruit	Eaten	Variant (red)
Custacean	Fruit (2)	Eaten	Romance
Horstachio	Fruit (4)	Eaten	Resident
Lickatoad	Fruit	Eaten	Variant (red)
Sarsgorilla	Fruit	Eaten	Variant (red)

### TINKERING



Bart can tinker an Apple, turning it into a Toffee Apple (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Horstachio	Romance

## BANANA TREE



### NOTES

Gardener Level	26
Base Value (Seed)	56
Base Value (Fruit)	56
Base Value (Tree)	280
Selling Price (Seed)	56
Selling Price (Fruit)	56
Fertilizer Color	Yellow, Special Mix, Coadadile Tears
Surface Requirements	Sand, Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 25 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 526 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Banana seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bonboon	Tree	Garden	Visit
Bonboon	Tree	Garden	Resident
Bonboon	Fruit (7)	Eaten	Resident
Cinnamonkey	Tree	Garden	Visit
Cinnamonkey	Fruit (3)	Eaten	Resident
Elephanilla	Tree	Garden	Visit
Elephanilla	Fruit (2)	Garden	Visit
Elephanilla	Fruit (4)	Eaten	Resident
Juicygoose	Fruit	Eaten	Variant (golden)
Lackatoad	Seed	Eaten	Variant (yellow)
Moozipan	Seed	Eaten	Variant (yellow)
Parmadillo	Fruit	Eaten	Variant (yellow)
Parrybo	Seed (2)	Eaten	Romance
Salamango	Fruit	Eaten	Variant (yellow)

### TINKERING



Bart can tinker a Banana, turning it into a Banana Split (selling price is 360 coins). Feed this to the following Piñatas:

Piñata	Requirement
Barkbark	Variant (yellow)
Moozipan	Romance
Tigermisu	Variant (yellow)

## BLACKBERRY BUSH



### NOTES

Gardener Level	9
Base Value (Seed)	12
Base Value (Fruit)	12
Base Value (Tree)	60
Selling Price (Seed)	12
Selling Price (Fruit)	12
Fertilizer Color	Purple, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 8 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 9 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Blackberry seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Badgesicle	Bush	Garden	Visit
Badgesicle	Fruit (2)	Eaten	Resident
Black Flutterscotch	Fruit	Eaten	Romance
Cinnammonkey	Seed	Eaten	Variant (purple)
Mallowolf	Fruit	Eaten	Variant (purple)
Pieena	Fruit	Eaten	Variant (purple)
Raisant	Fruit	Eaten	Variant (blue/purple)
Sour Shellybean	Seed	Eaten	Tame
Taffly	Seed	Eaten	Variant (purple)

### TINKERING



Bart can tinker a Blackberry, turning it into Blackberry Jam (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Moojoo	Romance
Zumbug	Romance

## BLUEBERRY BUSH



### NOTES

Gardener Level	15
Base Value (Seed)	30
Base Value (Fruit)	30
Base Value (Tree)	150
Selling Price (Seed)	30
Selling Price (Fruit)	30
Fertilizer Color	Blue, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 14 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 15 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Blueberry seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Blue Flutterscotch	Fruit	Eaten	Romance
Flapyak	Fruit	Eaten	Variant (blue)
Pieena	Fruit	Eaten	Variant (blue)
Tartridge	Fruit	Eaten	Variant (blue)
Sarsgorilla	Fruit	Eaten	Variant (red)

### TINKERING



Bart can tinker a Blueberry, turning it into a Blueberry Muffin (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Cherrapin	Variant (blue)
Chocstrich	Variant (blue)
Hoghurt	Romance
Jeli	Variant (blue)
Rashberry	Romance



## FIR TREE



### NOTES

Gardener Level	16
Base Value (Seed)	20
Base Value (Fruit)	20
Base Value (Tree)	100
Selling Price (Seed)	20
Selling Price (Fruit)	20
Fertilizer Color	Brown, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 15 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 16 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Fir seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Doenut	Seed	Eaten	Evolves (Moojoo)
Flapyak	Fruit (4)	Eaten	Resident
Lemmoning	Fruit (2)	Eaten	Romance
Sweetooth	Tree	Garden	Visit
Sweetooth	Fruit (3)	Eaten	Resident

### TINKERING



Bart can tinker a Fir Tree Cone, turning it into an Air Freshener (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Smelba	Romance

## GEM TREE



### NOTES

Gardener Level	37
Base Value (Seed)	72
Base Value (Fruit)	72
Base Value (Tree)	360
Selling Price (Seed)	72
Selling Price (Fruit)	72
Fertilizer Color	Blue, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 36 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 37 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Gem seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Buzzlegum	Seed	Eaten	Variant (white)
Chewnicorn	Tree	Garden	Visit
Chewnicorn	Tree	Garden	Resident
Chewnicorn	Fruit (9)	Eaten	Resident
Elephanilla	Fruit (3)	Eaten	Romance
Peckanmix	Fruit (blue)	Eaten	Romance

### TINKERING



Bart can tinker a Gem, turning it into a Rainbow Gem (selling price is 550 coins). Feed this to the following Piñatas:

Piñata	Requirement
Chewnicorn	Romance

## GOOSEBERRY BUSH



### NOTES

Gardener Level	12
Base Value (Seed)	20
Base Value (Fruit)	20
Base Value (Tree)	100
Selling Price (Seed)	20
Selling Price (Fruit)	20
Fertilizer Color	Green, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 11 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 12 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Gooseberry seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bunnycomb	Seed	Eaten	Variant (green)
Cherrapin	Fruit	Eaten	Variant (green)
Flapyak	Fruit (3)	Eaten	Romance
Green Flutterscotch	Fruit	Eaten	Romance
Hootyfruity	Fruit	Eaten	Variant (green)
Lickatoad	Fruit	Eaten	Variant (green)
Polollybear	Fruit	Eaten	Variant (green)
Pudgeon	Seed	Eaten	Variant (green)
Quackberry	Fruit	Eaten	Evolved (Juicygoose)
Rashberry	Fruit (3)	Garden	Visit
Rashberry	Fruit (3) (rotten)	Eaten	Resident
Salamango	Fruit	Eaten	Variant (green)
Shellybean	Fruit	Eaten	Variant (green)
Swanana	Seed	Eaten	Variant (green)

### TINKERING



Bart can tinker a Gooseberry, turning it into a Gooseberry Fool (selling price is 210 coins). Feed this to the following Piñatas:

Piñata	Requirement
Candary	Variant (green)
Doenut	Variant (purple/green)
Moozipan	Resident
Peckanmix	Variant (green)
Pigxie	Variant (green)
Pretztail	Variant (green)
Robean	Variant (green)

## HAZELNUT TREE



### NOTES

Gardener Level	10
Base Value (Seed)	12
Base Value (Fruit)	12
Base Value (Tree)	60
Selling Price (Seed)	12
Selling Price (Fruit)	12
Fertilizer Color	Brown, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 9 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 10 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Hazelnut seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Brown Flutterscotch	Fruit	Eaten	Romance
Mothdrop	Seed	Eaten	Romance
Squazzil	Fruit (3)	Garden	Visit
Squazzil	Fruit (3)	Eaten	Resident



## HOLLYBUSH



### NOTES

Gardener Level	4
Base Value (Seed)	6
Base Value (Fruit)	6
Base Value (Tree)	30
Selling Price (Seed)	6
Selling Price (Fruit)	6
Fertilizer Color	Red, Special Mix, Coadile Tears
Surface Requirements	Soil, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 3 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 4 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Hollybush seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Fudgehog	Bush	Garden	Visit
Fudgehog	Fruit	Eaten	Resident
Jeli	Fruit	Eaten	Bait
Red Flutterscotch	Fruit	Eaten	Romance
Robean	Fruit	Eaten	Bait

### TINKERING



Bart can tinker a Hollybush berry, turning it into a Figgy Pudding (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Flapyak	Resident
Jeli	Romance

## MONKEYNUT TREE



### NOTES

Gardener Level	20
Base Value (Seed)	42
Base Value (Fruit)	42
Base Value (Tree)	210
Selling Price (Seed)	42
Selling Price (Fruit)	42
Fertilizer Color	Brown, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 19 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 20 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Monkeynut seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bonboon	Fruit (7)	Eaten	Resident
Bonboon	Tree	Garden	Resident
Cinnamonkey	Fruit (5)	Garden	Visit
Cinnamonkey	Fruit (4)	Eaten	Resident
Parrybo	Fruit (2)	Eaten	Resident
Sarsgorilla	Tree (3)	Garden	Visit

### TINKERING



Bart can tinker a Monkeynut, turning it into Peanut Butter (selling price is 280 coins). Feed this to the following Piñatas:

Piñata	Requirement
Sarsgorilla	Resident

## NIGHTSHADE BUSH



### NOTES

Gardener Level	23
Base Value (Seed)	42
Base Value (Fruit)	42
Base Value (Tree)	210
Selling Price (Seed)	42
Selling Price (Fruit)	42
Fertilizer Color	Purple, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 22 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 23 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

A Nightshade seed, fruit, or bush affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Lickatoad	Fruit	Eaten	Evolved (Lackatoad)
Profitamole	Seed	Eaten	Variant (purple)
Rashberry	Fruit	Eaten	Variant (purple)
S'morepion	Fruit (3)	Eaten	Romance

## OAK TREE



### NOTES

Gardener Level	43
Base Value (Seed)	275
Base Value (Fruit)	110
Base Value (Tree)	550
Selling Price (Seed)	275
Selling Price (Fruit)	110
Fertilizer Color	Green, Brown, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 42 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 43 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

An Oak seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Cluckles	Seed	Eaten	Variant (green)
Doenut	Seed	Eaten	Variant (green)
Eaglair	Tree (2)	Garden	Romance
Elephanilla	Fruit (2)	Eaten	Romance
Juicygoose	Seed	Eaten	Variant (green)
Pigxie	Fruit (2)	Eaten	Romance

### TINKERING



Bart can tinker an Acorn, turning it into Coffee (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Camello	Resident
Flapyak	Romance



## ORANGE TREE



### NOTES

Gardener Level	21
Base Value (Seed)	30
Base Value (Fruit)	30
Base Value (Tree)	150
Selling Price (Seed)	30
Selling Price (Fruit)	30
Fertilizer Color	Orange, Special Mix, Coadile Tears
Surface Requirements	Sand, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 20 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 21 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

An Orange seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Cinnamonkey	Fruit (4)	Eaten	Romance
Flapyak	Fruit	Eaten	Bait
Orange Flutterscotch	Fruit	Eaten	Romance
Parmadillo	Seed	Eaten	Romance
Parrybo	Fruit (2)	Eaten	Resident
Pieena	Fruit	Eaten	Variant (orange)
Tartridge	Seed	Eaten	Variant (orange)

### TINKERING



Bart can tinker an Orange, turning it into Marmalade (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Sarsgorilla	Romance

## PALM TREE



### NOTES

Gardener Level	37
Base Value (Seed)	90
Base Value (Fruit)	90
Base Value (Tree)	450
Selling Price (Seed)	90
Selling Price (Fruit)	90
Fertilizer Color	Brown, Special Mix, Coadile Tears
Surface Requirements	Sand, Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 36 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 37 or higher). The fruit becomes available at Costolot's Store after you have grown it in your garden.

### PLANT PROVIDENCE

An Palm seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Camello	Tree	Garden	Visit
Elephanilla	Fruit (2)	Garden	Visit
Elephanilla	Fruit (4)	Eaten	Resident
Fudgehog	Fruit	Eaten	Evolved (Parmadillo)
Limeoceros	Fruit (2)	Eaten	Romance

### TINKERING



Bart can tinker a Coconut, turning it into Coconut Macaroon (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Camello	Romance
Sarsgorilla	Resident

## FLOWERS AND WATER FLOWERS

There are 16 types of flowers that you can plant from seed in your garden. Below is information on all of them, including the type of seed, the price you can get for the flower heads you obtain, and what Piñatas enjoy this type of plant.

- When the flower is fully grown, tap it with your Shovel (⊗) to release the flower. Flowers also release seeds, which can be planted, restarting the growing cycle.
- You can pick individual flowers or seeds to sell to Costolot; keep the flower stem so it produces more flowers and seeds. You can also sell the entire plant.
- When you select the flower, use ⓧ to see how many flowers it is growing, based on your fertilizing and watering techniques.
- By properly feeding and watering the flower, you can increase its base value (how much you can sell it for) by up to six times.
- Flowers grow to maturity and then die back in five game-day periods (large varieties) or nine game-day periods (small varieties) of 24 hours.



## BIRD OF PARADISE



### NOTES

Gardener Level	31
Base Value (Seed)	72
Base Value (Plant)	360
Selling Price (Flower)	360
Selling Price (Seed)	72
Fertilizer Color	Orange, Special Mix, Cocoadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 30 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 31 or higher).

### PLANT PROVIDENCE

A Bird of Paradise seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bonboon	Seed	Eaten	Variant (orange/green)
Chippopotamus	Flower (4)	Eaten	Romance
Crowla	Flower	Eaten	Variant (orange)
Newtgat	Flower	Eaten	Variant (orange)
Parrybo	Flower (2)	Garden	Visit
Parrybo	Seed (3)	Eaten	Resident
Quackberry	Seed	Eaten	Variant (orange)



## BLUEBELL



### NOTES

Gardener Level	5
Base Value (Seed)	6
Base Value (Plant)	30
Selling Price (Flower)	30
Selling Price (Seed)	6
Fertilizer Color	Blue, Special Mix, Cocoadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 5 or higher).

### PLANT PROVIDENCE

A Bluebell seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Arocknid	Flower	Eaten	Variant (blue)
Badgesicle	Flower	Eaten	Variant (blue)
Bispotti	Seed	Eaten	Variant (blue)
Bonboon	Flower	Eaten	Variant (blue)
Buzzenge	Seed	Eaten	Variant (blue)
Camello	Seed	Eaten	Variant (blue)
Candary	Flower	Eaten	Variant (blue)
Chewnicorn	Flower	Eaten	Variant (blue/pink)
Cluckles	Seed	Eaten	Variant (blue)
Cocoadile	Flower	Eaten	Variant (blue)
Crowla	Seed	Eaten	Variant (blue)
Doenut	Flower (5)	Garden	Visit
Doenut	Flower (2)	Eaten	Resident
Dragumfly	Seed	Eaten	Variant (blue)
Eaglair	Seed	Eaten	Variant (blue)
Elephanilla	Flower	Eaten	Variant (blue)
Fourheads	Flower	Eaten	Variant (blue)
Fudgehog	Seed	Eaten	Variant (blue)

### PLANT PROVIDENCE (CONTINUED)

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Goobaa	Flower	Eaten	Variant (blue)
Horstachio	Flower	Eaten	Variant (blue)
Jameleon	Seed	Eaten	Variant (blue)
Kittyfloss	Flower	Eaten	Variant (blue)
Lackatoad	Flower	Eaten	Variant (blue)
Lemmoning	Flower	Eaten	Variant (blue)
Lickatoad	Seed	Eaten	Variant (blue)
Limeoceros	Flower	Eaten	Variant (blue)
Macaraccoon	Seed	Eaten	Variant (blue)
Mallowolf	Seed	Eaten	Variant (blue)
Moojoo	Flower	Eaten	Variant (blue)
Mothdrop	Flower	Eaten	Resident
Mousemallow	Flower	Eaten	Variant (blue/white)
Newtgat	Flower	Eaten	Variant (blue)
Parrybo	Flower	Eaten	Variant (blue)
Pigxie	Seed	Eaten	Variant (blue)
Ponocky	Seed	Eaten	Variant (blue)
Pretztail	Flower	Eaten	Variant (blue)
Pudgeon	Flower	Eaten	Variant (blue)
Quackberry	Seed	Eaten	Variant (blue)
Reddhott	Seed	Eaten	Variant (blue)
Roario	Seed	Eaten	Variant (blue)
Shellybean	Flower	Eaten	Variant (blue)
Sherbat	Flower	Eaten	Variant (blue)
Sparrowmint	Seed	Eaten	Romance
Sweetooth	Flower	Eaten	Variant (blue)
Syrupent	Seed	Eaten	Variant (blue)
Vulchurro	Seed	Eaten	Variant (blue)
Zumbug	Seed	Eaten	Variant (blue)



## BULLRUSH



### NOTES

Gardener Level	29
Base Value (Seed)	56
Base Value (Plant)	280
Selling Price (Flower)	280
Selling Price (Seed)	56
Fertilizer Color	Brown, Special Mix, Coadile Tears
Surface Requirements	Mud
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 28 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 29 or higher).

### PLANT PROVIDENCE

A Bullrush seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Chippopotamus	Flower (9)	Garden	Visit
Chippopotamus	Flower (9)	Eaten	Resident
Dragumfly	Flower (12)	Eaten	Resident
Pigxie	Flower (2)	Eaten	Romance
Sweetooth	Flower (3)	Eaten	Romance
Walrusk	Flower (3)	Eaten	Resident

## BUTTERCUP



### NOTES

Gardener Level	3
Base Value (Seed)	2
Base Value (Plant)	10
Selling Price (Flower)	10
Selling Price (Seed)	2
Fertilizer Color	Yellow, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 3 or higher).

### PLANT PROVIDENCE

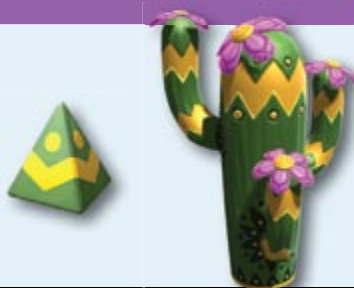
A Buttercup seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Buzzenge	Flower	Eaten	Variation (yellow)
Buzzlegum	Flower	Eaten	Romance
Coadile	Seed	Eaten	Variation (yellow)
Eaglair	Seed	Eaten	Variation (golden)
Elephanilla	Flower	Eaten	Variation (yellow)
Hoghurt	Flower	Eaten	Variation (yellow)
Moojoo	Flower	Eaten	Variation (yellow)
Moozipan	Flower (10)	Garden	Visit
Moozipan	Flower (5)	Eaten	Resident
Syrupent	Flower	Eaten	Variation (yellow)
Taffly	Seed	Eaten	Variation (yellow)





## CACTUS



### NOTES

Gardener Level	31
Base Value (Seed)	72
Base Value (Plant)	360
Selling Price (Flower)	360
Selling Price (Seed)	72
Fertilizer Color	Green, Special Mix, Cocoadile Tears
Surface Requirements	Sand, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 30 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 31 or higher).

### PLANT PROVIDENCE

A Cactus seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Camello	Flower (3)	Eaten	Resident
Geckie	Flower	Eaten	Variation (Pink)
Limeoceros	Flower	Eaten	Variation (Pink)
S'morepion	Flower	Eaten	Variation (Pink)
Vulchurro	Flower	Garden	Romance

## DAISY



### NOTES

Gardener Level	3
Base Value (Seed)	2
Base Value (Plant)	10
Selling Price (Flower)	10
Selling Price (Seed)	2
Fertilizer Color	Yellow, Special Mix, Cocoadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 3 or higher).

### PLANT PROVIDENCE

A Daisy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bispotti	Flower	Eaten	Romance
Flutterscotch	Flower (2)	Garden	Visit
Flutterscotch	Flower (4)	Garden	Resident
Mothdrop	Flower	Eaten	Variant (white)
Mousemallow	Flower	Eaten	Variant (white/green)
Tartridge	Flower (5)	Garden	Visit
Tartridge	Seeds (3)	Eaten	Resident

## ORCHID



### NOTES

Gardener Level	41
Base Value (Seed)	90
Base Value (Plant)	450
Selling Price (Flower)	450
Selling Price (Seed)	90
Fertilizer Color	Green, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 40 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 41 or higher).

### PLANT PROVIDENCE

A Orchid seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bonboon	Flower	Eaten	Variation (white)
Custacean	Flower	Eaten	Variation (white)
Galagoogoo	Flowers (4)	Eaten	Romance
Jameleon	Flower	Eaten	Variation (white/pink)
Jeli	Seed (2)	Eaten	Resident
Parrybo	Seed	Eaten	Romance
Zumbug	Flowers (3)	Eaten	Romance

## POPPY



### NOTES

Gardener Level	7
Base Value (Seed)	6
Base Value (Plant)	30
Selling Price (Flower)	30
Selling Price (Seed)	6
Fertilizer Color	Red, Special Mix, Coadadile
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 6 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 7 or higher).

### PLANT PROVIDENCE

A Poppy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Elephanilla	Seed	Eaten	Variation (red)
Pengum	Flower	Eaten	Variation (red)
Pigxie	Flower	Eaten	Variation (pink/red/white)
Rashberry	Seed	Eaten	Variation (red)





## ROSE



### NOTES

Gardener Level	Author unable to locate
Base Value (Seed)	56
Base Value (Plant)	280
Selling Price (Flower)	280
Selling Price (Seed)	56
Fertilizer Color	Red, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level UNABLE TO LOCATE or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level UNABLE TO LOCATE or higher).

### PLANT PROVIDENCE

A Rose seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Doenut	Flower	Eaten	Romance
Sour Smelba	Flower (4)	Eaten	Resident - non pest

## SNAPDRAGON



### NOTES

Gardener Level	24
Base Value (Seed)	42
Base Value (Plant)	210
Selling Price (Flower)	210
Selling Price (Seed)	42
Fertilizer Color	Purple, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 23 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 24 or higher).

### PLANT PROVIDENCE

A Snapdragon seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Dragonache	Flower	Eaten	Evolved (Adult)
Dragumfly	Flower	Eaten	Romance
Moozipan	Seed	Eaten	Variant (pink/purple)
Pudgeon	Seed	Eaten	Romance
Squazzil	Flower	Eaten	Variant (purple)
Swanana	Flower	Eaten	Variant (purple)
Twingersnap	Seed	Eaten	Variant (purple)
Walrusk	Flower	Eaten	Variant (purple)

## SNOWDROP



### NOTES

Gardener Level	5
Base Value (Seed)	12
Base Value (Plant)	60
Selling Price (Flower)	60
Selling Price (Seed)	12
Fertilizer Color	Blue, Green, Special Mix, Coadile Tears
Surface Requirements	Soil, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 5 or higher).

### PLANT PROVIDENCE

A Snowdrop seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Flutterscotch	Flower	Eaten	Romance
Geckie	Flower	Eaten	Bait
Goobaa	Flower (8)	Garden	Visit
Goobaa	Flower (3)	Eaten	Resident
Sweetle	Flower	Eaten	Variant (white)

## SUNFLOWER



### NOTES

Gardener Level	13
Base Value (Seed)	20
Base Value (Plant)	100
Selling Price (Flower)	100
Selling Price (Seed)	20
Fertilizer Color	Yellow, Special Mix, Coadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 12 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 13 or higher).

### PLANT PROVIDENCE

A Sunflower seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Buzzlegum	Flower (2)	Garden	Visit
Buzzlegum	Flower	Eaten	Resident
Doenut	Flower	Eaten	Romance
Fizzlybear	Seed	Eaten	Variant (yellow)
Galagoogoo	Flower	Eaten	Variant (yellow)
Jeli	Flower	Eaten	Variant (yellow)
Lemmoning	Seed	Eaten	Bait
Raisant	Flower	Eaten	Variant (gold)
Roario	Seed	Eaten	Variant (gold)
Sherbat	Seed	Eaten	Variant (yellow)
Squazzil	Seeds (3)	Eaten	Romance
Sweetooth	Flower	Eaten	Variant (yellow)



## TIGER LILY



### NOTES

Gardener Level	26
Base Value (Seed)	42
Base Value (Plant)	210
Selling Price (Flower)	210
Selling Price (Seed)	42
Fertilizer Color	Orange, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 25 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 26 or higher).

### PLANT PROVIDENCE

A Tiger Lily seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Chocstrich	Flower	Eaten	Variant (orange)
Lemmoning	Flower	Eaten	Variant (orange)
Tigermisu	Flower (12)	Garden	Visit

## TULIP



### NOTES

Gardener Level	16
Base Value (Seed)	30
Base Value (Plant)	150
Selling Price (Flower)	150
Selling Price (Seed)	30
Fertilizer Color	Purple, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil, Long Grass
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 15 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 16 or higher).

### PLANT PROVIDENCE

A Tulip seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Badgesicle	Seed (2)	Eaten	Romance
Buzzlegum	Flower	Eaten	Romance
Galagoogoo	Flower (16)	Garden	Visit
Galagoogoo	Flower (4)	Eaten	Resident
Goobaa	Seed	Eaten	Variant (black)
Hoghurt	Flower	Eaten	Variant (black)
Sherbat	Flower	Eaten	Romance

## WATER LILY



### NOTES

Gardener Level	18
Base Value (Seed)	30
Base Value (Plant)	150
Selling Price (Flower)	150
Selling Price (Seed)	30
Fertilizer Color	Purple, Special Mix, Cocadile Tears
Surface Requirements	Mud
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 17 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 18 or higher).

### PLANT PROVIDENCE

A Water Lily seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Arocknid	Flower	Eaten	Variant (pink)
Badgesicle	Flower	Eaten	Variant (pink/yellow)
Bunnycomb	Flower	Eaten	Variant (pink)
Camello	Seed	Eaten	Variant (pink)
Candary	Seed	Eaten	Variant (pink)
Cherrapin	Flower (2)	Garden	Visit
Cherrapin	Flower (3)	Eaten	Resident
Chewnicorn	Seed	Eaten	Variant (pink)
Chippopotamus	Flower (9)	Garden	Visit
Chippopotamus	Flower (9)	Eaten	Resident
Chippopotamus	Seed	Eaten	Variant (pink/orange)
Cinnamonkey	Flower	Eaten	Variant (pink)
Cocoadile	Seed	Eaten	Variant (pink)
Crowla	Flower	Eaten	Variant (pink)
Goobaa	Seed	Eaten	Variant (pink)
Hootyfruity	Seed	Eaten	Variant (pink)
Juicygoose	Seed	Eaten	Variation (pink/orange/red)

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Kittyfloss	Flower	Eaten	Variant (pink)
Lackatoad	Seed	Eaten	Variant (pink)
Macaraccoon	Seed	Eaten	Variant (pink)
Mallowolf	Seed	Eaten	Variant (pink)
Newtgat	Seed	Eaten	Variant (pink)
Polollybear	Flower	Eaten	Variant (pink)
Ponocky	Flower	Eaten	Variant (pink)
Pretztail	Flower	Eaten	Variant (pink)
Profitamole	Seed	Eaten	Variant (pink)
Quackberry	Flower	Eaten	Variant (pink)
Raisant	Flower	Eaten	Variant (pink)
Reddhott	Flower	Eaten	Variant (pink)
Sparrowmint	Flower	Eaten	Variant (pink)
Squazzil	Seed	Eaten	Variant (pink)
Sweetle	Seed	Eaten	Variant (pink)
Sweetooth	Flower	Garden	Visit
Sweetooth	Flower (2)	Eaten	Resident
Tigermisu	Flower	Eaten	Variant (pink)
Vulchurro	Flower	Eaten	Variant (pink)
Whirlm	Seed	Eaten	Variant (pink)
Zumbug	Seed	Eaten	Variant (pink)





## WATERCRESS



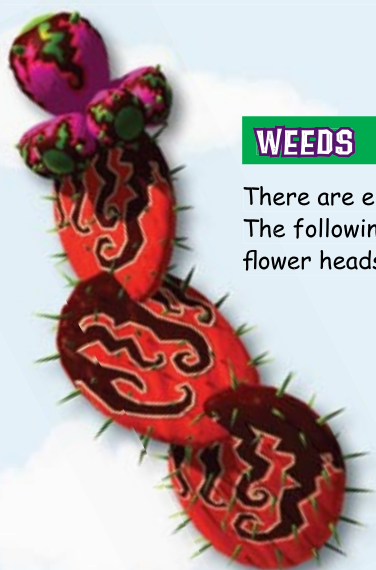
### NOTES

Gardener Level	10
Base Value (Seed)	12
Base Value (Plant)	60
Selling Price (Flower)	60
Selling Price (Seed)	12
Fertilizer Color	Green, Special Mix, Coadale Tears
Surface Requirements	Mud
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 9 or higher) and getting lucky, or purchasing the seed at Costolot's Store (Gardener Level 10 or higher).

## PLANT PROVIDENCE

A Watercress seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Chippopotamus	Flower (9)	Garden	Visit
Chippopotamus	Flower (9)	Eaten	Resident
Custacean	Flower	Eaten	Romance
Fizzlybear	Seed	Eaten	Variant (green)
Horstachio	Flower	Eaten	Variant (green)
Newtgat	Flower	Garden	Visit
Newtgat	Flower (3)	Eaten	Resident
Profitamole	Flower	Eaten	Variant (green)
Rashberry	Seed	Eaten	Variant (green)
Sparrowmint	Flower	Eaten	Variant (green)
Squazzil	Seed	Eaten	Variant (green)
Walrusk	Flower (2)	Eaten	Romance
Whirlm	Seed	Eaten	Variant (green)



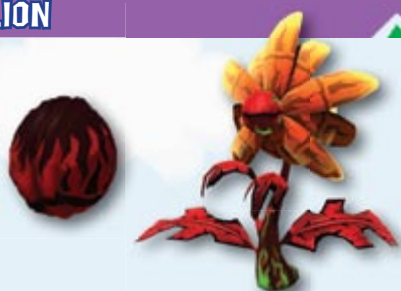
## WEEDS

There are eight types of weed that you can plant from seed in your garden. The following information lists the type of seed, the price you can get for the flower heads you obtain, and what Piñatas enjoy this type of plant.

- When the weed is fully grown, tap it with your Shovel (X) to release the flower. Weeds also release seeds, which you can plant, starting the growing cycle again.
- All mature weeds release seeds and flower heads, and continue to grow even without you looking after them. Others cause Piñatas to fight or become sick.

- Costolot isn't interested in buying weed flowers, seeds or plants, so don't expect them to earn you any chocolate coins. It's better to destroy weeds using your Shovel, unless you need them for one of your Piñata's requirements.
- When you select the weed, check its information (V).
- Flowers grow to maturity and then die back and constantly propagate themselves (usually one to two garden days), even without watering. They don't need fertilizer either.
- Weeds can quickly overtake your garden, and upset your Piñatas (for instance, the Dandelion's screech will affect the Happiness of even your most hardy of paper pals). Consider employing a Weeding to help deal with any outbreaks.

## DANDELION



### NOTES

Gardener Level	7
Base Value (Seed)	12
Selling Price (Plant)	-60
Selling Price (Flower)	-60
Selling Price (Seed)	12
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 6 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 7 or higher).

### PLANT PROVIDENCE

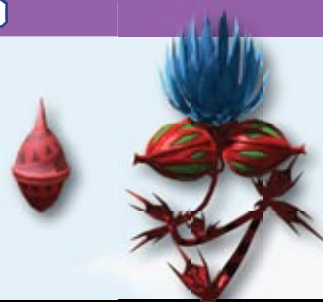
A Dandelion seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Moozipan	Flower (4)	Eaten	Romance
Polollybear	Flower	Eaten	Variation (yellow)
Sparrowmint	Flower	Eaten	Evolved (Canary)

### NOTE

The Dandelion will scream at any Piñatas that get too close to it, upsetting your garden's harmony. If this happens enough, your Piñatas can and will fall ill.

## FIREWEED



### NOTES

Gardener Level	13
Base Value (Seed)	20
Selling Price (Plant)	-100
Selling Price (Flower)	-63
Selling Price (Seed)	20
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 12 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 13 or higher).

### PLANT PROVIDENCE

A Fireweed seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Geckie	Flower	Eaten	Variation (blue)
Limeoceros	Seed	Eaten	Resident
Reddhott	Flower	Eaten	Romance
Robean	Flower	Eaten	Variation (blue)
Salamango	Seed	Eaten	Romance
Smelba	Flower	Eaten	Variation (blue)

### NOTE

The Fireweed is an aggressive weed that will actually attack any nearby Piñatas by shooting fire at them. Use your Watering Can to douse any victims.



## HEMLOCK



### NOTES

Gardener Level	19
Base Value (Seed)	22
Selling Price (Plant)	-360
Selling Price (Flower)	-63
Selling Price (Seed)	2
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 18 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 19 or higher).

### PLANT PROVIDENCE

A Hemlock seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Fourheads	Flower	Eaten	Romance
Lackatoad	Flower (2)	Eaten	Romance
Parmadillo	Flower	Eaten	Variation (white)



## POISON IVY



### NOTES

Gardener Level	11
Base Value (Seed)	12
Selling Price (Plant)	-180
Selling Price (Flower)	-60
Selling Price (Seed)	12
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 1 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 11 or higher).

### PLANT PROVIDENCE

A Poison Ivy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Barkbark	Flower	Eaten	Variation (green)
Dragumfly	Flower	Eaten	Variation (green)
Fudgehog	Flower	Eaten	Variation (green)
Galagoogoo	Flower	Eaten	Variation (green)
Goobaa	Flower (5)	Eaten	Romance
Taffly	Flower	Eaten	Variation (green)



### NOTE

A mature Poison Ivy plant will emit a cloud of poisonous gas that can make any roaming Piñatas sick.



## PRICKLY PEAR



### NOTES

Gardener Level	25
Base Value (Seed)	42
Selling Price (Plant)	-210
Selling Price (Flower)	-63
Selling Price (Seed)	42
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 24 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 25 or higher).

### PLANT PROVIDENCE

A Prickly Pear seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Fizzlybear	Flower (4)	Garden	Visit
Fizzlybear	Flower (2)	Eaten	Resident
Limeoceros	Seed	Eaten	Resident

## THISTLE



### NOTES

Gardener Level	3
Base Value (Seed)	6
Selling Price (Plant)	-90
Selling Price (Flower)	-30
Selling Price (Seed)	6
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 3 or higher).

### PLANT PROVIDENCE

A Thistle seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Fudgehog	Flower	Garden	Visit
Fudgehog	Flower	Eaten	Resident
Goobaa	Flower	Eaten	Romance
Limeoceros	Flower (5)	Garden	Visit
Limeoceros	Seed	Eaten	Resident
Shellybean	Flower	Garden	Visit
Shellybean	Flower	Eaten	Resident
Sparrowmint	Flower	Eaten	Variation (purple)



## TOADSTOOL



### NOTES

Gardener Level	11
Base Value (Seed)	20
Selling Price (Plant)	-100
Selling Price (Seed)	20
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 10 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 11 or higher).

### PLANT PROVIDENCE

A Toadstool affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Lackatoad	Plant	Eaten	Romance

### TINKERING



Bart can tinker a Toadstool, turning it into a Mushroom (selling price is 280 coins). Feed this to the following Piñatas:

Piñata	Requirement
Chippopatamus	Variation (green/yellow)
Custacean	Variation (orange)
Macaraccoon	Variation (yellow)
Sour Profitamole	Resident

### NOTE

Toadstools don't have flowers. They also attract most Piñatas and make them sick.

## VENUS PIÑATA PLANT



### NOTES

Gardener Level	16
Base Value (Seed)	30
Selling Price (Plant)	-150
Selling Price (Flower)	-63
Selling Price (Seed)	30
Fertilizer Color	None
Surface Requirements	Sand, Mud, Grass, Soil, Long Grass, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 15 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 16 or higher).

### PLANT PROVIDENCE

A Venus Piñata Plant seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Buzzlegum	1	Eaten	Variation (orange)
Parrybo	1	Eaten	Variation (orange)
S'morepion	2	Eaten	Resident
Twingersnap	1	Eaten	Variation (orange)

## VEGETABLES

There are nine types of vegetables you can plant from seed in your garden or buy fully grown from Costolot's Store. Below is information on all of them, listing the type of seed, the price you can get for the vegetable you grow, and what Piñatas enjoy it.

- When the vegetable is fully grown, it unearths itself and is ready for selling or for feeding to a Piñata. You must buy a new seed each time you want a new vegetable.
- When you select the vegetable, check its information (📄) for more detail.
- By properly feeding and watering the vegetable, you can increase its base value (how much it can be sold for) by four times.

### CARROT



#### NOTES

Gardener Level	3
Base Value (Seed)	2
Base Value (Vegetable)	10
Selling Price (Seed)	2
Selling Price (Vegetable)	10
Fertilizer Color	Orange, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 3 or higher).

#### PLANT PROVIDENCE

A Carrot seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bunnycomb	Vegetable	Garden	Visit
Bunnycomb	Vegetable (3)	Eaten	Resident
Fizzlybear	Vegetable	Eaten	Variation (orange)
Hoghurt	Vegetable	Eaten	Variation (orange)
Hootyfruity	Seed	Eaten	Variation (orange)
Horstachio	Vegetable (4)	Eaten	Resident
Ponocky	Vegetable (10)	Garden	Visit
Ponocky	Vegetable (5)	Eaten	Resident
Robean	Vegetable	Eaten	Variation (orange)

#### TINKERING



Bart can tinker a Carrot, turning it into Carrot Cake (selling price is 30 coins). Feed this to the following Piñatas:

Piñata	Requirement
Jameleon	Variation (orange)
Ponocky	Romance
Reddhott	Variation (orange)
Zumbug	Variation (yellow/orange)

### CHILI



#### NOTES

Gardener Level	11
Base Value (Seed)	20
Base Value (Vegetable)	100
Selling Price (Seed)	20
Selling Price (Vegetable)	100
Fertilizer Color	Red, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 10 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 11 or higher).

#### PLANT PROVIDENCE

A Chili seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Cinnamonkey	Vegetable	Eaten	Variation (red)
Elephanilla	Vegetable	Garden	Visit
Elephanilla	Vegetable	Eaten	Resident
Flapyak	Vegetable	Eaten	Variation (red)
Fudgehog	Vegetable	Eaten	Variation (red)
Horstachio	Seed	Eaten	Variation (red)
Newtgat	Vegetable	Eaten	Evolved (Salamander)
Pengum	Vegetable	Eaten	Bait
Rashberry	Vegetable (2)	Garden	Visit
Rashberry	Vegetable (rotten) (2)	Eaten	Resident
Redhott	Vegetable	Eaten	Romance
Salamango	Seed	Eaten	Romance
Sherbat	Seed	Eaten	Variation (red)
Smelba	Vegetable	Eaten	Variation (red)
S'morepion	Vegetable	Eaten	Bait
Vulchurro	Vegetable	Eaten	Bait





### NOTE

Buy loads of Chili seeds as soon as possible, sow them close together, fertilize them, and produce giant Chilies to sell back to Costolot's store. Chilies grow in seconds, and you'll get 400 coins for each large one.

## CORN



### NOTES

Gardener Level	7
Base Value (Seed)	6
Base Value (Vegetable)	30
Selling Price (Seed)	6
Selling Price (Vegetable)	30
Fertilizer Color	Yellow, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 6 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 7 or higher).

### PLANT PROVIDENCE

A Corn seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Chewnicorn	Vegetable	Eaten	Variation (yellow)
Cluckles	Vegetable (3)	Garden	Visit
Cluckles	Vegetable (3)	Eaten	Resident
Doenut	Vegetable	Eaten	Variation (orange/yellow)
Pengum	Vegetable	Eaten	Variation (yellow)
Pudgeon	Seeds (2)	Eaten	Romance
Quackberry	Vegetable	Garden	Visit
Shellybean	Vegetable	Eaten	Variation (yellow)

### TINKERING



You can buy Bread from Costolot's Store (See the Produce section of this chapter). Also, Bart can tinker an ear of Corn, turning it into Bread (selling price is 60 coins). Feed this to the following Piñatas:

Piñata	Requirement
Quackberry	Resident

## GARLIC



### NOTES

Gardener Level	10
Base Value (Seed)	20
Base Value (Vegetable)	100
Selling Price (Seed)	20
Selling Price (Vegetable)	100
Fertilizer Color	Purple, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 9 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 10 or higher).

### PLANT PROVIDENCE

A Garlic seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Smelba	Vegetable (7)	Garden	Visit
Smelba	Vegetable (rotten) (3)	Eaten	Resident
Sour Sherbat	Vegetable	Eaten	Resident

### TINKERING



Bart can tinker a clove of Garlic, turning it into Garlic Butter (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Shellybean	Romance

## PEAS



### NOTES

Gardener Level	
Base Value (Seed)	30
Base Value (Vegetable)	150
Selling Price (Seed)	30
Selling Price (Vegetable)	100
Fertilizer Color	Green, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed and getting lucky, or purchasing the seed at Costolot's store.

### PLANT PROVIDENCE

A Pea seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Elephanilla	Vegetable (3)	Eaten	Romance
Lemmoning	Vegetable	Eaten	Variation (green)
Peckanmix	Vegetable (3)	Garden	Visit
Peckanmix	Vegetable (3)	Eaten	Resident
Vulchurro	Vegetable	Eaten	Variation (green)
Walrusk	Vegetable	Eaten	Variation (green)

### TINKERING



Bart can tinker a pod of Peas, turning it into Pea Soup (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Peckanmix	Romance
Rashberry	Romance
Sarsgorilla	Variation (green)

## PUMPKIN



### NOTES

Gardener Level	9
Base Value (Seed)	12
Base Value (Vegetable)	60
Selling Price (Seed)	12
Selling Price (Vegetable)	60
Fertilizer Color	Orange, Special Mix, Coadadile Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 8 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 9 or higher).

### PLANT PROVIDENCE

A Pumpkin seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bunnycomb	Vegetable	Eaten	Variation (orange)
Cluckles	Seed	Eaten	Romance
Dragumfly	Vegetable	Eaten	Variation (orange)
Geckie	Vegetable	Eaten	Variation (orange)
Peckanmix	Seed	Eaten	Variation (orange)

### TINKERING



Bart can tinker a Pumpkin, turning it into a Jack o' Lantern (selling price is 100 coins). Feed this to the following Piñatas:

Piñata	Requirement
Arocknid	Variation (orange)
Camello	Variation (orange)
Sherbat	Resident
S'morepion	Variation (orange)



## RADISH



### NOTES

Gardener Level	5
Base Value (Seed)	12
Base Value (Vegetable)	60
Selling Price (Seed)	12
Selling Price (Vegetable)	60
Fertilizer Color	Red, Special Mix, Coadale Tears
Surface Requirements	Soil, Snow
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 5 or higher).

### PLANT PROVIDENCE

A Radish seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Bunnycomb	Vegetable	Eaten	Romance
Lemmoning	Vegetable (2)	Eaten	Resident
Pink Flutterscotch	Vegetable	Eaten	Romance
Reddhott	Vegetable (2)	Eaten	Romance
Sour Shellybean	Seed	Eaten	Resident
Walrusk	Vegetable (3)	Eaten	Romance

### TINKERING



Bart can tinker a Radish, turning it into Horse-radish (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Horstachio	Romance
Sour Lemmoning	Residence
Tigermisu	Variation (white)

## TURNIP



### NOTES

Gardener Level	3
Base Value (Seed)	2
Base Value (Vegetable)	10
Selling Price (Seed)	2
Selling Price (Vegetable)	10
Fertilizer Color	Purple, Special Mix, Coadale Tears
Surface Requirements	Grass, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 3 or higher).

### PLANT PROVIDENCE

A Turnip seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Mothdrop	Vegetable	Eaten	Variation (blue/purple/orange)
Mousemallow	Vegetable	Garden	Visit
Mousemallow	Vegetable	Eaten	Resident
Pengum	Vegetable	Eaten	Variation (purple)
Purple Flutter-scotch	Vegetable	Eaten	Romance
Sweetle	Vegetable	Eaten	Romance
Whirlm	Vegetable	Eaten	Variation (purple)

### TINKERING



Bart can tinker a Turnip, turning it into Stew (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Sour Lemmoning	Resident

## YAM



### NOTES

Gardener Level	3
Base Value (Seed)	6
Base Value (Vegetable)	30
Selling Price (Seed)	6
Selling Price (Vegetable)	30
Fertilizer Color	Red, Special Mix, Coadile Tears
Surface Requirements	Sand, Soil
Obtained By	Talking to Seedos for the seed (you must be Gardener Level 2 or higher) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 3 or higher).

## PLANT PROVIDENCE

A Yam seed or vegetable affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	Requirement
Camello	Vegetable	Eaten	Bait
Mousemallow	Vegetable	Eaten	Romance
Sweetle	Vegetable	Garden	Visit

## TINKERING



Bart can tinker a Yam, turning it into Crisps (selling price is 150 coins).

# Garden Produce

There are six types of produce that you can either buy from Costolot's Store or obtain through other means, such as tinkering or farming a particular Piñata. Below is information on all of them, including the type of produce, the price you can get for it, and whether any Piñatas enjoy it.

**NOTE**

If you can farm a piece of produce, you can sell it to Costolot's Store. When you select the produce, check its information (Y) for more details.

## BONE



### NOTES

Gardener Level	13
Base Value	100
Selling Price	100
Obtained By	Purchasing the bone at Costolot's store (you must be Gardener Level 13 or higher).

## PRODUCE PROVIDENCE

A Bone affects the following Piñatas:

Piñata	Requirement
Barkbark	Resident
Chocodulus	Resident
Pretztail	Evolved (Hyene)
Sarsgorilla	Variation (white)
Vulchurro	Visit
Vulchurro	Resident

## TINKERING



Bart can tinker a Bone, turning it into Jelly (selling price is 280 coins). Feed this to the following Piñatas:

Piñata	Requirement
Barkbark	Resident
Vulchurro	Romance



## BREAD



### NOTES

Gardener Level (to purchase bread)	8
Gardener Level (to purchase corn seed)	7
Base Value (tinkered corn)	120 (gold tinker)
Base Value (purchased bread)	300 coins (Costolot's)
Selling Price	60
Obtained By	Having Bart tinker an ear of corn, or purchasing the bread from Costolot's store (you must be Gardener Level 8 or higher).

### PRODUCE PROVIDENCE

Bread affects the following Piñatas:

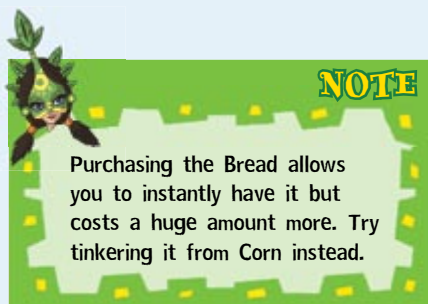
Piñata	Requirement
Bispotti	Variation (white)
Fudgehog	Romance
Galagoogoo	Variation (white)
Ponocky	Variation (white)
Pudgeon	Visit
Pudgeon	Resident
Quackberry	Resident
Sarsgorilla	Romance

### TINKERING



Bart can tinker Bread, turning it into a Sandwich (selling price is 100 coins). Feed this to the following Piñatas:

Piñata	Requirement
Moozipan	Variation (white)
Raisant	Romance
Swanana	Residence



#### NOTE

Purchasing the Bread allows you to instantly have it but costs a huge amount more. Try tinkering it from Corn instead.

## HONEY



### NOTES

Gardener Level	3
Base Value	100
Selling Price	100 coins (Costolot's)
Obtained By	Purchasing the honey at Costolot's store (you must be Gardener Level 3 or higher), or having Willy Builder build a honey hive and sending Buzzlegums in to produce it. See the "Special Buildings" section of this chapter for further details.

### PRODUCE PROVIDENCE

Honey affects the following Piñatas:

Piñata	Requirement
Cherrapin	Variation (yellow)
Fizzlybear	Visit
Fizzlybear	Resident
Fourheads	Variation (yellow)
Polollybear	Romance
Raisant	Visit
Raisant	Resident

### TINKERING



Bart can tinker Honey, turning it into Medicine (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Barkbark	Variation (pink)
Buzzenge	Variation (pink)
Buzzlegum	Variation (pink)
Chocstrich	Variation (pink)
Cluckles	Variation (pink)
Fourheads	Variation (pink)
Jeli	Variation (pink)
Kittyfloss	Variation (pink)
Parmadillo	Variation (pink)
Roario	Variation (pink)
Sour Crowla	Residence
Swanana	Variation (pink)
Sweetooth	Variation (pink)
Syrupent	Variation (pink)
Tartridge	Variation (pink)
Twingersnap	Variation (pink)
Walrusk	Variation (pink)

## MILK



### NOTES

Gardener Level	11
Base Value	280
Selling Price	280
Obtained By	Purchasing the milk at Costolot's store (you must be Gardener Level 11 or higher), or having Willy Builder build a milking shed and sending Moozipans in to produce it. See the "Special Buildings" section of this chapter for further details.

### PRODUCE PROVIDENCE

Milk affects the following Piñatas:

Piñata	Requirement
Eaglair	Variation (white)
Fudgehog	Romance
Kittyfloss	Visit
Kittyfloss	Resident
Salamango	Variation (white/purple)
S'morepion	Variation (white)

### TINKERING



Bart can tinker Milk, turning it into Cheese (selling price is 450 coins). Feed this to the following Piñatas:

Piñata	Requirement
Parrot	Variation (green/yellow)
Rhino	Variation (yellow)
Mouse	Variation (yellow)



Bart can tinker Cheese, turning it into Cheesecake (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	Requirement
Rashberry	Evolves into Hoghurt

### NOTE



Feed Milk to a Piñata that has just hatched, and it matures more quickly. However, the expense makes this plan less appealing and therefore optional.



## WOOL



### NOTES

Gardener Level	11
Base Value	210
Selling Price	210
Obtained By	Purchasing the wool at Costolot's store (you must be Gardener Level 9 or higher), or having Willy Builder build a shearing shed and sending Goobaas in to produce it. See the "Special Buildings" section of this chapter for further details.

### PRODUCE PROVIDENCE

Wool affects the following Piñatas:

Piñata	Requirement
Peckanmix	Variation (white)



# Special Buildings

There are six special buildings you can construct in your garden. You buy all of them from Willy Builder after meeting certain requirements. Below is information on all of them (listed in the order you receive them), including the type of produce made, how to use your Piñatas to make certain produce, and the price you can get for it.

## GARDEN STORE

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
3	60 seconds	420 coins	420 coins

### Building Plans

- The Garden Store is a great place to store fruit, vegetable, seeds, flower heads, produce, and even candy. You can store these items indefinitely.
- If you catch Costolot having a sale and you happen to have a Garden Store, take a moment to stock up on much needed items (like Romance and Joy Candy, for instance).

## HONEY HIVE

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
5	40 seconds	66 coins	60 coins

### Building Plans

- Buzzlegums produce Honey. Place this building near to their home and raise Buzzlegums. Manually direct them into the hive so they start making Honey.
- When a Buzzlegum has made Honey, it must eat a Daisy flower before making a second Honey pot. Direct your Buzzlegum to a Daisy, and keep a plentiful supply of this flower.
- Purchase a Beekeeper Hat from Paper Pets so your Buzzlegums automatically produce Honey for you. To stop production, take the hat off or sell the hive.

## SHEARING SHED

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
N/A (Resident Goobaa needed)	60 seconds	462 coins	420 coins

### Building Plans

- Goobaas produce Wool in this shed. Place this building near to their home. Manually direct them into the shed so they start producing Wool.
- When a Goobaa has been sheared, it must eat a Sunflower before growing a second coat and being subsequently sheared. Keep a plentiful supply of this flower.
- Purchase a Bonnet accessory from Paper Pets so your Goobaas automatically produce Wool for you. To stop production, take the Bonnet off or sell the shed.

## MILKING SHED

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
N/A (Resident Moozipan needed)	70 seconds	616 coins	560 coins

### Building Plans

- Moozipans produce Milk. Place this building near to their home and manually direct them into the shed so they start making Milk.
- When a Moozipan had produced Milk, it must eat a Sunflower before making a second bottle of Milk. Direct your Moozipan to a Sunflower and keep a plentiful supply of this flower.
- Purchase a Bell accessory from Paper Pets so your Moozipans automatically produce Milk for you. To stop production, take it off or sell the shed.

## HELPER HOME

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
10	60 seconds	220 coins	200 coins



### Building Plans

- Place this near where any hired helpers work, such as by a patch of vegetables where a Gatherling works or by a mine where Diggerlings excavate.
- Helper Houses allow up to five helpers to head here instead of into the village at the end of each day. This means they work your garden longer.
- This is particularly useful if you're working on mine excavations; make sure the home's front door and the mine entrance are close to each other.

## MINE

### Notes

Gardener Level	Built In	Build Cost	Sell Cost
26	60 seconds	16500 coins	15000 coins



### Building Plans

- Hire around four Diggerlings from Arfur's Inn to dig in the mine. Select all of them, and pay them coins until their Happiness is maxed out.
- Place a Helper Home nearby so Diggerlings work longer hours. Direct them into mine so they continuously dig. Keep this up for days, and you'll receive items (see the Excavated Goods table).
- Purchase one or two Lanterns o' Loot from Costolot's to increase the chances of excavating a high-value item.
- Raise or purchase a Candary, fit it with the Gas Mask accessory, and direct it into the mine to increase the chances of excavating a high-value item.
- The most important item to find is the Dragonache's Egg!
- The lumps of soil that appear around you mine are useless; simply flatten them or sell them for 0 coins to Costolot (which is slightly quicker), or direct a tamed Profitamole to eat them.

### NOTE

If you have four happy Diggerlings, expect to receive a Dragonache Egg within two to three days of operation.

## EXCAVATED GOODS

Item	Usage	Sell Cost
Mine workings	None	-50
Candy	Piñata Happiness or increasing romance	Varies
Coins	Cash	Varies
Diamond	Sold for coins	2,750
Mystery egg	Hatches into Dragonache	N/A
Emerald	Sold for coins	1,400
Gem	Sold for coins	500
Giant seeds	Bigger seeds (no special abilities)	Same as seeds
Gold flakes	Sold for coins	500
Gold nugget	Sold for coins	1,050
Sapphire	Sold for coins	1,800





# Candy

There are five types of candy. Most are bought from Costolot's, or fall out of a Piñata. Sour candy is coughed up by Sour Piñatas and Ruffians. Below is information you need (listed in the order you receive them), including the type of candy, the price you can get for it, and its effects.

## ROMANCE CANDY



### Notes

Gardener Level	2
Base Value	100
Selling Price	100
Obtained By	Purchasing at Costolot's Store

### TACTICS

Feed to a Piñata species you have already romanced the natural way. After they produce an egg, you can romance all the remaining Piñatas of this species by feeding them one candy each. Terrain and house romance requirements are still necessary.

## HAPPY CANDY



### Notes

Gardener Level	5
Base Value	200
Selling Price	200
Obtained By	Purchasing at Costolot's Store

### TACTICS

Feed to a Piñata to increase its Happiness, and continue feeding until Happiness is full and the Piñata is overjoyed. When this occurs, you receive a bonus (and the Piñata's value increases), and the Piñata listens to you more.

## JOY CANDY



### Notes

Gardener Level	12
Base Value	500
Selling Price	500
Obtained By	Purchasing at Costolot's Store

### TACTICS

Feed to a Piñata to immediately increase its Happiness to overjoyed. You receive a bonus (and the Piñata's value increases), and the Piñata listens to you more.

## LIFE CANDY



### Notes

Gardener Level	Varies
Base Value	Varies
Selling Price	Varies
Obtained By	Whacking a Piñata

### TACTICS

When a Piñata explodes, a shower of candy falls out. Most are "Piñata candy," which is the same as Happy Candy. Some candy is the same color as the Piñata and is "Life Candy." Sell this to Costolot; don't let a Piñata eat it or a Ruffian steal it. This candy also goes rotten and explodes; get to it quickly!

### NOTE

This candy is worth the base value of the Piñata (for example, a Fudgehog's is worth 1,000 coins). For all the Piñata candy prices, see the "base value" in the Piñata Prospectus chapter.

## SOOR CANDY



### Notes

Gardener Level	N/A
Base Value	10
Selling Price	loss of 30 coins
Obtained By	Coughed up by Sour Pinatas or Ruffians

### TACTICS

Listen for the "distress" sound indicating a Sour Piñata or Ruffian has coughed up a Sour Candy. This candy is red and black, and any Piñata who eats it becomes sick. Don't sell it to Costolot's store, as you'll lose coinage. Instead, whack each Sour Candy until it explodes.

# Garden Ornamentation

## PAVING

There are 23 types of paving, all of which you buy from Costolot's store. The items here are listed in the order you receive them.

- Paving adds an air of quality to your garden, increases its value, and is used by helpers and garden residents to move about.
- All paving types have identical properties, except for style and price.
- To sell paving, select a nearby object (like a Piñata or fruit) to bring up the sell option (B), then hover over the paving.

### Stone Paving

Gardener Level	2
Base Value	6
Selling Price	5

### Cobblestones

Gardener Level	5
Base Value	17
Selling Price	15

### Disco Paving

Gardener Level	5 (Blue, Red, Green, White); 6 (Yellow); 7 (Purple)
Base Value	17
Selling Price	15

### Pressed Steel

Gardener Level	7
Base Value	33
Selling Price	30

### Block Paving

Gardener Level	8
Base Value	33
Selling Price	30

### Riveted Panels

Gardener Level	10
Base Value	33
Selling Price	30

### Slab Paving

Gardener Level	11
Base Value	17
Selling Price	15

### Straight Track

Gardener Level	11
Base Value	55
Selling Price	50

### Bendy Track

Gardener Level	11
Base Value	55
Selling Price	50

### T-Junction Track

Gardener Level	11
Base Value	55
Selling Price	50

### Junction Track

Gardener Level	11
Base Value	55
Selling Price	50

### Turntable Track

Gardener Level	12
Base Value	55
Selling Price	50

### Polished Catwalk

Gardener Level	12
Base Value	33
Selling Price	30

### Crazy Paving

Gardener Level	14
Base Value	55
Selling Price	50

### Octagonal Paving

Gardener Level	17
Base Value	83
Selling Price	75

### Red Carpet

Gardener Level	18
Base Value	33
Selling Price	30

### Stone Score

Gardener Level	25
Base Value	33
Selling Price	30

### Golden Paving

Gardener Level	26
Base Value	33
Selling Price	15

### Shiverme Timbers

Gardener Level	34
Base Value	33
Selling Price	30

### Ceramic Paving

Gardener Level	37
Base Value	33
Selling Price	30

### Relic Tiles

Gardener Level	Complete all Region 3 India challenges
Base Value	33
Selling Price	30

### Flagstones of Fear

Gardener Level	Complete all Region 5 Kenya challenges
Base Value	33
Selling Price	30

### Moon Walk

Gardener Level	Complete all Region 7 South Pole Challenges
Base Value	33
Selling Price	30



## FENCES AND GATES

There are 11 types of fences and gates, which you buy from Costolot's Store.

- Fences and gates add an air of quality to your garden, increase its value, and, more importantly, allow you to separate Piñatas that may fight each other (providing there are no gaps in your fence).
- Add a gate so your helpers can move about but your Piñatas stay enclosed.
- Piñatas that can fly or climb trees may be able to maneuver over your fences.
- All fencing and gates have identical properties, except for style and price.
- To sell a fence or gate, select a nearby object (like a Piñata or fruit) to bring up the sell option (B), then hover over the fence or gate.

### Wire Fence



Gardener Level	2
Base Value	6
Selling Price	5

### Wooden Fence



Gardener Level	6
Base Value	17
Selling Price	15

### Wooden Gate



Gardener Level	6
Base Value	33
Selling Price	30

### Wooden Picket Fence



Gardener Level	10
Base Value	33
Selling Price	30

### Hedge



Gardener Level	14
Base Value	55
Selling Price	50

### Birdproof Fence



Gardener Level	16
Base Value	109
Selling Price	99

### Birdproof Gate



Gardener Level	16
Base Value	122
Selling Price	111

### Iron Railings



Gardener Level	18
Base Value	83
Selling Price	75

### Iron Gate



Gardener Level	18
Base Value	116
Selling Price	105

### Stone Wall



Gardener Level	22
Base Value	116
Selling Price	105

### Oak Gate



Gardener Level	22
Base Value	154
Selling Price	140

## GARDEN ITEMS

There are 63 types of items for your garden, which you buy from Costolot's Store. They add an air of quality to your garden and increase its value, and some of them have a specific use. If no use is listed, the item is just for decoration. You can arrange them to create theme gardens or just place them for stylish looks.

### Cartwheel



Gardener Level	2
Base Value	22
Selling Price	20

### Firebrand



Gardener Level	3
Base Value	110
Selling Price	100

#### USE

Turn off and on with A. Place in garden for Mothdrop resident requirement. Direct a Taffly into a Firebrand to evolve it into a Reddhott.

### Ornamental Stones



Gardener Level	4
Base Value	22
Selling Price	20

### Stove



Gardener Level	4
Base Value	66
Selling Price	60

### Bolt



Gardener Level	5
Base Value	44
Selling Price	40

### Pile of Leaves



Gardener Level	5
Base Value	22
Selling Price	20

### Disco Speaker



Gardener Level	6
Base Value	550
Selling Price	500

#### USE

Turn off and on with A.

### Toxic Drum



Gardener Level	7
Base Value	44
Selling Price	40

## Water Waiver

Gardener Level	7
Base Value	792
Selling Price	720

### USE

Lessens the water you need to use in your Watering Can. It is unnecessary when you purchase the One Pour Wonder.

## Mummy's Turntable

Gardener Level	7
Base Value	550
Selling Price	500

### USE

Turn off and on with **A**.

## Hollow Log

Gardener Level	8
Base Value	33
Selling Price	30

## Pipework

Gardener Level	8
Base Value	55
Selling Price	50

## Vent

Gardener Level	9
Base Value	66
Selling Price	60

## Flower Carving

Gardener Level	9
Base Value	220
Selling Price	200

## Fir Tree Log

Gardener Level	10
Base Value	33
Selling Price	30

## Spanner

Gardener Level	11
Base Value	132
Selling Price	120

## Glow Rocks

Gardener Level	11
Base Value	110
Selling Price	100

### USE

Turn off and on with **A**. Place in garden for Mothdrop resident requirement.

## Red Eye Rainbow

Gardener Level	12
Base Value	616
Selling Price	561

### USE

Lessens the number of fights your Piñatas have but won't stop fights altogether.

## Vase

Gardener Level	12
Base Value	165
Selling Price	150

## Lip Stick

Gardener Level	13
Base Value	120
Selling Price	132

## Sundial

Gardener Level	13
Base Value	143
Selling Price	130

## Sword Mk2

Gardener Level	13
Base Value	154
Selling Price	140

## Fish Fountain

Gardener Level	14
Base Value	165
Selling Price	150

## Jar o' Light

Gardener Level	15
Base Value	143
Selling Price	130

### USE

Turn off and on with **A**. Place in garden for Mothdrop resident requirement.

## Surfboard

Gardener Level	15
Base Value	187
Selling Price	170

### USE

Place in garden for Custacean resident requirement.

## Hay Bale

Gardener Level	16
Base Value	121
Selling Price	110

## Bird and Bear Statue

Gardener Level	17
Base Value	220
Selling Price	200

### USE

Statue of Banjo the Bear and Kazooie the Bird. Place in garden for Pudgeon resident requirement.

## Catwalk Footlights

Gardener Level	19
Base Value	220
Selling Price	200

### USE

Turn off and on with **A**.

## Wind Chime Mk1

Gardener Level	19
Base Value	176
Selling Price	160

## Mirror

Gardener Level	20
Base Value	209
Selling Price	190

## Tombstone

Gardener Level	20
Base Value	187
Selling Price	170

### USE

Place in garden for Sour Crowla resident requirement.



### Stage Light



Gardener Level	21
Base Value	264
Selling Price	240

#### USE

Turn off and on with **A**.

### Shoe Statue



Gardener Level	21
Base Value	231
Selling Price	210

### Scissors



Gardener Level	23
Base Value	253
Selling Price	230

### Pirate Statue



Gardener Level	24
Base Value	264
Selling Price	240

#### USE

Place in garden for Parrybo and Pudgeon romance requirements.

### Milk Churn



Gardener Level	24
Base Value	231
Selling Price	210

### Oil Lamp



Gardener Level	25
Base Value	253
Selling Price	230

#### USE

Turn off and on with **A**. Place in garden for Mothdrop resident requirement.

### Decoy Piñata

Gardener Level	25
Base Value	825
Selling Price	750

#### USE

Place in garden to distract Professor Pester.

### Gallows Lantern



Gardener Level	26
Base Value	715
Selling Price	650

#### USE

Turn off and on with **A**.

### Wind Chime Mk2



Gardener Level	26
Base Value	264
Selling Price	240

### Swan Fountain



Gardener Level	27
Base Value	275
Selling Price	250

#### USE

Place in garden for Swanana romance requirement.

### Birdbath



Gardener Level	28
Base Value	275
Selling Price	250

### Music Stand



Gardener Level	28
Base Value	352
Selling Price	320

### Paper Screen



Gardener Level	29
Base Value	550
Selling Price	500

### Barrel



Gardener Level	29
Base Value	330
Selling Price	300

### Box o' Booty Island



Gardener Level	30
Base Value	550
Selling Price	500

### Fallin' Rocks



Gardener Level	31
Base Value	660
Selling Price	600

### Glum Roger



Gardener Level	32
Base Value	660
Selling Price	600

### Lantern o' Loot



Gardener Level	33
Base Value	176
Selling Price	160

#### USE

Place near your mine to unearth more valuable items.

### Captain's Cutlass



Gardener Level	35
Base Value	11,000
Selling Price	10,000

#### USE

Helps keep Ruffians from your garden.

### Paper Lantern



Gardener Level	36
Base Value	825
Selling Price	750

#### USE

Turn off and on with **A**.

### Moon-on-a-Stick



Gardener Level	39
Base Value	770
Selling Price	700

#### USE

Turn on and off with **A**. Place in garden for Galagoogoo and Mothdrop resident requirements.

### Dastardos Scarer



Gardener Level	40
Base Value	2,310
Selling Price	2,100

#### USE

Statue of Mumbo Jumbo (from *Banjo-Kazooie*). Lengthens the time Dastardos takes to reach a sick Piñata.

### Oriental Gateway



Gardener Level	41
Base Value	880
Selling Price	800

## Jade Statue



Gardener Level	43
Base Value	990
Selling Price	900

## Scary Burning Torch



Gardener Level	Complete all Region 3 India challenges
Base Value	825
Selling Price	750

### USE

Turn off and on with **A**.

## The Silver Dart



Gardener Level	Complete all Region 3 India challenges
Base Value	880
Selling Price	800

## Ruins of the Lost City of Gumbolia



Gardener Level	Complete all Region 3 India challenges
Base Value	1,100
Selling Price	1,000

## Jake o' Lighting



Gardener Level	Complete all Region 5 Kenya challenges
Base Value	715
Selling Price	650

## The Wealthy Dead



Gardener Level	Complete all Region 5 Kenya challenges
Base Value	880
Selling Price	800

### USE

Turn off and on with **A**.

## Danger Lights



Gardener Level	Complete all Region 7 challenges
Base Value	715
Selling Price	650

### USE

Turn off and on with **A**.

## Deep Space Detector Array



Gardener Level	Complete all Region 7 challenges
Base Value	660
Selling Price	600

### USE

Turn off and on with **A**.

## Saucer of Peril



Gardener Level	Complete all Region 7 challenges
Base Value	880
Selling Price	800

### USE

Turn off and on with **A**.

## TOYS

There are 22 types of toys for your garden, which you buy from Costolot's Store. They add an air of fun to your garden and increase its value; some of them have a specific use. If no use is listed, the item is just for decoration. You can arrange them to create "theme" gardens or just place them for looks.

## Woo Woo Train



Gardener Level	11
Base Value	275
Selling Price	250

### USE

Turns on when placed on track-style paving.

## Station



Gardener Level	12
Base Value	165
Selling Price	150

## Stop Sign



Gardener Level	12
Base Value	121
Selling Price	110

### USE

Turn off and on with **A**.

## Woo Two Train



Gardener Level	15
Base Value	330
Selling Price	300

### USE

Turns on when placed on track-style paving.

## Furraree



Gardener Level	20
Base Value	605
Selling Price	550

## Conveyor



Gardener Level	20
Base Value	220
Selling Price	200

### USE

Turn off and on with **A**.

## Fashion SLR



Gardener Level	20
Base Value	330
Selling Price	300

### USE

Place in your garden to see your Piñatas act like superstars!



### Piano



Gardener Level	23
Base Value	341
Selling Price	310

#### USE

Turn off and on with **A**.

### Battle Ready Armor



Gardener Level	25
Base Value	770
Selling Price	700

### Urny's Milk Float



Gardener Level	25
Base Value	660
Selling Price	600

### Mine Cart



Gardener Level	26
Base Value	550
Selling Price	500

#### USE

Turns on when placed on track-style paving.

### Trumpet



Gardener Level	29
Base Value	363
Selling Price	330

#### USE

Turn off and on with **A**.

### Gong



Gardener Level	29
Base Value	605
Selling Price	550

#### USE

Turn off and on with **A**.

### Wild Cat Fulldozer



Gardener Level	30
Base Value	825
Selling Price	750

### Pink Princess-Devil o' the 7 Seas



Gardener Level	32
Base Value	715
Selling Price	650

#### USE

Turn off and on with **A**.

### Chew Chew Train



Gardener Level	35
Base Value	880
Selling Price	800

#### USE

Turns on when placed on track-style paving.

### Kettle Drum



Gardener Level	35
Base Value	396
Selling Price	360

#### USE

Turn off and on with **A**.

### The Road Hog



Gardener Level	40
Base Value	1,100
Selling Price	1,000

### Statue of the Great Gobstobbler



Gardener Level	Complete all Region 4 India challenges
Base Value	1,210
Selling Price	1,100

#### USE

Turn off and on with **A**.

### Poised Penguin



Gardener Level	Complete all Region 4 India challenges
Base Value	1,320
Selling Price	1,200

### Spectral Locomotive



Gardener Level	Complete all Region 5 Kenya challenges
Base Value	1,100
Selling Price	1,000

#### USE

Turns on when placed on track-style paving.

### The Restless Dead



Gardener Level	Complete all Region 5 Kenya challenges
Base Value	990
Selling Price	900

#### USE

Turn off and on with **A**.

### Intrepid Voyager



Gardener Level	Complete all Region 7 challenges
Base Value	1,100
Selling Price	1,000

## CHAPTER 5

# Achievements





# Xbox LIVE Achievements

Name	Description	Points
1. Card Sharp	Use a Piñata Card	10
2. Master Card Sharp	Use 10 different Piñata Cards	20
3. Yakity Yak	Collect Milk from a Flapyak	20
4. Full House	Play 4-Player Online Co-op for 1 hour	10
5. Famous Piñata	Obtain a special Piñata from the website (or trade one with someone who has)	20
6. Speedfreak	Win a Piñata race	10
7. Master Speedfreak	Win 10 Piñata races	20
8. Exhibitor	Win a Piñata show	10
9. Master Exhibitor	Win 10 Piñata shows	20
10. Desert Collector	Make 3 Desert species into residents	10
11. Master Desert Collector	Make all Desert species into residents	20
12. Arctic Collector	Make 3 Arctic species into residents	10
13. Master Arctic Collector	Make all Arctic species into residents	20
14. Desert Green Fingers	Grow all Desert plants to maturity	20
15. Arctic Green Fingers	Grow all Arctic plants to maturity	20
16. Packet Bulger	Packet contains all surface types (including Snow and Sand)	20
17. Snapper	Take 10 photographs (normal)	10
18. Master Snapper	Take a special photograph	20
19. Dinokeeper	Obtain a Chocodocus	50
20. Records Keeper	Restore 10 of Piñata Central's computer records	30
21. Master Records Keeper	Restore 30 of Piñata Central's computer records	40
22. Expert Records Keeper	Restore all of Piñata Central's computer records	50
23. Moojoo Evolution	Evolve a Moojoo from a Doenut	20
24. Polollybear Evolution	Evolve a Polollybear from a Fizzlybear	20
25. Chocstrich Evolution	Evolve a Chocstrich from a Cluckles	20
26. Pieena Evolution	Evolve a Pieena from a Pretztail	20
27. Parmadillo Evolution	Evolve a Parmadillo from a Fudgehog	20
28. Fancy Dress	Wear a complete Piñata 'costume' of accessories	30
29. Hoghurt Evolution	Evolve a Hoghurt from a Rashberry	20
30. Wildcard Variant	Create a Wildcard Piñata	10
31. Wildcard Variant Master	Create 10 Wildcard Piñatas	20
32. Twin Birth	Create 1 set of twin Piñatas	10
33. Twin Birth Master	Create 10 sets of twin Piñatas	20

Name	Description	Points
34. Couch Socialite	Play One Box Co-op for 1 hour	10
35. Master Couch Socialite	Play One Box Co-op for 3 hours	20
36. Instructor	Teach a Piñata both of its tricks	10
37. Master Instructor	Teach 10 Piñatas both of its tricks	20
38. Gone Clubbing	Knock 5 Sweets into seed holes using the Shovel	10
39. Long Shot	Knock 1 Sweet into a seed hole from a long distance	20
40. Choo-Choo	Have a Woo Woo Train in the Garden	10
41. Choo-Choo Master	Have a Spectral Locomotive in the Garden	20
42. Region 1 Challenger	Complete all of Langston's International Challenges in Region 1	20
43. Region 2 Challenger	Complete all International Challenges in Region 2	20
44. Region 3 Challenger	Complete all International Challenges in Region 3	20
45. Region 4 Challenger	Complete all International Challenges in Region 4	20
46. Region 5 Challenger	Complete all International Challenges in Region 5	20
47. Region 6 Challenger	Complete all International Challenges in Region 6	20
48. Region 7 Challenger	Complete all International Challenges in Region 7	20
49. Master Challenger	Complete all International Challenges in all regions	50
50. Come And Have A Go	Earn a Gold Combat Medal	20

## Piñata Cards

In addition to the strategies for being a successful gardener and Piñata wrangler, the last page of this guide has nine exclusive Piñata cards to help you spruce up your garden. Use these cards to obtain Piñatas with unique combinations of accessories or color variants you can't obtain anywhere else! If you have an Xbox LIVE Vision camera, simply aim it at one of the enclosed cards. A small window will appear on the right hand side of your screen so that you can see what your camera sees; maneuver the camera to fit the card within the frame and adjust the focus so that the image is clear. Then sit back and listen for the double chime sound as the Piñata on your card is automatically scanned in and appears in your garden. The Piñata will appear within your target cursor. Feel free to move it to the ideal spot with **○**. Once you're satisfied, simply place your new Piñata with **△**. Remember, you can scan these cards in as many times as you want, as long as there is room in your garden.



