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In: Pages with console version of differences, Characters Edit Comments Share Craftsman, Husband Carol Birthday Birthday Season Summer hair color brown (baldness) Brown Light Chat Gift Desires Spar RPS Play Dine Photo Ride Relic trade Mission Index Mars home map on the ground floor maps of the second floor of the house Mars is a resident of Portia, with which the player can develop a friendship. He's a master of urban tools. He can be found manning his Total Tools store during the day. He and his wife Carol have three daughters, Molly, Polly and Dolly. He is a close-knit family man who is dedicated to his wife and daughters. He likes to play games in django's playroom in his spare time. Background (edited by source) Mars is a native of Portia, since his family came with the first wave of settlers about 80 years ago. Continuing his family's legacy, Mars runs the only tool store in the city. Hardworking and humble, Mars is often stressed about money and how he will afford a better future for his three daughters. Personal life edit source Mars was born in the summer of the 18th day in Portia. Mars devotes its time to running the only tool store in Portia. At one point in his life, he met Carol and had three children: Molly, Polly and Dolly. Mars has difficulty planning how to use the family's money, only to be saved by his wife's ability to manage financial affairs. Appearance (edit the source of editing) This article or section is a stub. You can help expand it. (edited and edited by) Mars wife Carol and his three daughters, Molly, Polly and Dolly, live with him in Portia. He is also friends with Paulie, who runs the store next door. Mars Carol Molly Polly Dolly Poly At Friendship Mars, his network relationship with other NPCs will also be affected, resulting in the player getting points benefiting from these NPCs as well. Schedule Edit Source Sundays: 9:00 - 15:00 Listening to Lee in the Church of Light Relations edit source Perks edit source Developing a friendly relationship with Mars opens a new dialogue that shows more about Mars and gives the player access to special relationship benefits. Buddy Get a 10% discount when consumed in-store Friend Get a 20% discount when consumed in the Store Good Friend Get a 25% discount when consuming in-store Social Interactions (edit the source of editing) Interactions: Click on the icon to go to the appropriate section. Chat-edit edit source Chat is the basic social interaction available at any level of relationships. Talking to Mars once a day can increase his relationship by 1 point, or by 2 points with the skill of Smooth Talk; the subsequent chat, on the same day, only leads to the same conversation with no relationship benefits. The dialogue of Mars can change day and every season. Mars can also comment on certain events or missions. Higher levels of relationships also The Dialogue of Mars. Gift (edit source editing) Gifts to Mars affects the player's relationship with Mars. Each character has a unique gift preference. Tips: Each gift item, except for the items below, will have a neutral (No.1) effect when given to Mars. Gifts presented on the days of the festival and on the birthday of Mars will earn the player 2x and 3x points of relationship respectively, and will show a unique dialogue. The values listed below do not have the Giver skill, which gives you an extra point. Mars feels neutral about all genders, unlike most who hate them. The following elements are desires or wishes that are randomly assigned to one or two characters per week. The player must be at least at Buddy's level with Mars for him to be assigned a wish. More desires have a chance to emerge as the player's friendship with Mars progresses; new desires are added to existing desires, but do not replace them. Some characters may wish for an item they don't usually like. In the event that Mars has the will, giving the wanted item will provide a higher level of points; otherwise, in the event that events are not desired, the item gives a baseline value of the point. A birthday or festival day relationship bonus is applied when gifting the desired item. Spar-editing (editor) Mars can spar with a player up to three times a day. Note that the level in the table is below the base level of Mars at the beginning of the game. The actual level of Mars may be higher because Mars will align over time. RPS-edited editing source Mars can play RPS with a player up to three times a day. Photo Edit source Mars can take part in group photos with the player after reaching the Associate level. More poses are unlocked by reaching higher levels of relationships. The Photographer skill can completely unlock all poses, regardless of the relationship or the romantic level. All poses can be seen on the mars Gallery page. Dates (edit the source of editing) Play edit source After the player has become buddies with Mars, they can schedule a date of play together. If a player decides to dine at the Mars Roundtable during a game date or date, it is recommended that you order dishes that will be served to Mars. If you ask before ordering, Mars will sometimes tell the player what dishes to order; Other times, Mars will just give little clues. In case Mars does not specify the exact desired products, the player must order three to six dishes, depending on what hint Mars gives. It is recommended to order each of these dishes from different dishes, seemingly ordering one course snacks, meat, vegetables, desserts and drinks, rather than five desserts. Food preferences of Mars are: Loves fish and seafood does not like spicy food relics trade 'edit the source' of Mars Uses the relic part of the Exchange board in the museum to trade heirloom pieces. Mars likes to look at concrete completed relics, so once a player has donated such relics to a museum or displayed is displayed In their backyard, Mars can come visit a museum or a player's yard to see these relics. Such visits will earn player relationship points each time, with the amount dependent on the relic. Relics Relics Requested Pieces No. 30 Sculpture Lion Piece 1 Sculpture Lion Piece 2 Sculpture Lion Piece 3 Sculpture Lion Piece 4 Catmaid Statue Piece 1 Catmaid Statue Piece 2 Catmaid Statue Piece 3 Catmaid Statue Piece 4 No 10 Old Thermos Piece 1 Old Thermos Piece 2 Joystick Piece 1 Joystick Piece 2 Joystick Piece 2 Joystick Piece 2 Joystick Piece 2 Favourite ??? Exhibits Catmaid Statue joystick Old Thermos Dee-Di Stop Advanced Skiver Stone Oven Civic Cutter Major Skiver Grill Grinder Civic Oven Industrial Oven Blender Industrial Fire Powered Generator Irrigation Machine Fish Display Big Fish Tank Mission Edited Source Legend: Major Minor Friendship Friendship Secondary missions are listed in alphabetical order. The retreating missions point to the continuity of previously listed missions. Further missions in its time are in chronological order. Secondary Missions Edit Source Care Packages Deliver Care Packages Carol, Alice and Oaks with Nora. Fish for dinner Mars wants to eat fish but doesn't have time to go fishing as he is busy with his shop. Catch a soma to satisfy its cravings. Stay calm, Daddy Bear! Find the bear's dad with the oaks. Meet and greet Mayor Gayle recommends you visit all the owners of Portia stores. Taste Review It seems that McDonald got some trouble going and asking if you could help. Umbrellas have been important lately, there has been a shortage of umbrellas in the city. Mars is asking for your help to collect some materials so he can make more umbrellas. Add a photo to this community content gallery as part of CC-BY-SA unless stated otherwise. Donner mon avis My time in Portia est un jeu sandbox no les inspiration se trouvent dans Animal Crossing, Harvest Moon et Dark Cloud 2. Le joueur y t'ira une nouvelle ville en exploitant toutes les ressources qui sont y sa disposition. Sorti: 15 janv. 2019 From my time in Wiki Portia I have to transfer all my income to my wife every month. I wish I was spending more money. Mars is a citizen of Portia, with whom the player can develop friendship. He owns a Total Tools store. In the alley between Total Tools and the park behind Happy Apartments 7:00 am to 20:00 pm He is a friendly family who is dedicated to his wife and daughters. He likes to play games in django's playroom in his spare time. Von Bio Mars is a native of Portia, his family came up with the first wave of settlers about 80 years ago. Continuing his family's legacy, Mars runs the only tool store in the city. Hardworking and humble, Mars is often stressed about and how he would afford a better future for his three daughters. - My time in Mars' wife Carol and his three daughters, Molly, Polly and Dolly, live with him in Portia. He is also friends with Paulie, who runs the store next door. The development of friendly relations with Mars opens a new dialogue that shows more about Mars and gives you access to special relationship benefits. The player cannot care for and marry on Mars. Perk Buddy's Relationship Points Get a 10% discount when consumed in-store Friend Get a 20% discount when consumed in the Good Friend Store Get a 25% discount when consumed in-store Interactions You can develop your relationship with Mars by interacting in a variety of ways: Gift Gifts Mars affects your relationship. While most of the elements will have a neutral effect, below are the unique preferences of Mars: Unique Universal Love No 20 No 20 No 10 As No 6 No 4 No 4 No 4 No 4 No 4 No 5 No 5 No 4 No 4 No 3 No 3 Dislike -2 -2 -2 -2 Hatred -5 -5 -5 Spar Mars will spar with you three times a day. Spar Level: 5 Match RP Effect RP Effect Awards Possible Dialogue 1st 0 RP No. 1 RP No. 1 RP 1-5 Let's see what you got! 2nd No. 1 RP -1 RP 1-5 Humphrey, go home and practice more. Third No. 1 RP 0 RP 1-5 You're the most powerful opponent I've ever met! Spar Level: 5 Match RP Effect RP Effect Awards Possible Dialogue 1st 0 RP No. 1 RP Silk Scarf You Didn't Hurt, Right? Don't worry about it, practice makes perfect. 2nd 0 RP No. 1 RP Pumpkin Steam Rice Course, I was going to win! Don't underestimate me! 3rd 0 RP No.1 RP Pinecock Bowler Ok, I win! RPS Mars will play RPS with you three times a day. Dates After you become buddies with Mars, you can schedule a game date together. Photo You can take a picture with Mars by interacting and choosing a photo icon. Trip If you have a suitable mountain, you can invite Mars to go for a walk with you, interacting and selecting the Ride icon. Trade Mars sometimes uses heirloom pieces of Exchange board in the museum to trade relic pieces. Mars also visits the museum from time to time and likes to look at special exhibits (after you have donated to their museum). Марс предлагает следующие части: Марс просит следующие части в обмен на точки отношения: 30 30 й30 30 30 30 30 30 й 30 10 10 й 10 10 Когда Марс посещает следующие экспонаты, ваши отношения улучшатся: Speaking Lines TBDline Notes Notes Notes Notes Notes my time at portia marsh. my time at portia somber marsh. my time at portia somber marsh abandoned ruins. my time at portia how to get to somber marsh. my time at portia somber marsh relics

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