

Animal Crossing Hints and Tips

by Cromis

Updated to v2.1 on Oct 3, 2003

This walkthrough was originally written for Animal Crossing on the GC, but the walkthrough is still applicable to the N64 version of the game.

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Animal Crossing Gems of Knowledge FAQ

Version 2.1

10/3/2003

Check out my textures web site:
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WHAT IS THIS GUIDE?

There's a lot of good information available on Animal Crossing, but it's buried in a lot of junk. More and more "topical FAQs" are coming out. But there's some good information I thought should be more available. So my goal for this FAQ is to mine out the gems, and present them here. I will not cover much in the way of basics, but provide answers to some of the common puzzlers and other tidbits of highly useful information.

SUGGESTIONS?

Email me at t_cromis2@yahoo.com if there is a difficult subject that you want covered, and it's NOT already covered in the other FAQs.

WHAT THIS GUIDE IS NOT

This guide is not a guide to glitches, clock-resetting, and other ways of so-called "cheating" (please don't email me that clock setting isn't cheating).

ANIMAL INTERACTIONS

When talking to the animals, it's a good idea to have a fish, bug, shirt, and

piece of furniture in your inventory. You may want to have a wallpaper and floor too. Make sure that it's all stuff you don't want, because the whole point is to sell (or give!) them to the animals to make them happy if they ask.

Often you get stuff back. I always talk to them at least once before asking if they want a favor. Sometimes I get an item just for talking! Also, make sure that you have a few bells (I like to have 10,000-20,000). But don't have too much, because the more you have, the more they are liable to ask for!

Here's a couple of noteworthy interactions:

If an animal asks you to arm-wrestle, he won't actually arm-wrestle you, but will give you a "quiz" and ask you how many pushups he did. It's multiple choice, but if you're wrong, the animal takes all the bells you are carrying.

One of the quizzes has to do with the Chinese Zodiac. Apparently even if you get it all correct, you still get nothing. But here's some info anyways. I haven't encountered this one, but from what I've gathered, here is the critical information you need to get it right. The order of the zodiac is Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat (or Sheep), Monkey, Rooster, Dog, Pig (or Boar). They also seem to ask you which animal is a pig, and the answer is Joan. And which animal is monkey, the answer is Porter.

ANIMAL (GAMEBOY) ISLAND GEMS

On Animal Island let your islander use the golden fishing pole, you might get Wario's Woods and Baseball (unconfirmed).

Wario's Woods with the golden shovel:

Step 1 (on Gamecube): Go to your Island and bury FURNITURE, leave some FRUIT that it likes there (at least 3 pieces of fruit per furniture) and leave a GOLDEN SHOVEL there. (Don't worry, you'll get it back. I've heard that even if the islander doesn't drop the shovel, it's there when the Kapp'n takes you back.)

Step 2 (on Gamecube): Transfer your Island to your GBA.

Step 3 (on GBA Island game): Bring out your Islander and feed it the FRUIT that it LIKES until it is at its maximum happiness level. (I think once it drops bells it's at maximum happiness. Also, the eyes look different and the music speeds up. See next section for more details.)

Step 4 (on GBA Island game: Put the GOLDEN SHOVEL in your Islanders hand, have her go to your buried FURNITURE and she will dig it up and replace it.

(note: to make the islander drop the shovel so it will eat more fruit, just click on the islander. After it has dropped the shovel, give it more fruit.)

Step 5: After all your buried things have been replaced transfer your Island back on to your gamecube.

Step 6 (on Gamecube): Go dig up all the replacement furniture and collect your new items.

Step 7: Chances are, Wario's Woods wont be one of these items, repeat steps 1-6 until you have Wario's Woods!

Note: if you bury lots of furniture, then he won't have a spot to plant flowers and become less happy.

Have your islander use the net to catch floating presents.

ISLANDER PREFERENCES

This is a relatively long section, so I decided not to lump it in with the other Island stuff...

I've collected a bunch of information off of a looong gamefaqs post on this, and would like to get more. Any contributors are welcome! Please email to t_cromis2@yahoo.com

what your islander's favorite fruit, and favorite items are! Please note the difference between favorite items and "impulse buying" below. I will update this periodically. If you email me about favorite fruit, please also tell me WHY you think it's the favorite, so I can tell if you're doing it the "right" way.

If you're new to this, when playing Animal Crossing Island directly on the gameboy (NOT through the gamecube), if you feed your islander its favorite fruit, you get 30,000 bell bags! It's hated fruit produces a little skull cloud for a coupla seconds, and you get nothing. Some people find that there is a fruit that often gives 10,000 bell bags. I am calling this a "second fav" fruit.

Turns out that the islander's favorite fruit and hated fruit are NOT random. A particular islander will always love and hate the same fruit. For example, Drift always hates apples.

It appears that the items islanders ask for are not random! Each islander has his or her own "favorite items." It seems, however, that they do NOT ask for a complete furniture set (such as all the regal furniture), although some ask for many items from a particular set. Also, they may ask for a RANDOM item IF IT IS IN YOUR INVENTORY (this has been coined "impulse buying" No point in keeping track of these, because they can be anything. So, please, IF YOU EMAIL ME ABOUT ITEMS, MAKE SURE THEY HAVEN'T ASKED FOR AN ITEM THAT YOU ARE CARRYING.

Just to clarify: The favorite fruit is the one that makes the islander drop big money bags, plus music "picks up in tempo", and the islander keeps the stupid grin on his face, with the ^^ eyes. THERE IS A WAY TO TELL FOR SURE WHICH IS THE FAVORITE FRUIT. When you first start playing on the GBA island, it will take 3 of most fruit to get your first money bag. The favorite fruit makes them happy faster and it will only take 2. If you want to tell for certain what is the favorite fruit, try this with different fruit, but you must try it with a different fruit EACH time you START playing on the GBA so that the islander always starts at the same level of happiness.

Note: A claim has been made that you can get more bells from non-favorite fruit. If you'd like to investigate this, take a set number of favorite fruit (say 15) to the island. Keep track of total bells. Then do the same with each kind of liked fruit. Email me the results. If you aren't bored out of your skull by then, feel free to do it all again! ;)

Another note: islanders often complain and give back furniture you have given them, even if it is a favorite item. They will often ask for it back again. I suggest storing stuff they give back in the island house. Then if you carry it with you, they will often pay you for it again, even if they haven't asked for it recently!

What I've done is put the letter "y" behind an item for each person who confirmed an entry (so one y means two posts said the same thing, two y's mean three posts, and so on). If something says YES behind it, that means I'm sure of it (at least ten confirmations) and I don't need more confirmations. Of course there could still be errors. No way for me to verify better than noting when multiple posts/emails say the same thing. If the favorite fruit is all in CAPS, it means that at least one person very clearly knew what they were doing.

Name	Favorite Fruit	Hated Fruit	Furniture
Ankha the Cat	CHERRY yy	apples YES	Regal y harp yy ivory piano yyyy regal dresser yy regal vanity yyy retro stereo yyyy shrine lantern yyy white king yyy white queen yyyyy Hawthorne Bonsai yy Tape Deck yy
Annalise the horse	PEARS y	oranges YES	Regal
Bliss the squirrel	No info	oranges YES	Cabana yyy
Boomer the Penguin	pears	cherries YES	Space y Lunar Lander y Robo Clock Spaceman Sam y Standing Stone Stone Couple
Bud the Lion	cherries pears	peaches YES	chess board Corn plant yyyy conga drum Djibe Drum yyyy Ebony Piano yyyy Jukebox modern bed y Modern Bed yyy Reel-to-reel yyyyy rock guitar yyyyy strange painting yyyyy
Dobie the Wolf	PEACHES	cherries YES	garden furniture mossy stone Red vase yy shrine lantern stone couple y tape deck y pond lantern maybe blue wardrobe
Drift the frog	ORANGES y	apples YES	Construction YES wet road sign men at work sign haz-mat barrel oil drum orange cone flagman sign CD Player leaning stone

potbelly stove
exotic screen
kiddie table
cactus

-----|-----|-----|-----
Elina Pears yy peaches YES Exotic yy
the Elephant or apples? Yyyy birdcage yyyy
blue vase yy
exotic bed y
exotic chair y
exotic screen
exotic wardrobe yy
glass-top table yyy
exotic screen
sleigh
turntable yyy

-----|-----|-----|-----
Faith Oranges pears YES baby bear yyy
the Koala Cherries elephant slide yyyy
executive toy yyy
jack in the box
mama bear yyy
papa bear yyy
ptera skull
red aloha shirt
red chair
Robo stereo y
starry shirt y
water bird y
Wobbelina yy

-----|-----|-----|-----
Flash Apples peaches YES Blue y
the bird AND coconuts beach table
Blue bed
blue bench y
blue bookcase
blue cabinet
blue chair
blue dresser
blue wardrobe y
bromiliceae
classic bed
croton
green chair
high-end stereo
kitchy clock
neutral corner
ranch bookcase
rocket
train set
wave breaker

-----|-----|-----|-----
Flossie CHERRIES oranges YES Green
the Mouse Coconut Palm
Green bench
Green Chair
Hammock
Lovely kitchen
Refrigerator
Stove y

June the bear	Peaches	pears YES	Turntable yy Cabana Table yy Iris Chair yy Lady Palm Lovely Stereo Tulip Chair y Wide Screen TV cabin low table noble shirt
Maelle the duck	Apples Peaches	oranges YES	Ranch Aloe y cabana bed yy Classic Hutch Classic sofa phonograph y ranch end table ranch bookcase rubber tree yy Tanabata Palm Vibraphone yyy
O'hare the rabbit	ORANGES y	peaches YES	Regal y computer y gold stereo y Regal Bookcase Ranch Bookcase wide screen tv Writing Chair Writing Desk
Pigleg the pig	Pars	peaches YES	Blue Barrel y cube clock Fan Keg y Melon Chair melon table y pop machine soda machine yy stove toilet watermelon chair y watermelon table y
Plucky the chicken	Apples ORANGES peaches But coconuts gives more bells	cherries YES	Ranch y cabin amber y Cabin Couch classic end table Fan Palm Jukebox Ranch Bookcase Ranch Hutch
Rowan the Tiger	No info	pears YES	Cabana amber Cabin

<note: pop machine and soda machine are two different items and he seems to want both>

cabin bed
Cabin Clock
Cabin Couch
Cabin Low Table
Flowery Painting y
Hi-fi stereo y
Worthy Painting

-----|-----|-----|-----
Yodel
the Gorilla

APPLES y

cherries YES

Exotic yy
exotic end table
exotic bench
exotic bureau
azeala bonsai y
hawthorne bonsai
plum bonsai y
Pine Bonsai

ISLANDER PERSONALITIES

Here I will put people's posts about their islanders' personalities. Again, if you want to contribute, I'm at t_cromis2@yahoo.com. I got descriptions using pictures available at <http://www.animalxing.com/characters.shtml>
I made an interesting observation while doing this. Almost without exception, the females have a flower and the males have a hat. The only ones that don't do this are:

Ankha - she has that Egyptian thing instead

Bud the Lion - what's his excuse? His mane? His sunglasses?

Dobie the Wolf - he's got no excuse; he's just a non-conformist!

Drift - hard for him to wear a hat with his eyes on top of his head!

Ankha

Yellow, Egyptian-style cat (will the puns in this game never end?...)

I can't stand her, she acts like a complete snob.

Annalise

Basic brown horse, with a yellow flower in her hair.

Bliss

Red-orange Squirrel, flower in hair, yellow spiral in tail

She seems to be really into spiritual things. She talks about magical stuff and how you have a beautiful soul.

Boomer

Hefty penguin wearing an old-fashioned leather flight helmet and a parachute on his back (but penguins can't fly...).

He is pretty cool, he says "human" a lot.

Bud

A laid-back looking, very brown (must be a deep suntan) Lion with pink sunglasses.

He acts like a hippie.

He's a hip surfer bum who likes to steal my furniture and give it back the next day.

Dobie

Your basic gray Wolf.

He's kind of mysterious, like that one guy from Outlaw Star! Yeah, dress Doby up in that uniform and you've got the perfect personality.

Drift

Thin, reddish frog.

Acts nicer than most of my townspeople.

I'm sick of being called brah. he's a lot like Michaelangelo the teenage mutant ninja turtle.

Elina

Elephant with a big white flower on her head.

Faith

Big-nosed Koala with a yellow flower in her hair.

Flash

Blue bird with a big Panama hat.

It is a he and I'm a he, and he always asks me to dance with him the night away with him.

Flossie

Little tan-colored mouse with a blue flower in her hair.

She thinks she's cool or something.

June

Teddy-bearish, with a yellow and orange flower in her hair.

Maele

Yellow duckling with a big white flower in her hair.

O'hare

Skinny brown rabbit (had to be a rabbit with that name!); wears a straw hat.

Acts alot like Flash. Asks you to dance.

Pigleg

Piratey pig with bandana (?), beard stubble and eyepatch.

Plucky

Plain brown chicken with what looks like it might be a sailor's cap. Another player says Plucky isn't wearing "Something that looks like a sailor's cap", but she's wearing her blue feathers up in a bun (it looks vaguely polynisian). Also, she asks you to change her phrase every other time you talk to her, but it was originally "Clucky". She's also very vain and always asks you for clothes in your inventory and gets angry when you don't give them to her. She takes clothes A LOT! Makes her happy, but then sad because she says she had that shirt as a kid, but then when she tries it one, it "doesn't fit" and makes her feel fat. Plucky is some what of a tomboy, she brags about it a lot. She is very picky about what furniture she takes, and she often ends up giving some of it back.

Rowan

Your basic orange tiger with black stripes. Sports a funky little hat.

This guy is weird! He always takes my clothes and struts. He asks me to dance and gets hearts and flowers over his head a lot. He always makes me write poems in his guest book

Yodel

Yodel the Gorilla is /very/ effeminate although sometimes it seems he is just spacey (confused and moronic) like some of the village males. Yodel will always request any shirts I have on me (it seems the more 'colorful', the better for him) as well as the lovely furniture series (he went simply wild over a lovely bed and armchair I had one me once).

NES GAMES AND THE BEST ITEM LIST EVER

The Prima Strategy Guide AND Game Informer magazine report that there are 19 Nintendo Games. Prima goes on in saying that 4 will be released via E-Reader card. Here's a list of known games:

Balloon Fight
Baseball
Clu Clu Land
Clu Clu Land D
Donkey Kong
Donkey Kong 3
Donkey Kong Jr
Donkey Kong Jr Math
Excitebike
Golf
Pinball
Punchout
Soccer
Tennis
Wario's Woods

I got this list off of Wraith10's awesome item page. Check it out at <http://www.animalxing.com/> then click on Master Item List.

I'm only adding the following because I want people to STOP emailing me about it. I haven't investigated it, but apparently Zelda and Super Mario Bros has been found. See

[http://www.codejunkies.com/article.asp?c=US&cr=USD&cs=\\$&r=0&l=1&i=5362](http://www.codejunkies.com/article.asp?c=US&cr=USD&cs=$&r=0&l=1&i=5362) for details. Others claim you can also get ice climbers, and punch out. Looks like Super Mario Bros and Ice Climbers are available on E-reader cards (by scanning only, no code):
<http://acforums.megadoomer.com/viewtopic.php?t=20208>

Remember, please don't email me about this one way or another (or Ice Climbers, either!) thanks.

TEXTURE CREATION PROGRAM

There's a program that converts 32x32 images into AC textures. I've figured out how to use it on a most images, including photographs.

Download it at

<http://proth.bravepages.com/anicrodesapro/index.html>

If you want me to use the program on any images you have or find, just send them to me. You can even put my email on your web page with a note to that I'll convert images for people. Just include these instructions:

-Images need to be square or pretty close to it. I can crop if needed.
-I can take jpg, gif, bitmap and tiff, or even a web page address

Send them to t_cromis2@yahoo.com

MISCELANEOUS

Trading - Save those codes! You can use them infinitely. After 3 times, Nook will say that he is out of items. Don't believe him! Just save and quit and go back. The silly raccoon will forget what he told you and give you three more. And the code is permanent - you could use it a year later if you wanted.

If you're doing the "money rock," it's faster to hit it with your axe, so you'll get more bags. Of course, unless you have the golden axe you'll break a lot of axes this way. You can also dig holes so that your character doesn't get knocked around so much.

When planting a money tree, the more you plant, the more you get. So if you plant 30,000, you'll get back 90,000!

If bee nest falls, get out your net, but aim for the HIVE, not the bees flying at you, and you'll catch a bee. Another method that someone claims works: Go around shaking trees until the familiar sound of a bees' nest appears. Pause as quick as you can and equip your net. Unpause and run around the tree twice, in the direction away from where the nest landed. The bees will circle twice as well, but they will take much longer. After you've circled, just wait and swing the net when the bees get to you.

Psychic Hotline: You will need the Lovely Phone. Once you've got it, put it in your house and press A in front of it. The Psychic Hotline will give you hints on specific events taking place that day.

Nook mail order: Save and quit, then restart, and the catalog item you ordered will be in your mailbox. (You do NOT have to turn the cube off)

How To Look Behind Trees/Buildings

To find out if objects are buried behind trees (or buildings), instead of cutting them down or digging randomly, bury one of your own items behind the tree you want to look behind. Then, just dig it up. Your character will hold the item up, and the camera will zoom in. The tree will temporarily disappear, and you can look around for the telltale X marks. Very useful!

Talking to villagers that want to sleep:

When you want to talk to your villagers but they're sleeping outside and you're afraid they're going to go in the house and sleep, push them away from their house, then talk to them. Push them slowly so they don't get mad. It almost always works. Sometimes you only get one response before they go back to their house. To prevent this, dig holes in front of their house so they can't go in.

Some say to walk, don't run as you approach them, because sometimes when you run it wakes them up and they go inside. Another approach is to push the villager away, position yourself between the villager and its house before you wake it up, then go in its house before it gets there. They say some funny stuff when you do that, and it's even been reported that they leave the lights on and you can re-enter as much as you want! (obviously I haven't tested this yet)

Supposedly, this is a picture of a real coelacanth:

www.dinofish.com/cimages/coel03b.jpg

Here's some other images from the same site. I couldn't find where they are identified or described, but they seem to be coelacanth:

<http://www.dinofish.com/cimages/coediv2.jpg>

<http://www.dinofish.com/cimages/coel01.jpg>

The main page is pretty cool if you want to find out about these fish:

<http://www.dinofish.com>

Changing Your Inventory Background:

1. Take any shirt you have in your inventory and put it in the bottom-right spot in your inventory.
2. Grab it, then press down. It will act like another spot is there and if you drop the shirt, it will put the shirt's design as the background. This will only work with shirt designs.

Don't reset while traveling. If you reset while visiting another town, everything you are carrying, including all letters, will be forever lost. One person reported that she reset after talking to Porter, but before getting on the train, and lost everything.

Free shirts and letters at the start

This is a simple trick, but ya only got 1 chance.

1. At the start when Tom gives ya the shirt, drop it outside.
2. Repeat 6 times.
3. Do the same thing when ya get the letter.
4. Mail everyone a letter w/the shirt so they'll like ya.

ACKNOWLEDGEMENTS

My thanks to:

gamecubed23 for use of golden fishing pole on GBA island
Miyamoto Wannabe for "look behind stuff" tip
knucklesZ25, MunkMann, Merodi, malik700, Nibbyman and 66Stingray427 for talking to sleeping villagers tips
scyth02 for originating a post on islander preferences, and to too many people to mention that responded. See the posts for details at:
<http://s2.cgi.gamefaqs.com/boards/genmessage.asp?board=12178&topic=4545996&page=4>
and
<http://s2.cgi.gamefaqs.com/boards/genmessage.asp?board=12178&topic=4698123&page=2>
and
<http://acforums.megadoomer.com/viewtopic.php?t=8352>
jokey655 for first coelacanth picture link
Credit to MarshallT3 for information about possible additional NES games.
www.animalxing.com/characters.shtml for pictures of islanders
Everyone who posted islander personality information at
<http://s1.cgi.gamefaqs.com/boards/genmessage.asp?board=12178&topic=4793153>

AND THE MANY MANY PEOPLE WHO HAVE EMAILED ME. THANKS FOR NOT MAKING ME LIST YOU ALL!!! Heh...

CLOSING AND CONTACT INFORMATION

Just about everything I know about these subjects (and many things I don't really know for sure!) is in here, so it probably won't do you any good to email me, but you can try. I'm at t_cromis2@yahoo.com

Corrections, additions, information, etc. etc. etc. - it's all welcome!

LEGAL JUNK

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