

Story of Seasons Pioneers of Olive Town Child

Conceiving a child is possible in this Game. You can choose your spouse and settle with him while enhancing your grandfather's farm. There are 10 different candidates you can choose. Irrespective of gender you can date with all the 10 candidates. Once you have successfully dated a character, you can now see all 10 of their Heart Scenes, resulting into marriage proposal. After you get married there will be an option, whether or not you want to get conceived. Thus, this guide will help you how you can reproduce a child. So, without any further ado, let's get started.

Criteria of Having a Child

Raising the friendship level with your partner once you are married will help you conceive a child. There will be 5 more hearts that needs to be filled with Heart Scenes.

Child Heart Scenes

Heart Scenes	Location/Time	Scene
10.5-11	Your house/The morning after reaching the heart number	This scene will allow you to choose the gender. Choose accordingly or if you choose to not have a preference, gender will be random.
11.5-12	Your house/The morning after reaching the required heart number	"In my dream, a child lay before us and we were embracing it fondly."
12.5-13	Your house/Return home after 11	"Your return was overdue. Am I mistaken in thinking you have been more tardy as of late?"
13.5-14	Your house/Return after 7 pm	"Now that I reflect upon it, the two of us share more fond memories that I ever would have imagined is there any event in particular that you cherish most?"
15	Your House/Randomly occurs after you have reached the required heart points	It will be a cutscene where Earth Sprite will give you the baby.

Your child

The traits of the child will be a mixed trait of your and the partner you have chosen. There will be choice for you to choose his name, once it has been done, there is no provision of change. The child will slowly begin to grow.

- 30 days since birth- will start to crawl.
- 76 days since birth- will start to walk.
- 96 days since birth- becomes a young child and roams around the town.

The child after becoming a “young child”, will stop growing and roam inside the town, will not contribute in framework; meanwhile they can also appear in other towns as tourist.

That's all!!