

Animal Crossing FAQ

by Pikachu 4 President

Updated to v20.0 on Jan 28, 2005

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

@-}-----ANIMAL CROSSING-----{-@

This is Version X.1, created by Pikachu 4 President on May 6, 2003. You may contact me at animal_crosser@yahoo.com. Please remember to include your online/Animal Crossing Message Board name in your e-mail so I can credit you for any information you give me! All e-mails asking for info already covered in this FAQ, or that don't include an online name (for info you give me) will be deleted. Thank you so much for your co-operation and understanding.

Also, please e-mail me if you have Microsoft Word and would like me to e-mail you a copy of this FAQ with page numbers.

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1) INTRODUCTION:

Welcome to my FAQ page on my favorite game, Animal Crossing!!
I'm happy you're here. This is my first time making a FAQ, and I'm very proud of it. I never liked a game enough to make a FAQ about it, but let me tell you, this game inspired me, as did the people on the Animal Crossing Message Board (see link under "Helpful Websites" section). They have been an invaluable resource and are probably the best people to ask when you have a question. Be sure to go to that board if you have any unanswered questions after reading this FAQ (hopefully everything should be covered in the "FAQ" sections near the bottom of this FAQ). Please keep in mind, though, that most of this FAQ assumes that you at least know the controls of the game.

2) PRICES FOR, TIMES AND WHERE TO CATCH FISH AND INSECTS:

- Fish:
- Angelfish -- 3,000 -- May-October, 4pm-9am (river, pond)
 - Arapaima -- 10,000 -- July, first half of September, 4pm-9am (river, pond)
 - Arowana -- 10,000 -- June-September, 4am-9am, 4pm-9am (river, pond)
 - Barbel Steed -- 200 -- All year, all day (river, pond)
 - Barred Knifejaw -- 5,000 -- March-November, 4am-9am, 4pm-9pm (ocean)
 - Bass -- 300 -- All year, all day (river, pond)
 - Bitterling -- 1,300 -- December-February, all day (river, pond)
 - Bluegill -- 120 -- All year, 9am-4pm (river, pond)
 - Brook Trout -- 150 -- All year, all day (pond)
 - Carp -- 300 -- All year, all day (river, pond)
 - Catfish -- 200 -- May-October, 4pm-9am (river, pond)
 - Cherry Salmon -- 1,300 -- Mar.-Jun., Sept.-Nov., 4am-9am, 4pm-9pm (river, pond)
 - Coelacanth -- 15,000 -- All year, 4pm-9am *only in the rain* (ocean)
 - Crawfish -- 250 -- April-first half of September, all day (holding pond)
 - Crucian Carp -- 120 -- All year, all day (river, pond)
 - Dace -- 200 -- All year, 4pm-9am (river, pond)
 - Eel -- 2,000 -- June-September, 4pm-9am (river, pond)

Freshwater Goby -- 300 -- All year, all day (river, pond)
Frog -- 250 -- May-August, All day (holding pond)
Giant Catfish -- 3,000 -- June-August, 4pm-9am (pond)
Giant Snakehead -- 6,500 -- June-August, 9am-4pm (pond)
Goldfish -- 1,300 -- All year, all day (river, pond)
Guppy -- 1,300 -- April-November, 9am-4pm (river, pond)
Jellyfish -- 100 -- Second half of August, all day (ocean)
Killifish -- 300 -- April-August, all day (river, pond)
Koi -- 2,000 -- All year, all day (river, pond)
Large Bass -- 3,000 -- All year, all day (river, pond)
Large Char -- 10,000 -- March-June, Sept.-Nov., 4am-9am, 4pm-9pm (waterfall)
Loach -- 300 -- March-May, all day (river, pond)
Pale Chub -- 200 -- All year, 9am-4pm (river, pond)
Piranah -- 6,500 -- June-September, 9am-4pm, 9pm-4am (river, pond)
Pond Smelt -- 300 -- December-February, all day (river, pond)
Popeyed Goldfish -- 1,300 -- All year, 9am-4pm (river, pond)
Rainbow Trout -- 650 -- March-June, Sept.-Nov., 4am-9am, 4pm-9pm (river, pond)
Red Snapper -- 3,000 -- All year, 4pm-9am (ocean)
Salmon -- 650 -- September, all day (river mouth, river, ocean, pond)
Sea Bass -- 120 -- All year, all day (ocean)
Small Bass -- 200 -- All year, all day (river, pond)
Stringfish -- 15,000 -- December-February, 4pm-9am (river, pond)
Sweetfish -- 1,300 -- July-September, all day (river, pond)

Insects:

Ant -- 80 -- All year, all day (attracted to candy or decayed turnips)
Bagworm -- 250 -- October-March, all day (in trees)
Banded Dragonfly -- 4,500 -- July-August, 8am-5pm (anywhere)
Bee -- 4,500 -- All year, all day (in trees)
Bell Cricket -- 430 -- September-October, 5pm-8am (in grass)
Brown Cicada -- 200 -- July-August, 8am-5pm (on trees)
Cockroach -- 5 -- Mar.-Nov., all day (on trees, flowers, attracted to turnips)
Common Butterfly -- 80 -- March-October, 8am-5pm (anywhere)
Common Dragonfly -- 130 -- May-July, 8am-5pm (anywhere)
Cricket -- 130 -- September-November, 5pm-8am (in grass)
Darter Dragonfly -- 200 -- June-August, 8am-5pm (anywhere)
Drone Beetle -- 80 -- July-August, all day (on trees)
Dynastid Beetle -- 1,350 -- July-August, 7pm-8am (on trees)
Evening Cicada -- 850 -- July-August, 4am-8am, 4pm-7pm (on trees)
Firefly -- 250 -- June, 7pm-4am (near water)
Flat Stag Beetle -- 2,000 -- June-August, 7pm-8am (on trees)
Giant Beetle -- 10,000 -- July-August, 11pm-8am (found on trees)
Grasshopper -- 130 -- August-September, 8am-5pm (in grass)
Jewel Beetle -- 3,000 -- July-August, 8am-4pm (on trees)
Ladybug -- 130 -- March-July, October, 8am-5pm (on flowers)
Long Locust -- 200 -- August-November, 8am-5pm (in grass)
Longhorn Beetle -- 200 -- June-August, 8am-5pm (anywhere)
Mantis -- 430 -- August-September, 8am-5pm (on flowers)
Migratory Locust -- 1,350 -- September-November, 8am-7pm (in grass)
Mole Cricket -- 200 -- November-May, all day (underground; listen for them)
Mosquito -- 130 -- May-September, 8am-11pm (anywhere)
Mountain Beetle -- 2,000 -- July-August, 7pm-8am (on trees)
Pill Bug -- 250 -- All year, all day (under rocks)
Pine Cricket -- 100 -- September-October, 5pm-8am (in grass)
Pondskater -- 130 -- June-September, 8am-7pm (in main pond and holding ponds)
Purple Butterfly -- 2,000 -- June-August, 8am-5pm (anywhere)
Red Dragonfly -- September-October, 8am-7pm (anywhere)
Robust Cicada -- 300 -- July-August, 8am-5pm (on trees)
Saw Stag Beetle -- 2,000 -- July-August, 7pm-8am (on trees)
Snail -- 250 -- April-September, all day (on flowers)

Spider -- 300 -- April-September, all day (in trees)
Spotted Ladybug -- 200 -- March-July, October, 8am-5pm (on flowers)
Tiger Butterfly -- 200 -- April-September, 8am-5pm (anywhere)
Walker Cicada -- 400 -- July-September, 8am-5pm (on trees)
Yellow Butterfly -- 80 -- March-October, 8am-5pm (anywhere)

Shell Prices:

Conch -- 350
Coral -- 250
Lion's Paw -- 40
Porceletta -- 30
Sand Dollar -- 60
Venus Comb -- 150
Wentletrap -- 20
White Scallop -- 450

- This list was compiled by myself with the help of The Official Guide to Animal Crossing by Nintendo Power

3) CHARACTERS:

This is a list of both the "in-every-town" characters and all the other characters you may encounter in your town and on Animal Island (the island you get to with your Game Boy Advance). For the Townsanimals and Animal Islanders, I have put whether they are a boy or a girl, what type of personality they have, what type of music they have in their house, and how their house is decorated.

Personality Descriptions:

"Very sweet" males/females go to bed around 8 or 9pm. They will often tell you how seeing you makes their day and stuff like that. They will be your best friend and might never talk about moving away. They are usually the cutest characters in the game. The guys are friendly and outgoing. The girls are somewhat shy, timid, and forgetful. They seldom get angry at you for refusing to do them a favor, and they will talk to you about goings-on in town.

"Nice" males/females sometimes talk like teenagers. If they don't have a favor for you to do, they'll be the ones that say, "Yep! I do have something!... no. I don't. I'm sorry. Ah! I'm sorry about lying, too!" A "nice" girl is sweet and will always be willing to be your friend, but she won't take as much of an interest in you as the "very sweet" females will. They will be the ones who ask you to build such-and-such for them and will comment on things going on in town. Never talk to them when you have an item in your possession that is valuable or that you want to keep, because they will take it from you once you ask them a "what's up" kind of question. They go to bed around 10 or 11pm and they get up early.

"Snobby" females act like snobs. She will be the one who complains about your town tune, says you have no taste in clothing, no decorating sense, etc. These can be a pain to talk to. They look down on your by character commenting on their clothes, mannerisms and actions. They compliment you a tad insultingly on errands you do for them even if it was hard. You know a girl is one of these girls just by her appearance. If she has makeup on, she's one of them (MOST of the time).

"Moody" males can be either nice or snotty at any given moment. They're not mean enough to be classified as "mean," but they can't always be

classified as "nice," either. Kind of like the "snobby" female.

"Mean" males/females are mean and wake up at 10am. A "mean" male will be the one who gets angry when you come up and talk to him and is usually all huffy, saying things like, "You know what's funny? A pie in the face." He'll also talk about about getting free stuff from Tortimer. They will also tell you to "get off their lawn" and such. These are the townsanimals that will say something to the effect of, "Here...Let me look through your stuff to see if there's anything I'd like."

"Athletic" males are always talking about exercising and stuff. They stay up for a long time and are really nice. They like to talk about fishing and catching bugs. Just as the name implies. These guys talk Animalese in deep voices and have very surly attitudes. They really get offended if you reject an errand and give you tolerated compliments. They are "party animals" since they stay up all night. The only drawback is that you won't see them up until after 11am.

Also included for the Townsanimals is their original catch phrases.

In Every Town Characters:

Blanca -- You meet her on the train. She is the cat without a face. You can't miss her.

Blathers -- The Museum Supervisor. He's an owl. Super-sweet and very knowledgeable. He's taught me a lot of history!

Booker -- The Bulldog who is always in the Police Station and keeps track of the lost-and-found items.

Chip -- The Fishing Tournament judge. I think he's a beaver, which would explain the name.

Copper -- The town's policeman. He's a dog (can't tell which breed) that is very into fitness and is also very helpful. He's the first animal you should see when you go to a new town, because he will give you a map. Talk to him every day to see if any of the special characters will soon be coming to your town.

Crazy Redd -- Sly fox that runs a black- 'scuse me, a regular market every so often in town. Be careful of him; he'll charge you up to four times what Nook charges you for items you can get at Nook's shop, but his tent is still worth a visit because he sometimes sells rare items you can't get anywhere else.

Franklin -- A turkey who comes on the fourth Thursday in November. He needs you to save his life by stealing silverware from the town's banquet table. In return he will give you a piece of the Harvest furniture collection.

Gracie -- Haughty giraffe who pretty much makes you wash her car. As a reward, though, she may give you some nifty expensive clothing ("Gracie Originals").

Gulliver -- A seagull who washes up on-shore from time to time. Very nice and, if you're kind enough to rescue him, he will give you very rare and expensive items.

Jack -- A mysterious spirit who wanders around town on Halloween. While all the characters dress up as him (i.e., they all have huge

Jack-o'-Lanterns on their heads), only one, of course, actually is him. If you find the real Jack, you get a piece of the Spooky furniture collection.

Jingle -- A reindeer who comes on Christmas Eve. Talk to him five times in a row (moving an acre away from him between each conversation) and he might give you a piece of the Jingle furniture collection.

Joan -- A boar who comes every Sunday morning to sell turnips. Buy some and you may be able to sell them to Nook for a profit.

Kapp'n -- A Kappa turtle (which is a turtle-like creature from Japanese mythology, and kudos to Arthur the Writer for figuring that one out) who owns the rowboat you use to go to Animal Island.

Katrina -- A feline fortune-teller.

Mabel -- A hedgehog seamstress.

Mr. Don Resetti -- A more mellow counterpart to Mr. Resetti, he is a mole who will also get upset with you for resetting. Brother to Mr. Resetti.

Mr. Resetti -- A much more unforgiving mole who will be the first to get on your case for resetting your game. Brother to Mr. Don Resetti.

Pelly -- The adorable, kindly pelican who works at the Post Office during the day. It is rumored that she and Pete are a couple.

Pete -- The mail-pelican who delivers the mail.

Phyllis -- The not-so-nice pelican who works at the Post Office during the evenings and night-time.

Porter -- The sweet-natured monkey who greets you when you go to the Train Station.

Rover -- The chatty kitty who is kind enough to sit with you on the train and find you a place to live. He will usually sit with you whenever you're on the train.

Sable -- The quiet hedgehog, sister of Mabel, who is always absorbed in her work at the sewing machine.

Saharah -- A camel who comes through town every so often to sell her carpets.

Snowman -- Roll small snowballs together to form a well-proportioned snowman. If you make a nice enough snowman, it will give you furniture; if it's lop-sided, it will give you a lecture.

Timmy Nookling -- One of Nook's twin raccoon boys.

Tom Nook -- A raccoon who runs the only store in town. You will see him a lot, because he's the one who buys everything you sell.

Tommy Nookling -- Nook's other twin raccoon boy.

Tortimer -- The town Mayor. Look for him during special events.

Totakeke (a.k.a. K.K. Slider) -- A dog who sits at the train station

every Saturday from 8p.m. to midnight. He is a musician who will play a song for you (which leads to an awesome animation sequence) if you go and talk to him. He's quite hip and he will even give you an "aircheck" (cassette tape) of the song he plays for you.

Wendell -- A "starving artist" walrus who will give you wallpaper if you give him his favorite food (hint: think about what walruses like to eat).

Wisp -- A ghost who may come around late at night, especially if you haven't been keeping your town clean. He will ask you to capture five spirits with your bug net, and as a reward he will grant you a wish.

Townsanimals:

Alligators:

Alfonso -- Boy -- Nice -- Imperial K.K. -- Exotic Series -- "it's-a-me"
Alli -- Girl -- Snobby -- K.K. Calypso -- mostly clothes -- "gwaargh"
Boots -- Boy -- Athletic -- lots of plants -- "munchie"
Liz -- Girl -- Nice -- "groomch"

Anteaters:

Cyrano -- Boy -- Moody -- No radio -- miscellaneous -- "ah-CHOO"
Nosegay -- Girl -- Nice -- lots of paintings -- "hoonk"
Pango -- Girl -- Nice -- "snooooof"
Snooty -- Girl -- Snobby -- "snifffff"
Zoe -- Girl -- Nice -- K.K. Fusion -- "whiiif"

Bears:

Chow -- Boy -- Moody -- No radio -- Classic Series -- "aiya"
Dozer -- Boy -- Kind and quiet -- "zzzzzz"
Grizzly -- Boy -- Moody -- "grr"
Groucho -- Boy -- Moody -- "grumble"
Nate -- Boy -- Kind and quiet -- "yaaaawn"
Pinky -- Girl -- Nice -- "cubbie"
Teddy -- Boy -- Nice -- Mr. K.K. -- miscellaneous -- "grooof"
Tutu -- Girl -- Kind and quiet -- K.K. Steppe -- miscellaneous -- "twinkles"
Ursala -- Girl -- Snobby -- Cafe K.K. -- miscellaneous -- "groomph"

Birds:

Ace -- Boy -- Athletic and nice -- K.K. Parade -- fish and bugs -- "ace"
Admiral -- Boy -- Mean -- plate armor and a samurai suit -- "aye aye"
Anchovy -- Boy -- Kind and quiet -- "chuuurp"
Jay -- Boy -- Athletic -- K.K. Waltz -- String Instrument Set -- "heeeey"
Midge -- Girl -- Kind and quiet -- K.K. Lullaby -- Lovely Series -- "tweedledee"
Otis -- Boy -- Nice -- No radio -- Garden pond, rocks, etc. -- "I s'pose"
Piper -- Girl -- Nice -- K.K. Reggae -- "chickadee"
Robin -- Girl -- Very snobby -- K.K. Bossa -- Pine Wood Set -- "la-di-da"
Twiggy -- Girl -- Kind and quiet -- "cheepers"
Twirp -- Boy -- Moody -- No music on radio -- Office Set and misc. -- "chirp"

Cats:

Bob -- Boy -- Kind and quiet -- K.K. Ragtime -- Kiddie Series -- "pthhpth"
Kabuki -- Boy -- Moody -- K.K. Folk -- miscellaneous -- "meoooh-OH"
Kiki -- Girl -- Very sweet -- K.K. Country -- Pine Set and misc. -- "kittycat"
Kitty -- Girl -- Snobby -- K.K. Etude -- Regal Series -- "mrowwr"
Mitzi -- Girl -- Very sweet -- K.K. Swing -- miscellaneous -- "mew"
Monique -- Girl -- Snobby -- "pffffft"
Olivia -- Girl -- Snobby -- K.K. Etude -- Regal Series -- "purrr"
Punchy -- Boy -- Nice -- K.K. Love Song -- some Blue Series items -- "mrmph"

Purrl -- Girl -- Snobby -- K.K. Swing -- "kitten"
Rosie -- Girl -- Kind and quiet -- "silly"
Stinky -- Boy -- Nice -- "GAHHHHH"
Tabby -- Girl -- Very sweet/Quiet -- miscellaneous -- "mee-WOW"
Tangy -- Girl -- Nice -- No radio -- Citrus & Apple Sets -- "reeeOWR"
Tom -- Boy -- Moody -- "me-YOWZA"

Chickens:

Ava -- Girl -- Nice -- K.K. Country -- Cabin Series -- "beaker"
Betty -- Girl -- Nice -- No radio -- Pine Set and miscellaneous -- "cluckling"
Egbert -- Boy -- Kind and quiet -- K.K. Technopop -- Robot Set -- "doodle-duh"
Goose -- Boy -- Nice -- "buh-kaw"
Hank -- Boy -- Nice -- "buhk buhk"
Hector -- Boy -- Nice -- K.K. March -- "coo-HAH"
Leigh -- Girl -- Nice -- No radio -- Cabin Series -- "cutie"
Rhoda -- Girl -- Snobby -- K.K. Funk -- Econo-chairs and Bonsais -- "clucky"

Cows:

Belle -- Girl -- Very sweet -- No radio -- 3 cow shirts & Bovoids -- "cuddles"
Bessie -- Girl -- Kind and quiet -- K.K. Salsa -- Pine Wood Set -- "buttercup"
Chuck -- Boy -- Moody -- Green Series -- "jerky"
Oxford -- Boy -- Mean -- K.K. Western -- Western Theme -- "bully, eh?"
Patty -- Girl -- Kind and quiet -- K.K. Calypso -- Cabana Series -- "how now"
Petunia -- Girl -- Snobby -- "moo-la-la"
Stu -- Boy -- Kind and quiet -- K.K. Lullaby -- Blue Series -- "moo-dude"
T-Bone -- Boy -- Kind and quiet -- K.K. Reggae -- plants & a fish -- "moocher"

Dogs:

Bea -- Girl -- Very sweet -- K.K. Parade -- Green and Ranch furniture -- "bingo"
Biskit -- Boy -- Kind and quiet -- "dawg"
Bones -- Boy -- Nice -- No radio -- Study Set -- "yip yip"
Butch -- Boy -- Moody -- K.K. Fusion -- Modern Series -- "ROOOOWF"
Cookie -- Girl -- Kind and quiet -- K.K. Country -- Ranch Series -- "arfer"
Daisy -- Girl -- Nice -- No radio -- Mammoth & other fossils -- "bow WOW"
Goldie -- Girl -- Very sweet -- K.K. Bossa -- Cabin Series -- "woof"
Lucky -- Boy -- Kind and quiet -- "rr-OWCH"
Maddie -- Girl -- Very sweet -- K.K. Fusion -- Classic Series -- "yippee"
Portia -- Girl -- Snobby -- K.K. Cafe -- some Regal Series -- "ruffian"

Ducks:

Bill -- Boy -- Nice -- K.K. Reggae -- "quacko"
Deena -- Girl -- Very sweet -- some Classroom items -- "sugarbill"
Derwin -- Boy -- Kind and quiet -- "derrrr"
Freckles -- Girl -- Kind and quiet -- K.K. Calypso -- miscellaneous -- "ducky"
Joey -- Boy -- Nice -- "yaaawn"
Mallary -- Girl -- Snobby -- "quackpth"
Pate -- Girl -- Very sweet -- K.K. Dirge -- Classic Series -- "quackle"
Pompom -- Girl -- Kind and quiet -- "rah-rah"
Scoot -- Boy -- Nice -- lots of misc. furniture -- "zip zoom"
Weber -- Boy -- Kind and quiet -- K.K. March -- miscellaneous -- "quaa"

Elephants:

Axel -- Boy -- Nice -- "WHONK"
Dizzy -- Boy -- Kind and quiet -- No radio -- miscellaneous -- "whoo-oo"
Ellie -- Girl -- Nice -- "wee one"
Eloise -- Girl -- Nice -- "TOOOOOOT"
Opal -- Girl -- Snobby -- K.K. Safari -- Exotic Series -- "snoot"
Paolo -- Boy -- Kind and quiet -- K.K. March -- some Kiddie furniture -- "pal"

Frogs:

Camofrog -- Boy -- Moody -- "ten-hut"
Cousteau -- Boy -- Athletic -- "oui oui"
Emerald -- Girl -- Kind and quiet/Very sweet -- ? -- umbrellas -- "sproing"
Huck -- Boy -- Kind and quiet -- K.K. Jazz -- Pine Wood Set -- "hopper"
Jambette -- Girl -- Kind and quiet -- "croak-kay"
Jeremiah -- Boy -- Kind and quiet -- K.K. Mambo -- miscellaneous -- "nee-deep"
Lily -- Girl -- Kind and quiet -- K.K. Salsa -- Frog Set and misc. -- "toadally"
Prince -- Boy -- "ribbit"
Puddles -- Girl -- Snobby -- "splish"
Ribbot -- Boy -- Nice -- Space Theme -- "zrrrrribit"
Tad -- Boy -- Nice -- No radio -- miscellaneous -- "sluuuuurp"
Wart Jr. -- Boy -- Moody -- "grr-ribbit"

Goats:

Billy -- Boy -- Nice -- "dagnabbit"
Chevre -- Girl -- Kind and quiet -- ? -- Teddy Bear Set -- "la baa"
Gruff -- Boy -- Moody -- Only Me -- instruments -- "bleh eh eh"
Iggy -- Boy -- Nice -- "paaally"
Sven -- Boy -- Kind and quiet -- Western Theme -- "buh-uh-ud"
Velma -- Girl -- Snobby -- "blih"

Gorillas:

Cesar -- Boy -- Mean -- K.K. Casbah -- Regal Series and misc. -- "highness"
Jane -- Girl -- Snobby -- K.K. Soul -- kitschy wall & floor & misc. -- "chimp"
Louie -- Boy -- Athletic -- No radio -- Bowtoid Gyroids and Drum Set -- "toots"
Peewee -- Boy -- Moody -- K.K. Casbah -- sparse furnishings -- "lil' dude"

Hawks:

Amelia --- Girl -- Snobby -- K.K. Condor -- "eaglet"
Apollo -- Boy -- Moody -- K.K. Soul -- "pah"
Buzz -- Boy -- Moody -- "captain"
Pierce -- Boy -- Athletic -- K.K. Etude -- Regal Series -- "winger"
Quetzal -- Boy -- Nice -- "SKREE"

Hippos:

Bertha -- Girl -- Nice -- K.K. Cruisin' -- Modern Series -- "bloop"
Biff -- Boy -- Very sweet -- K.K. Blues -- mostly Ranch Series -- "squirt"
Bitty -- Girl -- Snobby -- DJ K.K. -- sparse furnishings -- "my dear"
Bubbles -- Girl -- Nice -- fruit furniture -- "hipster"
Lulu -- Girl -- Nice -- No radio -- Kiddie Series -- "yaaaaawl"
Rocco -- Boy -- Moody -- Lucky K.K. -- Exotic Series -- "hippie"
Rollo -- Boy -- Kind and quiet -- No radio -- some Gyroids -- "beaulch"

Horses:

Buck -- Boy -- Nice -- K.K. Casbah -- miscellaneous -- "pardner"
Cleo -- Girl -- Snobby -- K.K. Bossa -- miscellaneous -- "sugar"
Ed -- Boy -- Athletic -- K.K. Ballad -- Modern Series -- "greenhorn"
Elmer -- Boy -- Nice -- "tenderfoot"
Peaches -- Girl -- Nice -- "neighbor"
Savannah -- Girl -- Nice -- K.K. Salsa -- some Cabana items -- "y'all"
Winnie -- Girl -- Very sweet -- "Hay-OK"

Kangaroos:

Astrid -- Girl -- Nice -- "my pet"
Carrie -- Girl -- Kind and quiet -- No radio -- Classic items -- "little one"
Kitt -- Girl -- Kind and quiet -- "child"
Marcy -- Girl -- Kind and quiet -- Aloha K.K. -- Apple Set -- "young 'un"
Mathilda -- Girl -- Snobby -- K.K. Ragtime -- casino-type items -- "wee baby"
Valise -- Girl -- Nice -- K.K. Etude -- Regal and Classic items -- "tadder"

Koalas:

Gonzo -- Boy -- Moody -- No radio -- Boxing Theme -- "mate"
Huggy -- Girl -- Nice -- K.K. March -- Lovely Series and 3 Plinkoids -- "bear"
Ozzie -- Boy -- Very sweet -- "ol' bear"
Sydney -- Girl -- Nice -- "sunshine"
Yuka -- Girl -- Snobby -- "tsk tsk"

Lions:

Aziz -- Boy -- Nice -- "RAWR"
Leopold -- Boy -- Nice -- "lion cub"
Rex -- Boy -- Kind and quiet -- "cool cat"

Little Bears:

Bluebear -- Girl -- Very sweet; likes to fish -- K.K. Ska -- misc. -- "peach"
Cheri -- Girl -- Nice -- K.K. Samba -- Drum Set and miscellaneous -- "tralala"
Cupcake -- Girl -- Snobby -- K.K. Waltz -- "sugar pie"
Kody -- Boy -- Athletic/Kind and quiet -- ? -- fish and misc. -- "okey-dokey"
Maple -- Girl -- Very sweet -- K.K. Lullaby -- Bear Set -- "honey"
Murphy -- Boy -- Moody -- K.K. D & B -- Gyroids, toilets, etc. -- "laddie"
Olive -- Girl -- Quiet/Very sweet -- some Lovely Series and misc. -- "sweetpea"
Poncho -- Boy -- Nice -- No radio -- Modern Series -- "lil' bear"
Pudge -- Boy -- Kind and quiet -- Rockin' K.K. -- "pudgy"
Vladimir -- Boy -- Moody -- Construction Theme -- "nyet"

Mice:

Anicotti -- Girl -- Nice -- K.K. Aria -- some Regal Series & misc. -- "cannoli"
Candi -- Girl -- Very sweet -- miscellaneous -- "sweetie"
Carmen -- Girl -- Nice -- some Citrus Series and misc. -- "bumpkin"
Chico -- Boy -- Kind and quiet -- K.K. Faire -- Exotic Series -- "cheeeese"
Dora -- Girl -- Nice -- "squeaky"
Limberg -- Boy -- Moody -- K.K. Folk -- Japanese items -- "squinky"
Penny -- Girl -- Nice -- K.K. Parade -- "ska-WEAK"
Rizzo -- Boy -- Mean -- "squee"
Samson -- Boy -- Athletic -- K.K. Ballad -- miscellaneous -- "pipsqueak"

Octopus:

Octavian -- Boy -- Mean -- K.K. D & B -- Rock Garden -- "sucker"

Ostriches:

Queenie -- Girl -- Snobby -- Chess Theme -- "chicken"
Rio -- Girl -- Kind and quiet -- "lil' chick"
Sandy -- Girl -- Kind and quiet -- No radio -- miscellaneous -- "speedy"
Sprocket -- Boy -- Athletic -- "zort"

Penguins:

Aurora -- Girl -- Nice -- K.K. Swing -- miscellaneous -- "b-b-baby"
Cube -- Boy -- Kind and quiet -- K.K. Technopop -- miscellaneous -- "d-d-dude"
Friga -- Girl -- Snobby -- "brrmph"
Gwen -- Girl -- Snobby -- Cafe K.K. -- Classic Series -- "h-h-h-hon"
Hopper -- Boy -- Moody -- Cabin Series and Totem Pole Set -- "slushie"
Puck -- Boy -- Kind and quiet -- Blue Series -- "brrrr"
Roald -- Boy -- Athletic and nice -- K.K. Parade -- miscellaneous -- "b-b-buddy"

Pigs:

Boris -- Boy -- Moody -- "schnort"
Cobb -- Boy -- Nice -- No radio -- fossils and a fish -- "hot dog"
Curly -- Boy -- Nice -- "nyoink"
Hambo -- Boy -- Nice -- "yo"
Hugh -- Boy -- Kind and quiet -- K.K. March -- some Kiddie Series -- "snortle"
Lucy -- Girl -- Very sweet -- Aloha K.K. -- Backyard Theme -- "snooink"

Rasher -- Boy -- Moody -- K.K. Faire -- Western Theme -- "swine"
Spork -- Boy -- Classroom Theme -- "snork"
Sue E -- Girl -- Snobby -- K.K. Waltz -- some Regal items and misc. -- "snort"
Truffles -- Girl -- Nice -- No radio -- some Lovely items and misc. -- "snooty"

Rabbits:

Bunnie -- Girl -- Nice -- "tee-hee"
Claude -- Boy -- Nice -- K.K. Lullaby -- Western Theme -- "hopalong"
Coco -- Girl -- Very sweet -- "doyoing"
Doc -- Boy -- Kind and quiet -- K.K. March -- Classroom Theme -- "ol' bunny"
Dotty -- Girl -- Kind and quiet -- Aloha K.K. -- Island items -- "wee one"
Gabi -- Girl -- Kind and quiet -- "honeybun"
Gaston -- Boy -- Moody -- K.K. Dirge -- miscellaneous -- "mon chou"
Genji -- Boy -- Nice -- "otaku" ("a person obsessed with a hobby" in Japanese)
Pippy -- Girl -- Nice -- K.K. Mambo -- Backyard Theme -- "lil' hare"
Snake -- Boy -- Nice -- "bunyip"

Rhinos:

Hornsby -- Boy -- Nice -- Aloha K.K. -- "schnozzle"
Spike -- Boy -- Moody -- Surfin' K.K. -- Construction Theme -- "punk"
Tank -- Boy -- Athletic -- No radio -- Exotic Series and Rock Garden -- "kerPOW"
Tiara -- Girl -- Snobby -- "lovey"

Sheep:

Baabara -- Girl -- Snobby -- K.K. Swing -- Classic Series -- "daahling"
Cashmere -- Girl -- Snobby -- "baaaaby"
Eunice -- Girl -- Very sweet -- "lambchop"
Stella -- Girl -- Kind and quiet -- "baa-da-bing"
Vesta -- Girl -- Nice -- "baaaffo"
Woolio -- Boy -- Nice -- "biz-aaa"

Squirrels:

Blaire -- Girl -- Nice -- "nutlet"
Filbert -- Boy -- Nice -- No Radio -- miscellaneous -- "bucko"
Hazel -- Girl -- Nice -- K.K. Fusion -- some Cabana Series items -- "nutmeg"
Mint -- Girl -- Snobby -- K.K. Country -- Pine Wood Set and Teddy Bear Set
Nibbles -- Girl -- Kind and quiet -- No radio -- misc. toys -- "niblet"
Peanut -- Girl -- Kind and quiet -- "slacker"
Pecan -- Girl -- Snobby -- Cafe K.K. -- "chipmunk"
Ricky -- Boy -- Moody -- "nutcase"
Sally -- Girl -- Very sweet -- No radio -- Citrus and Pear Sets, etc. -- "WHEE"
Static -- Boy -- Moody -- Surfin' K.K. -- three radios and misc. -- "krzzt"

Tigers:

Bangle -- Girl -- Nice -- K.K. Cruisin' -- "growf"
Rolf -- Boy -- Moody -- Rockin' K.K. -- Modern Series -- "grrrolf"
Tybalt -- Boy -- Nice -- No radio -- Construction Theme -- "grrRAH"

Wolves:

Chief -- Boy -- Moody -- DJ K.K. -- all clocks, miscellaneous -- "harrumph"
Fang -- Boy -- Moody -- "cha-chomp"
Freya -- Girl -- Snobby -- K.K. Tango -- lots of paintings -- "uff da"
Lobo -- Boy -- Mean -- K.K. Safari -- Cabin Series -- "ah-R00000000"
Wolfgang -- Boy -- Moody -- K.K. Rock -- some Modern furniture -- "snarrrrrl"

Island Animals (listed with their favorite/least favorite fruits):

Ankha (cat) -- Girl -- Snobby -- Coconut/Apples -- asks for Regal Series -- "me
meow"
Annalise (horse) -- Girl -- Nice -- Peaches/Oranges -- asks for Regal Series --
"nipper"

Bliss (squirrel) -- Girl -- Very sweet -- asks for Cabana Series and jukebox --
"hulaaaa"
Boomer (penguin) -- Boy -- Peaches/Cherries -- asks for Space Theme -- "human"
Bud (lion) -- Boy -- Pears/Peaches -- asks for instruments & paintings -- "dood"
Dobie (wolf) -- Boy -- Kind and quiet -- Peaches/Cherries -- asks for Rock
Garden & Mossy Garden Themes and Vase Set -- "ohmmm"
Drift (frog) -- Boy -- Very sweet -- Pears/? -- asks for Construction Theme --
"brah"
Elina (elephant) -- Girl -- Pears/Apples -- asks for Exotic Series and misc. --
"shrimp"
Faith (koala) -- Girl -- Kind and quiet -- ?/Pears -- asks for Teddy Bear Set --
"aloha"
Flash (bird) -- Boy -- Nice -- Apples/Peaches -- asks for Blue Series -- "babe"
Flossie (mouse) -- Girl -- Snobby -- Anything but oranges -- "meep"
June (bear) -- Girl -- Very sweet -- Peaches/? -- asks for Exotic Series --
"rainbow"
Maelle (duck) -- Girl -- Snobby -- Apples/Oranges -- asks for glass-top table,
plants, vibraphone, and Classic items -- "duckling"
O'Hare (rabbit) -- Boy -- "amigo"
Pigleg (pig) -- Boy -- Very sweet -- ?/Peaches -- "arnn"
Plucky (chicken) -- Girl -- Very sweet -- Oranges/Cherries -- asks for Cabin &
Ranch items -- "chicky poo"
Rowan (tiger) -- Boy -- Nice -- ?/Pears -- "mango"
Yodel (gorilla) -- Boy -- Kind and quiet -- Pears & Coconuts/Cherries --
-- asks for Exotic Series -- "odelay"

- This list was compiled by myself and the members of the GameFaq's AC Message Board (see "Thanks" section below) through experience and with the help of Prima Games' Official Strategy Guide to Animal Crossing

4) Town Landmarks:

These landmarks will appear in every village. This section tells you what they are and what to do there.

Able Sisters' Design House -- Make your own designs for shirts, umbrellas, your door, and sign boards! It's pretty self-explanatory from there.

Dump -- Place where you can find stuff to keep, give or sell. Also where you can dump off your own junk. It gets emptied about every couple days or so.

Lighthouse -- Um, it's a Lighthouse... But some time in the first couple months of the year, Tortimer will ask you to turn on the lighthouse every day for seven days. If you do, and then you bump into Tortimer within the few days that follow, he will give you a gift.

Message Board -- Look here for important messages relating to your town from your townsanimals.

Museum -- This is the place to donate your fossils, fish, paintings, and

insects.

Police Station -- This is one place you'll want to check every day. Talk to Copper to see if anyone has scheduled a visit to your town. Talk to Booker to see if there's any lost items you can claim as your own. And be sure to go to Copper first when visiting someone else's town, because he will give you a map.

Post Office -- The place where you mail your letters. You'll probably be visiting here often, especially after a hard day of collecting fossils and writing letters.

Tom Nook's Store -- Your home away from home. This is where you buy, this is where you sell. This is where you'll spend your bells (sorry, couldn't resist).

Town Theme Board -- This is the place you go to when you're sick of the same music being played when you talk to your townsanimals or when the clock chimes when the hour changes. Change it often so your townsanimals won't have a chance to bug you to do so.

Wishing Well -- Usually, this is the place you'll find Tortimer on special occasions. Always check for him here first. Also, your townsanimals may tend to congregate here. If you're looking for someone, it's a good idea to look here.

5) CALENDAR:

This section tells you what events you can expect on certain days of the year. Most (but not all!) are held at the Well, and you must speak to Tortimer (the Mayor) to get your prize. I won't spoil the surprise by telling you what the prizes are, though!

January:

1st -- New Year's Day -- Go to the Well between 6am and 11pm and talk to Tortimer

February:

2nd -- Groundhog Day -- Be at the Well by 7am and talk to Tortimer after the event

March:

20th or 21st -- Spring Sports Fair -- Go to the Well to see these events:

9am: Gymnastics

11am: Footrace

1pm: Ball Game

3pm: Tug-of-War

April:

1st -- April Fools' Day -- Be sure to talk to all your townsanimals to hear some funny tails (I mean tales!). And be sure to talk to Tortimer for a big surprise.

5th-7th -- Cherry Blossom Festival -- Many of the trees in your town will start to turn pink. Be sure to talk to your townsanimals and they will talk to you about it. Don't forget to visit Tortimer at the Well.

22nd -- Nature Day -- Animal Crossing is not just about kindness to animals, getting along with friends, and helping others. It's about getting along with Mother Nature. Again, be sure to visit Tortimer at the Well.

May:

1st -- Spring Cleaning -- Once again, find Tortimer (I sense a pattern here) to get your gift. Isn't he generous?

1st-5th -- "Koinobori" (fish-shaped windsocks) will appear in your town. These windsocks are in reference to a Japanese celebration in which the windsocks are painted to look like brightly-colored fish to amuse the children.

2nd Sunday -- Mother's Day -- Since your mother in Animal Crossing sends you letters all the time, you'd better think of her on this day! (Oh, and don't forget to think of your real mother, too!) Be sure to find Tortimer so he can offer you a gift.

June:

2nd Friday -- Graduation Day -- Congratulations on making it this far in Animal Crossing (not that it's hard...)! Visit Tortimer for your gift.

3rd Sunday -- After thinking of your real father, turn on AC and visit your town's "father" Tortimer.

Every Sunday -- Summer Fishing Tourney -- Sunday, Sunday, Sunday! Don't miss your chance to catch the biggest fish! Oh yeah, and don't forget to find Tortimer on one of those days.

July:

4th -- Fireworks Show -- Go to the lake from 7pm to 9pm to see the fireworks. Redd will be there to sell things, too. Be sure to find Tortimer.

July 25th-August 31st -- Exercises w/Copper -- From 6am to 7am, Copper will lead the villagers in exercises. Be sure to get an event card from the Mayor. Get the card stamped by Tortimer 14 times during the event and you'll earn a special prize. When at aerobics, use the C stick on the controller to do the moves. It takes a little practice, but you can pretty easily figure out how to move the stick for each exercise.

Random -- "Your Hometown" Day -- To celebrate your unique town in the AC world, on a random day you town will celebrate its very own holiday. Check your journal calendar for the date, and don't forget to visit Tortimer!

August:

12th -- Meteor Shower -- From 6pm to 9pm, join your villagers at the Lake to see the summer meteors. Again, find Tortimer to get your commemorative gift!

21st -- Founder's Day -- Head for the Well and listen to Tortimer offer his thoughts on the founders of the world of AC.

Every Day -- Morning Exercises -- Led by Copper, these exercises continue all month. Be sure to get your prize from Tortimer once you've collected 14 stamps on your event card!

September:

1st Monday -- Labor Day -- Listen to Tortimer's thoughts on the town's progress and you will receive a gift.

19th -- Not a holiday in AC, but it IS the day AC came out in America (9.19.02). Be sure you celebrate accordingly by creating your own religion around Animal Crossing, complete with a shrine... or you could just play AC longer than usual that day.

23rd or 24th -- Fall Sports Fair -- Same time table as the Fall Sports Fair, but a different prize from Tortimer.

Varies -- Harvest Moon -- The date changes each year, so be sure to check your personal calendar. Go to the Lake to see the gorgeous moon (pretty good graphics on this one; props to Nintendo) and get your prize from Tortimer.

October:

2nd Monday -- Explorer's Day -- A day reserved for one of the major points of Animal Crossing: exploring! Head over to the Well and talk to Tortimer to claim your prize.

16th to 25th -- Mushrooming Season -- For each mushroom you find between 8am and 9am, Nook will pay 5,000 bells, so get up early! Five mushrooms will

appear about every 15 minutes in your village. Find them before your villagers do!

31st -- Halloween -- This is a big holiday in the world of Animal Crossing. Two weeks before the event, Nook will stock candy in his store. Try to buy every piece, and keep them in your house in the basement or in cabinets, etc. On Halloween, fill your inventory with candy. Your villagers will all be disguised as Jack, with Jack-o-Lanterns on their heads. They will run after you and if they catch you, they'll ask for a piece of candy. If you claim you don't have any, they will turn your clothes to rags or change something in your inventory. *TIP* Wear a self-designed pattern. If your clothes get turned to rags, you can simply go back to your pattern and change clothes again. Go to the Well and find Tortimer (he'll be in costume, but he won't chase you, so you'll know it's him). Get your prize and you can hide it in old letters or put it in your basement. Then set out to find the real Jack (also won't chase you, so you'll know it's him). Give him a piece of candy, and he'll give you a piece of the rare Spooky furniture collection. Then leave the acre, and you'll have to find him again. Keep doing this as long you want. You can collect the whole series if you don't run out of candy first! Jack will be in your town from 6pm to 1am. Varies -- Harvest Moon -- See September.

November:

1st Tuesday -- Mayor's Day -- At the Wishing Well, Tortimer honors the most important citizen in town: himself! Be sure to collect the gift he gives you. 11th -- Officer's Day -- To celebrate the two hardest-working individuals in town, Tortimer will give you a momento to remind you to respect Copper and Booker's authority all year 'round.

Every Sunday -- Fall Fishing Tourney -- Wake up early and try to beat the biggest caught Bass of the day. You will collect a prize for each day you catch the biggest fish. You can also find the Mayor and receive a gift from him.

4th Thursday -- Harvest Festival -- From 3pm to 9pm, a melodrama will play out in your town, except it's for real! Poor Franklin the turkey has been invited to dinner... or is it AS dinner? Help him out by finding him first (he may be hiding behind a house) and talking to him. To help him, head for the Well where a special feast is being prepared. Steal the knife and fork, and then go hunting for Franklin again. As thanks, he will give you a piece from the rare Harvest furniture collection. Keep stealing the silverware as many times as you want to collect the whole series... and no one but you and Franklin will be any the wiser.

4th Friday -- Sale Day -- The day after Harvest Day is Sale Day. Head to Nook's for some grab bags with great items at low prices. Redd will also be in town peddling his usual wares. Be sure to check out his tent and also talk to the Mayor!

December:

1st -- Snow Day -- Though you may not see snow beginning on this day, the Mayor will still want to tell you about it. Talk to him to get a cool prize.

23rd -- Toy Day -- I know, I know, there's no Christmas in Animal Crossing. Why? Who knows; it's obviously Nintendo's call, and us true-blue Animal Crossers are still reeling from the shock. But hey, at least you still get a present from Tortimer, which will vary depending on whether your character is a boy or a girl.

24th -- Jingle Comes To Town -- From 8pm to 1am, Jingle the lovable reindeer will be in your town to spread joy and gifts. Find and talk to him five times and he will give you a piece of the rare Jingle furniture collection. You can collect more pieces by walking far away from him after receiving your gift, changing into a very different outfit, and talking to him again. If you're lucky, he'll think you're a different person. If your outfit's not different enough, he'll know you're trying to trick him and he'll keep his presents to

himself.

31st -- New Year's Eve -- Celebrate another year as an Animal Crosser by joining your animal friends at the Lake, where a huge clock has been built to count down the final moments leading up to the New Year. Starting at 11pm and continuing until 1am, there will be a fireworks display. Be sure to check it out and talk to Tortimer to receive a gift. Don't forget to return later on January 1st for the New Year's Day celebration!

- This list was compiled by myself through experience and the help of The Official Guide to Animal Crossing by Nintendo Power

6) TOOLS:

These will be the most important items you will use in Animal Crossing. They can usually be purchased from Nook's store, but when first starting the game, you may have to wait a few days for one of them to become available. This list includes the buying and buy-back prices, and what the tool is used for.

Axe -- 400 -- 100 -- used for cutting down trees

Golden Axe -- After keeping your town "perfect" (please see "How do I..." section for information on how to do this) for two straight weeks according to the Well, you will get a golden axe.

Fishing Rod -- 500 -- 125 -- used to catch fish

Golden Fishing Rod -- After catching one of every type of fish, save and quit your game. When you load it up again, Tortimer will be waiting outside with your fishing rod.

Net -- 500 -- 125 -- used to catch bugs

Golden Net -- After catching one of every type of bug, save and quit your game. When you load it up again, Tortimer will be waiting outside with your golden net.

Paint -- 980 -- used to paint your roof another color (Nook paints it for you); comes in red, orange, yellow, pale green, green, sky blue, blue, purple, pink, black, white, and brown.

Shovel -- 500 -- 125 -- used to dig things out of the ground, such as fossils, gyroids, money, etc.

Golden Shovel -- If you have an extra shovel, bury it in a glowing spot. A golden sapling will appear.

Sign Board -- used to put your patterns on display around your town.

7) FURNITURE SERIES AND THEMES:

This list includes the pieces for each series and theme, how much they cost, what color scheme they fit in for Feng Shui (if any), and how much they will sell for at Nook's. To make the Happy Room Academy (HRA) happy, put your "Series" or "Theme" furniture on the first floor. Put your "Sets" (such as the Vase Set, Totem Pole Set, Guitar Set, Teddy Bear Set, Citrus Set, etc.) on the second floor. You can put anything in the basement.

Blue Series includes:

Bed -- 2,100 -- 525

Bench -- 1,900 -- 475

Blue Flooring -- 1,580 -- 395

Blue Wall -- 1,260 -- 315

Bookcase -- 1,900 -- 475

Bureau -- 2,160 -- 540
Cabinet -- 2,400 -- 600
Chair -- 1,200 -- 300
Clock -- 1,600 -- 400
Dresser -- 2,100 -- red -- 525
Table -- 1,800 -- yellow -- 450
Wardrobe -- 1,920 -- 480

Cabana Series includes:

Armchair -- 1,800 -- 450
Bed -- 2,200 -- 550
Bookcase -- 2,400 -- 600
Cabana Flooring -- 1,680 -- 420
Cabana Wall -- 1,480 -- 370
Chair -- 1,600 -- 400
Dresser -- 2,400 -- 600
Lamp -- 1,700 -- 425
Screen -- 2,000 -- 500
Table -- 1,800 -- 450
Vanity -- 1,800 -- 450
Wardrobe -- 2,240 -- 560

Cabin Series includes:

Armchair -- 2,280 -- 570
Bed -- 2,400 -- red -- 600
Bookcase -- 2,300 -- 575
Cabin Rug -- 1,540 -- 385
Cabin Wall -- 1,200 -- 300
Chair -- 1,700 -- 425
Clock -- 2,000 -- 500
Couch -- 2,480 -- 620
Dresser -- 2,160 -- 540
Low Table -- 2,100 -- 525
Table -- 2,100 -- red -- 525
Wardrobe -- 2,480 -- 620

Classic Series includes:

Bed -- 2,520 -- 630
Cabinet -- 2,560 -- 640
Chair -- 1,800 -- 450
Classic Carpet -- 2,300 -- 575
Classic Wall -- 2,100 -- 525
Clock -- 2,180 -- 545
Desk -- 2,200 -- 550
Hutch -- 3,360 -- 840
Sofa -- 2,240 -- yellow -- 560
Table -- 1,600 -- 400
Vanity -- 2,560 -- 640
Wardrobe -- 2,560 -- 640

Exotic Series includes:

Bed -- 2,540 -- 635
Bench -- 1,900 -- 475
Bureau -- 2,400 -- 600
Chair -- 1,400 -- 350
Chest -- 1,800 -- 450
End Table -- 1,600 -- 400
Exotic Rug -- 1,820 -- 455
Exotic Wall -- 1,420 -- 355
Lamp -- 1,800 -- yellow -- 450

Screen -- 2,250 -- 562
Table -- 2,300 -- 575
Wardrobe -- 2,180 -- 545

Green Series includes:

Bed -- 2,160 -- green -- 540
Bench -- 1,800 -- green -- 450
Chair -- 1,200 -- green -- 300
Counter -- 2,400 -- green -- 600
Desk -- 2,000 -- green -- 500
Dresser -- 2,320 -- green -- 580
Green Rug -- 1,540 -- 385
Green Wall -- 1,050 -- 262
Lamp -- 1,800 -- green -- 450
Pantry -- 2,290 -- green -- 573
Table -- 1,700 -- green -- 425
Wardrobe -- 2,300 -- green -- 575

Harvest Series (only available from Franklin) includes:

Bed -- 13,332 -- 3,333
Bureau -- 13,332 -- 3,333
Chair -- 13,332 -- 3,333
Clock -- 13,332 -- 3,333
Dresser -- 13,332 -- 3,333
Harvest Carpet -- 4,800 -- 1,200
Harvest Wall -- 4,800 -- 1,200
Lamp -- 13,332 -- 3,333
Mirror -- 13,332 -- 3,333
Sofa -- 13,332 -- 3,333
Table -- 13,332 -- 3,333
TV -- 13,332 -- 3,333

Jingle Series (only available from Jingle) includes:

Bed -- 48,960 -- red -- 12,240 (Get it? 12/24 is Xmas Eve!)
Chair -- 48,960 -- red -- 12,240
Clock -- 48,960 -- red -- 12,240
Dresser 48,960 -- red -- 12,240
Jingle Carpet -- 48,960 -- 12,240
Jingle Wall -- 48,960 -- 12,240
Lamp -- 48,960 -- red -- 12,240
Piano -- 48,960 -- red -- 12,240
Shelves -- 48,960 -- red -- 12,240
Sofa -- 48,960 -- red -- 12,240
Table -- 48,960 -- red -- 12,240
Wardrobe -- 48,960 -- red -- 12,240

Kiddie Series includes:

Bed -- 2,100 -- 525
Bookcase -- 1,800 -- 450
Bureau -- 2,200 -- 550
Chair -- 1,400 -- 350
Clock -- 2,140 -- 370
Couch -- 2,200 -- 500
Dresser -- 2,150 -- 537
Kiddie Carpet -- 1,630 -- 407
Kiddie Wall -- 1,500 -- 375
Stereo -- 1,900 -- 475
Table -- 2,200 -- 500
Wardrobe -- 2,180 -- 545

Lovely Series includes:

Armchair -- 2,000 -- 500
Armoire -- 2,240 -- 560
Bed -- 2,000 -- 500
Chair -- 1,800 -- 400
Dresser -- 2,160 -- red -- 540
End Table -- 1,800 -- 450
Kitchen -- 2,280 -- 570
Lamp -- 1,600 -- red -- 400
Lovely Carpet -- 1,980 -- 495
Lovely Wall -- 1,880 -- 470
Table -- 1,800 -- 450
Vanity -- 2,200 -- 550

* Unnecessary to the series but still collectable items:

Lovely Phone (can only be obtained on Mother's Day) -- 10,400 -- 2,600
Lovely Stereo -- 1,980 -- 495

Modern Series includes:

Bed -- 2,320 -- 580
Cabinet -- 2,580 -- 645
Chair -- 1,500 -- 375
Desk -- 2,480 -- 620
Dresser -- 2,250 -- 562
End Table -- 1,900 -- 475
Lamp -- 1,400 -- 350
Modern Tile -- 1,540 -- 385
Modern Wall -- 1,450 -- 362
Sofa -- 2,620 -- 655
Table -- 1,800 -- 450
Wardrobe -- 2,560 -- 640

Ranch Series includes:

Armchair -- 2,000 -- green -- 500
Bed -- 2,300 -- red -- 575
Bookcase -- 2,000 -- 500
Chair -- 1,400 -- 350
Couch -- 2,400 -- green -- 600
Dresser -- 2,720 -- 680
Hutch -- 2,560 -- 640
Ranch Flooring -- 1,750 -- 437
Ranch Wall -- 1,450 -- 362
Table -- 1,700 -- 425
Tea Table -- 1,800 -- 450
Wardrobe -- 3,050 -- 762

Regal Series includes:

Armoire -- 3,820 -- 955
Bed -- 3,120 -- 780
Bookcase -- 3,120 -- 780
Chair -- 2,100 -- 525
Cupboard -- 3,360 -- 840
Dresser -- 3,520 -- 880
Regal Carpet -- 2,850 -- 712
Regal Wall -- 2,240 -- 560
Sofa -- 3,100 -- 775
Lamp -- 2,400 -- 600
Table -- 2,540 -- 635
Vanity -- 3,200 -- 800

Snowman Series (only available from Snowman) includes:

Bed -- 35,552 -- 8,888 (Get it? 8 looks like a snowman!)
Chair -- 35,552 -- 8,888
Clock -- 35,552 -- 8,888
Dresser -- 35,552 -- 8,888
Fridge -- 35,552 -- 8,888
Lamp -- 35,552 -- 8,888
Snowman Carpet -- 35,552 -- 8,888
Snowman Wall -- 35,552 -- 8,888
Sofa -- 35,552 -- 8,888
Table -- 35,552 -- 8,888
TV -- 35,552 -- 8,888
Wardrobe -- 35,552 -- 8,888

Spooky Series (only available from Jack) includes:

Bed -- 41,240 -- orange -- 10,310 (Get it? 10/31 is Halloween!)
Bookcase -- 41,240 -- orange -- 10,310
Chair -- 41,240 -- orange -- 10,310
Clock -- 41,240 -- orange -- 10,310
Dresser -- 41,240 -- orange -- 10,310
Lamp -- 41,240 -- orange -- 10,310
Sofa -- 41,240 -- orange -- 10,310
Spooky Carpet -- 41,240 -- 10,310
Spooky Wall -- 41,240 -- 10,310
Table -- 41,240 -- orange -- 10,310
Vanity -- 41,240 -- orange -- 10,310
Wardrobe -- 41,240 -- orange -- 10,310

* Unnecessary to the series but still collectable items:

Jack-In-The-Box -- 4,124 -- 1,031
Jack-o'-Lantern -- 0 -- 0

Backyard Theme includes:

Backyard Fence (Wall) -- 800 -- 200
Backyard Lawn (Flooring) -- 880 -- 220
Backyard Pool -- 990 -- 247
Barbecue -- 1,760 -- red -- 440
Bird Bath -- 1,450 -- green -- 362
Bird Feeder -- 1,260 -- 315
Birdhouse -- 1,620 -- 405
Bug Zapper -- 1,200 -- 300
Garden Gnome -- 3,380 -- 845
Hammock -- 1,320 -- 330
Lawn Chair -- 1,180 -- 295
Lawn Mower -- 2,760 -- red -- 690
Mr. Flamingo -- 1,530 -- 382
Mrs. Flamingo -- 1,530 -- 382
Picnic Table -- 1,390 -- 347
Sprinkler -- 1,640 -- yellow -- 410
Tiki Torch -- 870 -- 217

Boxing Theme includes:

Blue Corner -- 6,800 -- 1,700
Boxing Barricade -- 1,050 -- 263
Boxing Mat -- 1,180 -- 295
Boxing Ring Mat (Flooring) -- 10,000 -- 2,500
Judge's Bell -- 1,790 -- 448
Neutral Corner -- 5,500 -- 1,375
Red Corner -- 6,800 -- red -- 1,700
Ringside Seating (Wall) -- 9,000 -- 2,250
Ringside Table -- 1,320 -- 330
Sandbag -- 3,190 -- 798

Speed Bag -- 2,990 -- 748
Weight Bench -- 3,590 -- 898

Chess Theme includes:

Backgammon Wall -- 7,200 -- 1,800
Black Bishop -- 2,800 -- 700
Black King -- 23,200 -- 5,800
Black Knight -- 2,800 -- 700
Black Pawn -- 1,000 -- 250
Black Queen -- 23,200 -- 5,800
Black Rook -- 2,800 -- 700
Chessboard Rug -- 8,300 -- 2,075
White Bishop -- 2,800 -- 700
White King -- 23,200 -- 5,800
White Knight -- 2,800 -- 700
White Pawn -- 1,000 -- 250
White Queen -- 23,200 -- 5,800
White Rook -- 2,800 -- 700

Classroom Theme includes:

Chalk Board -- 1,400 -- green -- 350
Classroom Floor -- 6,000 -- 1,500
Classroom Wall -- 6,000 -- 1,500
Cubby Hole -- 2,200 -- 550
Flip-Top Desk -- 1,320 -- 330
Folding Chair -- 600 -- 150
Hamster Cage -- 2,290 -- red -- 572
Lefty Desk -- 1,240 -- 310
Letter Cubby -- 2,300 -- 575
Mop -- 900 -- 225
Righty Desk -- 1,240 -- 310
School Desk -- 1,320 -- 330
Science Table -- 1,900 -- 475
Teacher's Chair -- 1,440 -- 360
Teacher's Desk -- 1,580 -- 395
Vaulting Horse -- 1,200 -- 300

Construction Theme includes:

Blue Tarp (Wall) -- 5,600 -- 1,400
Cement Mixer -- 1,800 -- orange -- 400
Closed Road (Flooring) -- 6,500 -- 1,625
Detour Arrow -- 600 -- red -- 150
Detour Sign -- 830 -- orange -- 212
Flagman Sign -- 850 -- orange
Green Drum -- 800 -- green -- 200
Handcart -- 800 -- 200
Haz-Mat Barrel -- 830 -- red -- 207
Iron Frame -- 1,200 -- red -- 300
Jackhammer -- 1,880 -- 470
Jersey Barrier -- 1,050 -- 262
Manhole Cover -- 1,000 -- 250
Men At Work Sign -- 850 -- orange -- 212
Merge Sign -- 850 -- orange -- 212
Oil Drum -- 840 -- orange -- 210
Orange Cone -- 600 -- red -- 150
Saw Horse -- 900 -- 225
Speed Sign -- 870 -- 217
Steam Roller -- 4,500 -- yellow -- 1,125
Traffic Cone -- 800 -- red -- 200
Wet Roadway Sign -- 850 -- orange -- 212

Mossy Garden Theme includes:

Deer Scare -- 1,800 -- green -- 450
Garden Pond -- 2,580 -- 645
Low Lantern -- 2,100 -- 525
Mortar Wall -- 7,000 -- 1,750
Mossy Carpet -- 8,000 -- 2,000
Pond Lantern -- 1,980 -- 495
Shrine Lantern -- 1,980 -- 495
Tall Lantern -- 1,980 -- 495

Rock Garden Theme includes:

Dark Stone -- 2,200 -- 550
Garden Stone -- 1,900 -- 475
Garden Wall -- 6,400 -- 1,600
Leaning Stone -- 2,100 -- 525
Mossy Stone -- 2,160 -- 540
Sand Garden (Flooring) -- 7,000 -- 1,750
Standing Stone -- 2,500 -- 625
Stone Couple -- 2,380 -- 595

Space Theme includes:

Asteroid -- 1,800 -- 450
Flying Saucer -- 2,400 -- 600
Lunar Horizon (Wall) -- 7,600 -- 1,900
Lunar Lander -- 3,200 -- 800
Lunar Rover -- 2,560 -- 640
Lunar Surface (Flooring) 8,000 -- 2,000
Rocket -- 2,400 -- 600
Satellite -- 2,600 -- 650
Space Shuttle -- 2,780 -- 695
Space Station -- 2,800 -- 700
Spaceman Sam -- 2,800 -- 700
* Unnecessary to the series but still collectable items:
Moon -- 0 -- 8,000

Western Theme includes:

Covered Wagon -- 3,800-- 950
Cow Skull -- 1,020 -- 255
Desert Cactus -- 890 -- green -- 223
Saddle Fence -- 2,180 -- 545
Storefront -- 3,680 -- 920
Tumbleweed -- 520 -- 130
Wagon Wheel -- 1,230 -- 308
Watering Trough -- 1,100 -- 275
Well -- 2,700 -- 675
Western Desert (Flooring) -- 6,800 -- 1,700
Western Fence -- 880 -- 220
Western Vista (Wall) -- 6,000 -- 1,500

- This list was compiled by myself through experience and the help of
The Official Guide to Animal Crossing by Nintendo Power

- Buy-back prices courtesy of Prima Games' Official Strategy Guide to
Animal Crossing

8) FURNITURE SETS:

This section includes items that are parts of Sets, which should be displayed on the second floor of your house. Included is the buying price, which color they are for Feng Shui purposes (if any), how much you can sell them back for, and where they can be acquired.

Apple Set:

Apple Clock -- 1,200 -- 300 -- Tom Nook's shop
Apple TV -- 1,600 -- 400 -- Tom Nook's shop

Bonsai Set:

Mugho Bonsai -- 1,800 -- green -- 450 -- Tom Nook's shop
Pine Bonsai -- 1,800 -- green -- 450 -- Tom Nook's shop
Ponderosa Bonsai -- 1,800 -- green -- 450 -- Tom Nook's shop

Cactus Set:

Cactus -- 1,700 -- green -- 425 -- Tom Nook's shop
Round Cactus -- 1,700 -- green -- 425 -- Tom Nook's shop
Tall Cactus -- 1,700 -- green -- 425 -- Tom Nook's shop

Citrus Set:

Grapefruit Table -- 1,500 -- red -- 375 -- Tom Nook's shop
Lemon Table -- 1,500 -- yellow -- 375 -- Tom Nook's shop
Lime Chair -- 1,300 -- green -- 325 -- Tom Nook's shop
Orange Chair -- 1,300 -- orange -- 325 -- Tom Nook's shop

Drum Set:

Conga Drum -- 1,600 -- 400 -- Tom Nook's shop
Djimbe Drum -- 1,900 -- 475 -- Tom Nook's shop
Tinpano Drum -- 2,100 -- 525 -- Redd's tent

Figurine Set:

Aiko Figurine -- 800 -- 200 -- Redd's tent
Emi Figurine -- 800 -- 200 -- Tom Nook's shop
Keiko Figurine -- 800 -- 200 -- Tom Nook's shop
Maki Figurine -- 800 -- 200 -- Tom Nook's shop
Naomi Figurine -- 800 -- 200 -- Tom Nook's shop
Yoko Figurine -- 800 -- 200 -- Tom Nook's shop
Yuki Figurine -- 800 -- 200 -- Tom Nook's shop

Frog Set:

Froggy Chair -- 1,200 -- green -- 300 -- Tom Nook's shop
Lily-Pad Table -- 1,600 -- green -- 400 -- Tom Nook's shop

Guitar Set:

Country Guitar -- 1,700 -- 425 -- Tom Nook's shop
Folk Guitar -- 1,600 -- 400 -- Tom Nook's shop
Rock Guitar -- 1,800 -- 450 -- Tom Nook's shop

Iris Flower Set:

Iris Chair -- 1,400 -- 350 -- Tom Nook's shop
Iris Table -- 1,900 -- 475 -- Tom Nook's shop

Lucky Nintendo Set:

Luigi Trophy -- 7,000 -- special -- 1,750 -- Redd's tent
Mario Trophy -- 7,000 -- special -- 1,750 -- Tom Nook's Lottery

Melon Set:

Melon Chair -- 1,300 -- yellow -- 325 -- Tom Nook's shop
Watermelon Chair -- 1,300 -- red -- 325 -- Tom Nook's shop
Watermelon Table -- 1,800 -- red -- 450 -- Tom Nook's shop

Nintendo Set:

Arwing -- 25,600 -- 6,400 -- Tom Nook's lottery
G Logo -- 2,500 -- special -- 625 -- Tom Nook's shop
Master Sword -- 2,800 -- 700 -- Tom Nook's shop
N Logo -- 2,400 -- 600 -- Tom Nook's shop

Office Set:

Office Chair -- 1,100 -- 275 -- Tom Nook's shop
Office Desk -- 1,600 -- 400 -- Tom Nook's shop
Office Locker -- 1,200 -- 300 -- Tom Nook's shop

Pear Set:

Pear Dresser -- 1,600 -- 400 -- Tom Nook's shop
Pear Wardrobe -- 1,400 -- 350 -- Tom Nook's shop

Pine Wood Set:

Pine Chair -- 1,800 -- 450 -- Tom Nook's shop
Pine Table -- 2,280 -- 570 -- Tom Nook's shop

Red Flower Set:

Tulip Chair -- 1,400 -- 350 -- Tom Nook's shop
Tulip Table -- 1,900 -- 475 -- Tom Nook's shop

Robot Set:

Robo-Clock -- 1,400 -- 350 -- Redd's tent
Robo-Stereo -- 2,200 -- 550 -- Tom Nook's lottery

String Instrument Set:

Bass -- 2,400 -- 600 -- Redd's tent
Cello -- 1,800 -- 450 -- Tom Nook's shop
Violin -- 2,200 -- 550 -- Tom Nook's shop

Study Set:

Globe -- 1,200 -- 300 -- Tom Nook's shop
Writing Chair -- 1,000 -- 250 -- Tom Nook's shop
Writing Desk -- 1,900 -- 475 -- Tom Nook's shop

Teddy Bear set:

Baby Bear -- 800 -- 200 -- Tom Nook's shop
Mama Bear -- 1,600 -- 400 -- Tom Nook's shop
Papa Bear -- 2,200 -- 550 -- Tom Nook's shop

Totem Pole Set:

Bear Pole -- 1,400 -- 350 -- Tom Nook's shop
Eagle Pole -- 1,400 -- 350 -- Tom Nook's shop
Frog Woman Pole -- 1,400 -- 350 -- Tom Nook's shop
Raven Pole -- 1,400 -- 350 -- Tom Nook's shop

Vase Set:

Blue Vase -- 2,500 -- 625 -- Tom Nook's shop
Red Vase -- 2,450 -- 613 -- Tom Nook's shop
Tea Vase -- 2,400 -- 600 -- Tom Nook's shop

Vending Machine Set:

Candy Machine -- 2,200 -- 550 -- Tom Nook's shop
Coffee Machine -- 2,100 -- 525 -- Tom Nook's shop
Pop Machine -- 3,250 -- 813 -- Tom Nook's lottery
Soda Machine -- 1,700 -- 425 -- Tom Nook's shop

Yellow Flower Set:

Daffodil Chair -- 1,400 -- 350 -- Tom Nook's shop

Daffodil Table -- 1,900 -- 475 -- Tom Nook's shop

- This list was compiled by myself through experience and the help of
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9) OTHER FURNITURE/ITEMS:

This section includes items that you can acquire throughout the game (some of which may have already been mentioned in the Furniture section). It includes buying price (if any), what color it is in terms of feng shui (if any), sell-back price (if any), and where you can acquire it.

Arranged Flowers:

Daffodil -- 680 -- 170 -- Tom Nook's shop

Gerbera -- 780 -- orange -- 195 -- Tom Nook's shop

Sunflower -- 980 -- yellow -- 245 -- Tom Nook's shop

Bonsai Trees:

Azalea Bonsai -- 1,500 -- green -- 375 -- Tom Nook's shop

Hawthorn Bonsai -- 1,800 -- green -- 450 -- Tom Nook's shop

Holly Bonsai -- 1,600 -- green -- 400 -- Tom Nook's shop

Jasmine Bonsai -- 1,700 -- green -- 425 -- Tom Nook's shop

Maple Bonsai -- 1,700 -- orange -- 425 -- Tom Nook's shop

Plum Bonsai -- 1,900 -- red -- 475 -- Tom Nook's lottery

Quince Bonsai -- 1,600 -- Red -- 400 -- Tom Nook's shop

Chairs and Sofas:

Cream Sofa -- 2,000 -- 500 -- Tom Nook's shop

Gold Econo-Chair -- 800 -- yellow -- 200 -- Tom Nook's shop

Jade Econo-Chair -- 800 -- green -- 200 -- Tom Nook's shop

Red Armchair -- 1,800 -- red -- 450 -- Tom Nook's shop

Red Sofa -- 2,050 -- red -- 513 -- Tom Nook's shop

Rocking Chair -- 1,400 -- 350 -- Tom Nook's shop

Ruby Econo-Chair -- 800 -- orange -- 200 -- Tom Nook's shop

Clocks:

Alarm Clock -- 1,000 -- 250 -- Tom Nook's shop

Antique Clock -- 2,350 -- 588 -- Tom Nook's shop

Cube Clock -- 1,100 -- 275 -- Tom Nook's shop

Glow Clock -- 1,500 -- 375 -- Tom Nook's shop

Kitschy Clock -- 1,800 -- 450 -- Tom Nook's shop

Odd Clock -- 1,800 -- 450 -- Tom Nook's shop

Owl Clock -- 1,300 -- 325 -- Tom Nook's shop

Red Clock -- 1,300 -- 325 -- Tom Nook's shop

Golf Bags:

Blue Golf Bag -- 1,600 -- 400 -- Tom Nook's shop

Green Golf Bag -- 1,600 -- 400 -- Tom Nook's shop

White Golf Bag -- 1,600 -- 400 -- Tom Nook's shop

Holiday Items:

Big Festive Tree -- 2,480 -- special -- Tom Nook's shop (12/26-12/31)

Birthday Cake -- Mother sends it on your birthday

Bottle Rocket -- Fireworks show

Cornucopia -- 1,880 -- Harvest Festival

Festive Candle (Menorah) -- 1,600 -- 400 -- Tom Nook's shop (12/26-12/31)

Festive Flag -- 680 -- 170 -- Tom Nook's shop (12/26-12/31)
Festive Tree -- 1,300 -- special -- Tom Nook's shop (12/26-12/31)
Jack-in-the-Box -- 4,124 -- Halloween trick
Jack-o'-Lantern -- orange -- Halloween trick

House Plants:

Aloe -- 1,200 -- green -- 300 -- Tom Nook's shop
Bromeliaceae -- 1,300 -- green -- 325 -- Tom Nook's shop
Caladium -- 1,300 -- green -- 325 -- Tom Nook's shop
Coconut Palm -- 1,200 -- green -- 300 -- Tom Nook's shop
Corn Plant -- 1,300 -- green -- 325 -- Tom Nook's shop
Croton -- 1,300 -- green -- 325 -- Tom Nook's shop
Dracaena -- 2,000 -- special -- 500 -- Tom Nook's lottery
Fan Palm -- 1,300 -- green -- 325 -- Tom Nook's shop
Lady Palm -- 1,200 -- green -- 300 -- Tom Nook's shop
Pachira -- 1,200 -- green -- 300 -- Tom Nook's shop
Pothos -- 1,300 -- green -- 300 -- Tom Nook's shop
Rubber Tree -- 1,300 -- green -- 325 -- Tom Nook's shop
Snake Plant -- 1,200 -- green -- 300 -- Tom Nook's shop
Weeping Fig -- 1,200 -- green -- 300 -- Tom Nook's shop

Household Items:

Barber's Pole -- 1,600 -- 400 -- Tom Nook's shop
Barrel -- 800 -- 200 -- Tom Nook's shop
Billiard Table -- 1,800 -- 450 -- Tom Nook's shop
Birdcage -- 1,700 -- red -- Tom Nook's shop
Bus Stop -- 820 -- 205 -- Tom Nook's shop
Chess Table -- 2,200 -- 550 -- Tom Nook's shop
Computer -- 1,820 -- 455 -- Redd's tent
Elephant Slide -- 1,200 -- 300 -- Tom Nook's shop
Executive Toy -- 1,100 -- 275 -- Tom Nook's shop
Extinguisher -- 1,300 -- 325 -- Tom Nook's shop
Fan -- 1,200 -- 300 -- Tom Nook's shop
Garbage Can -- 500 -- 125 -- Tom Nook's shop
Glass-Top Table -- 2,200 -- 550 -- Tom Nook's shop
Hinaningyo -- 2,560 -- special -- 640 -- Redd's tent
Keg -- 800 -- 200 -- Tom Nook's shop
Mochi Pestle -- 1,400 -- 350 -- Tom Nook's shop
Nook's Portrait -- 480 -- 120 -- Tom Nook's lottery
Orange Box -- 80 -- 20 -- Tom Nook's shop
Pineapple Bed -- 1,990 -- 498 -- Tom Nook's shop
Potbelly Stove -- 2,000 -- 500 -- Tom Nook's shop
Radiator -- 2,380 -- 595 -- Tom Nook's shop
Refrigerator -- 1,200 -- 300 -- Tom Nook's shop
Retro TV -- 1,600 -- 400 -- Tom Nook's shop
Samurai Suit -- 4,500 -- special -- 1,125 -- Tom Nook's lottery
Scale -- 1,200 -- 300 -- Tom Nook's shop
Sewing Machine -- 1,350 -- 338 -- Tom Nook's shop
Slot Machine -- 777 -- 194 -- Tom Nook's shop
Space Heater -- 1,700 -- 425 -- Tom Nook's shop
Stove -- 1,980 -- 495 -- Tom Nook's shop
Super Toilet -- 1,980 -- 495 -- Redd's tent
Table Tennis -- 1,800 -- 450 -- Tom Nook's shop
Tanabata Palm -- 1,925 -- special -- 480 -- Redd's tent
Tea Set -- 300 -- 75 -- Tom Nook's shop
Toilet -- 1,800 -- 450 -- Tom Nook's shop
Train Set -- 1,600 -- green -- 400 -- Tom Nook's shop
Trash Bin -- 500 -- 125 -- Tom Nook's shop
Water Bird -- 1,400 -- 350 -- Tom Nook's shop
Wide-Screen TV -- 2,200 -- 550 -- Redd's tent

Wobbelina -- 700 -- 175 -- Tom Nook's shop

Island Items:

Beach Chair -- 1,850 -- 463 -- Animal Island
Beach Table -- 1,600 -- 400 -- Animal Island
Diver Dan -- 3,200 -- 800 -- Animal Island
Life Ring -- Animal Island
Snowcone Machine -- 980 -- 245 -- Animal Island
Surfboard -- 1,400 -- 350 -- Animal Island
Treasure Chest -- 10,000 -- special -- 2,500 -- Animal Island
Ukulele -- 1,600 -- 400 -- Animal Island
Wave Breaker -- 1,760 -- 440 -- Animal Island

Models:

Cosmos Model 1 -- 910 -- Groundhog Day (2/2)
Cosmos Model 2 -- 910 -- yellow -- Groundhog Day (2/2)
Cosmos Model 3 -- 910 -- Groundhog Day (2/2)
Dirt Model -- 1,200 -- Tom Nook's shop
Dump Model -- Spring Cleaning (5/1)
Grass Model -- 1,200 -- green -- Tom Nook's shop
House Model -- special -- Have 70,000 points from the HRA
Igloo Model -- Igloo resident (wintertime)
Katrina's Tent Model -- Halloween (10/31)
Lighthouse Model -- Gift from Tortimer (first two months of the year)
Locomotive Model -- Father's Day (6/third Sunday)
Manor Model -- special -- Have 100,000 points from the HRA
Market Model -- green -- Sale Day (11/fourth Friday)
Museum Model -- Complete all Museum exhibits
Pansy Model P. -- 930 -- Groundhog Day (2/2)
Pansy Model W. -- 930 -- Groundhog Day (2/2)
Pansy Model Y. -- 930 -- yellow -- Groundhog Day (2/2)
Pink Tree Model -- Cherry Blossom Festival (4/5-7)
Police Model -- Officer's Day (11/11)
Post Office Model -- special -- Have 999,999,999 bells in Post Office savings
Shop Model -- Labor Day (9/first Monday)
Snowy Tree Model -- Igloo resident (wintertime)
Station Model 1 -- "Your Hometown" Day (July)
Station Model 10 -- "Your Hometown" Day (July)
Station Model 11 -- "Your Hometown" Day (July)
Station Model 12 -- "Your Hometown" Day (July)
Station Model 13 -- "Your Hometown" Day (July)
Station Model 14 -- "Your Hometown" Day (July)
Station Model 15 -- "Your Hometown" Day (July)
Station Model 2 -- "Your Hometown" Day (July)
Station Model 3 -- "Your Hometown" Day (July)
Station Model 4 -- "Your Hometown" Day (July)
Station Model 5 -- "Your Hometown" Day (July)
Station Model 6 -- "Your Hometown" Day (July)
Station Model 7 -- "Your Hometown" Day (July)
Station Model 8 -- "Your Hometown" Day (July)
Station Model 9 -- "Your Hometown" Day (July)
Tailor Model -- red -- Graduation Day (6/second Friday)
Tent Model -- yellow -- Summer campers (summertime)
Track Model -- 1,400 -- Tom Nook's shop
Train Car Model -- 2,500 -- Tom Nook's shop
Tree Model -- green -- Nature Day (4/22)
Tulip Model R. -- 940 -- red -- Groundhog Day (2/2)
Tulip Model W. -- 940 -- Groundhog Day (2/2)
Tulip Model Y. -- 940 -- yellow -- Groundhog Day (2/2)
Weed Model -- 820 -- green -- Founder's Day (8/21)

Well Model -- Mayor's Day (11/first Tuesday)

Momentos:

Aerobics Radio -- Morning Aerobics (7/25-8/31)
Angler Trophy -- special -- Summer Fishing Tourney (6/Sundays)
Autumn Medal -- special -- Fall Sports Fair (9/23 or 24)
Backpack -- Summer campers (summertime)
Bonfire -- Summer campers (summertime)
Bottled Ship -- Explorer's Day (10/second Monday)
Campfire -- Summer campers (summertime)
Chocolates -- Gift from Tortimer (first two months of the year)
Chowder -- Igloo resident (wintertime)
Cooler -- Summer campers (summertime)
Crab Stew -- Igloo resident (wintertime)
Dolly -- Toy Day (12/23)
Fireplace -- Igloo resident (wintertime)
Fishing Trophy -- special -- Fall Fishing Tourney (11/Sundays)
Kayak -- yellow -- Summer campers (summertime)
Lantern -- red -- Summer campers (summertime)
Lovely Phone -- Mother's Day (5/second Sunday)
Mailbox -- special -- Have 100,000,000 bells in Post Office savings
Miniature Car -- red -- Toy Day (12/23)
Moon -- Harvest Moon -- (September)
Mountain Bike -- Summer campers (summertime)
Noisemaker -- red -- New Year's Eve (12/31)
Piggy Bank -- special -- Have 10,000,000 bells in Post Office savings
Propane Stove -- Summer campers (summertime)
Sleeping Bag -- green -- Summer campers (summertime)
Sleigh -- Igloo resident (wintertime)
Snow Bunny -- Igloo resident (wintertime)
Snowboard -- Igloo resident (wintertime)
Snowman -- Snow Day -- (12/1)
Spring Medal -- special -- Spring Sports Fair (3/20 or 21)
Super Tortimer -- April Fools' Day (4/1)
Telescope -- Meteor Shower (8/12)
Tissue -- special -- Have 1,000,000 bells in Post Office savings

Musical Instruments:

Biwa Lute -- 1,800 -- 450 -- Tom Nook's shop
Ebony Piano -- 3,800 -- 950 -- Redd's tent
Harp -- 1,700 -- 425 -- Tom Nook's shop
Ivory Piano -- 3,500 -- 875 -- Tom Nook's lottery
Metronome -- 1,000 -- 250 -- Tom Nook's shop
Taiko Drum -- 1,300 -- 325 -- Tom Nook's shop
Vibraphone -- 1,900 -- 475 -- Tom Nook's shop

Stereo Systems:

CD Player -- 1,600 -- 400 -- Tom Nook's shop
Dice Stereo -- 2,150 -- 538 -- Redd's tent
Gold Stereo -- 2,640 -- 660 -- Tom Nook's shop
Hi-Fi Stereo -- 24,000 -- 6,000 -- Tom Nook's lottery
High-End Stereo -- 2,750 -- 688 -- Redd's tent
Jukebox -- 3,850 -- 963 -- Tom Nook's lottery
Lovely Stereo -- 1,980 -- 495 -- Redd's tent
Phonograph -- 1,840 -- 460 -- Tom Nook's shop
Red Boombox -- 1,500 -- red -- 375 -- Tom Nook's shop
Reel-to-Reel -- 2,000 -- 500 -- Tom Nook's shop
Retro Stereo -- 2,160 -- 540 -- Tom Nook's shop
Tape Deck -- 700 -- 175 -- Tom Nook's shop
Turntable -- 2,580 -- 645 -- Redd's tent

White Boom Box -- 1,500 -- 375 -- Tom Nook's shop

- This list was compiled by myself through experience and the help of
The Official Guide to Animal Crossing by Nintendo Power

10) ITEMS FROM GULLIVER, JOAN, KATRINA, SAHARAH, AND WENDELL:

This is a list of items available (if any) from visitors Gulliver, Joan,
Katrina, Saharah, and Wendell.

Gulliver (washes up onshore whenever his shipmates throw him overboard):

Arc de Triomphe -- 2,300
Bottled Ship -- 840
Chinese Lion -- 1,200
Chinese Lioness -- 1,800
Compass -- 320
Fishing Bear -- 680
Lady Liberty -- 2,300
Manekin Pis -- 1,300
Matryoshka -- 980
Merlion -- 2,300
Mermaid Statue -- 1,900
Moai Statue -- 1,900
Mouth of Truth -- 1,900
Pagoda -- 1,280
Plate Armor -- 1,850
Shogi Piece -- 1,250
Stone Coin -- 1,400 -- red
Tiger Bobblehead -- 580
Tokyo Tower -- 1,150
Tower of Pisa -- 2,300
Tribal Mask -- 1,100

Joan (comes from 6am to 12pm every Sunday):

Turnips -- whatever price she tells you -- whatever price Nook tells you

Katrina (fortune-telling feline; your fortune can consist of the following):

Love -- Villagers of the opposite sex will fall in love with you

Lucky Finances -- You will find and earn more bells than usual

Lucky Materials -- It will become easier to get rare items

Unlucky -- You'll fall down a lot

Unpopular -- Villagers will be mean to you

Saharah (comes at 6am and stays for 24 hours; bring her a carpet and 3,000
bells; items cannot be bought back; visit her again and each time will cost
twice as much [thanks to Rudi]):

Ancient Tile -- 2,400
Basement Floor -- 2,125
Boxing Ring Mat -- 2,500
Chessboard Rug -- 2,075
Classroom Floor -- 1,500
Closed Road -- 1,625
Concrete Floor -- 1,800
Daisy Meadow -- 1,800
Lunar Surface -- 2,000
Mossy Carpet -- 2,000
Music Room Floor -- 1,800
Office Flooring -- 1,700

Saharah's Desert -- 1,800
Sand Garden -- 1,750
Sandlot -- 1,700
Sidewalk -- 1,950
Tropical Floor -- 2,050
Western Desert -- 1,700

Wendell (comes at 6am and stays for 24 hours; bring him a fish; items cannot be bought back):

Ancient Wall -- 2,300
Backgammon Wall -- 1,800
Basement Wall -- 1,875
Blue Tarp -- 1,400
Classroom Wall -- 1,500
Desert Vista -- 2,250
Garden Wall -- 1,600
Industrial Wall -- 1,750
Lunar Horizon -- 1,900
Meadow Vista -- 2,000
Mortar Wall -- 1,750
Music Room Wall -- 1,600
Office Wall -- 1,750
Ringside Seating -- 2,250
Sandlot Wall -- 1,700
Tree-Lined Wall -- 1,850
Tropical Vista -- 2,300
Western Vista -- 1,500

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11) DIARIES AND STATIONARY:

Diaries and stationary are very important parts of Animal Crossing. Diaries hold your calendar (and you can type notes in them), and letters are a great form of communication for you and your townsanimals. Here is a list of the different styles of diaries and stationary you can get. Also included is their selling and buy-back prices.

Diaries (all of which can be found at Tom Nook's shop):

Blue Diary -- 880 -- 220
Blue Polka Pad -- 320 -- 80
Calligraphy Pad -- 860 -- 215
Captain's Log -- 980 -- 245
College Rule -- 180 -- 45
Diary -- 1,450 -- 363
French Notebook -- 1,250 -- 313
Green Plaid Pad -- 320 -- 80
Journal -- 280 -- 70
Organizer -- 1,260 -- 315
Pink Diary -- 870 -- 218
Pink Plaid Pad -- 320 -- 80
Red Polka Pad -- 320 -- 80
School Pad -- 200 -- 50
Scroll -- 1,200 -- 300
Yellow Plaid Pad -- 320 -- 80

Stationary (can be found at Tom Nook's shop for 160 bells unless otherwise

noted; Nook will buy from you for 10 bells per sheet):

Airmail Paper
Aloha Paper
Bamboo Paper
Blossom Paper
Bluebell Paper
Butterfly Paper
Cloudy Paper
Cool Neon Paper
Cool Paper
Dainty Paper
Daisy Paper
Deep Sea Paper
Dizzy Paper
Dragon Paper
Elegant Paper
Essay Paper
Fantasy Paper
Felt Paper
Festive Paper -- used by Jingle only (12/23)
Fireworks Paper
Fortune Paper -- used by Katrina only (1/1)
Gingko Paper
Gyroid Paper
Honeybee Paper
Horsetail Paper
Hot Neon Paper
Inky Paper
Ivy Paper
Lacy Paper
Lattice Paper
Maple Leaf Paper
Misty Paper
Museum Paper
Mystic Paper
Neat Paper
New Year's Card -- used by your mother only (1/1)
Noodle Paper
Octopus Paper
Orange Paper
Panda Paper
Parchment
Petal Paper
Polka-Dot Paper
Rainbow Paper
Rainy Day Paper
Ranch Paper
Ribbon Paper
Simple Paper
Skyline Paper
Snowy Paper
Sparkly Paper
Spooky Paper
Stageshow Paper
Starry Sky Paper
Steel Paper
Sunset Paper
Thick Paper
Tile Paper
Vine Paper

Watermelon Paper
Wing Paper -- used by the HRA only
Winter Paper
Woodcut Paper
Woodland Paper

- This list was compiled by myself through experience and the help of
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12) UMBRELLAS AND OTHER HANDHELD ITEMS:

Everyone knows that accessories can make or break an outfit, right?
Well here's your chance to strut your stuff around town by having the coolest
items in your possession! This section includes the Umbrella/Parasol
collection (including prices) and other accessories (which are usually given
out for free).

Umbrellas/Parasols (available at Tom Nook's shop):

Batbrella -- 190 -- 48
Berry Umbrella -- 360 -- 90
Blue Umbrella -- 100 -- 25
Bumbershoot -- 420 -- 105
Checked Umbrella -- 230 -- 58
Classic Umbrella -- 340 -- 85
Daffodil Parasol -- 480 -- 120
Dainty Parasol -- 360 -- 90
Elegant Umbrella -- 380 -- 95
Flame Umbrella -- 290 -- 73
Gelato Umbrella -- 220 -- 55
Gingham Parasol -- 290 -- 73
Hypno Parasol -- 190 -- 123
Icy Umbrella -- 480 -- 120
Lacy Parasol -- 420 -- 105
Leaf Umbrella -- 88 -- 22
Lotus Parasol -- 480 -- 120
Mod Umbrella -- 290 -- 73
Nintendo Parasol -- 64 -- 16 (get it? 64 bells = N64!)
Noodle Parasol -- 490 -- 123
Orange Umbrella -- 320 -- 80
Paper Parasol -- 350 -- 88
Pastel Parasol -- 380 -- 95
Petal Parasol -- 490 -- 123
Plaid Parasol -- 290 -- 73
Polka Parasol -- 340 -- 85
Retro Umbrella -- 360 -- 90
Ribbon Parasol -- 330 -- 83
Sharp Umbrella -- 250 -- 63
Sunny Parasol -- 380 -- 95
Twig Parasol -- 120 -- 30
Yellow Umbrella -- 240 -- 60

Balloons (available at Redd's booth [7/4] and on Nook's sale days):

Blue Balloon
Bunny B. Balloon
Bunny O. Balloon
Bunny P. Balloon
Green Balloon

Purple Balloon
Red Balloon
Yellow Balloon

Fans (available at Redd's booth [7/4]):

Bamboo Fan
Bluebell Fan
Cloud Fan
Fan Fan
Flower Fan
Leaf Fan
Maple Fan
Plum Fan

Pinwheels (available at Redd's booth [7/4] and Nook's grab bags [11/fourth Friday]):

Fancy Pinwheel
Flower Pinwheel
Green Pinwheel
Pink Pinwheel
Red Pinwheel
Striped Pinwheel
Tiger Pinwheel
Yellow Pinwheel

- This list was compiled by myself through experience and the help of
The Official Guide to Animal Crossing by Nintendo Power

13) WALLPAPER AND MATCHING CARPETS:

There are more carpets and wallpaper in Animal Crossing than just the ones that match your furniture or get from Saharah and Wendell. Listed below are the many, many choices you have to decorate your house. In parenthesis are the prices you will pay at Tom Nook's shop. Wallpaper and flooring that does not include a price will indicate how you can acquire them.

Ancient Wall/Ancient Tile (from Wendell/Saharah)
Arched Window (2,150)/Parquet Floor (2,350)
Backgammon Wall/Chessboard Rug (from Wendell/Saharah)
Backyard Fence (800)/Backyard Lawn (880)
Bamboo Wall (1,150)/Bamboo Flooring (1,360)
Basement Wall/Basement Floor (from Wendell/Saharah)
Blue Tarp/Closed Road (from Wendell/Saharah)
Blue Wall (1,260)/Blue Flooring (1,580)
Blue-Trim Wall (1,420)/Red Tile (1,680)
Cabana Wall (1,480)/Cabana Flooring (1,680)
Cabin Wall (1,200)/Cabin Rug (1,540)
Chic Wall (1,860)/Plush Carpet (2,160)
Citrus Wall (1,120)/Citrus Carpet (1,330)
Classic Wall (2,100)/Classic Carpet (2,300)
Classroom Wall/Classroom Floor (from Wendell/Saharah)
Concrete Wall (800)/Steel Flooring (1,480)
Desert Vista/Saharah's Desert (from Wendell/Saharah)
Exotic Wall (1,420)/Exotic Rug (1,820)
Exquisite Wall (1,470)/Exquisite Rug (1,960)
Floral Wall (2,250)/Palace Tile (3,200)
Garden Wall/Sand Garden (from Wendell/Saharah)
Gold Screen Wall (2,180)/18 Mat Tatami (1,150)

Green Wall (1,050)/Green Rug (1,540)
 Groovy Wall (1,280)/Diner Tile (1,300)
 Harvest Wall/Harvest Rug (from Franklin)
 Imperial Wall (2,660)/Imperial Tile (2,980)
 Industrial Wall/Concrete Floor (from Wendell/Saharah)
 Ivy Wall (1,250)/Slate Flooring (1,380)
 Jingle Wall/Jingle Carpet (from Jingle)
 Kiddie Wall (1,500)/Kiddie Carpet (1,630)
 Kitchen Wall (1,120)/Kitchen Flooring (1,230)
 Kitschy Wall (1,240)/Kitschy Tile (1,280)
 Lattice Wall (1,780)/Kitchen Tile (1,890)
 Library Wall (1,680)/Tartan Rug (1,820)
 Lovely Wall (1,880)/Lovely Carpet (1,980)
 Lunar Horizon/Lunar Surface (from Wendell/Saharah)
 Manor Wall (1,050)/Opulent Rug (1,230)
 Meadow Vista/Daisy Meadow (from Wendell/Saharah)
 Mod Wall (1,200)/Ceramic Tile (1,390)
 Modern Screen (1,150)/Tatami Floor (1,340)
 Modern Wall (1,450)/Modern Tile (1,540)
 Mortar Wall/Mossy Carpet (from Wendell/Saharah)
 Mosaic Wall (2,100)/Mosaic Tile (2,300)
 Music Room Wall/Music Room Floor (from Wendell/Saharah)
 Office Wall/Office Flooring (from Wendell/Saharah)
 Old Brick Wall (1,200)/Charcoal Tile (800)
 Ornate Wall (1,580)/Ornate Rug (2,100)
 Parlor Wall (1,120)/Checkered Tile (1,680)
 Plaster Wall (880)/Birch Flooring (800)
 Playroom Wall (1,320)/Playroom Rug (1,360)
 Plaza Wall (1,960)/Plaza Tile (2,180)
 Ranch Wall (1,450)/Ranch Flooring (1,750)
 Regal Wall (2,240)/Regal Carpet (2,850)
 Ringside Seating/Boxing Ring Mat (from Wendell/Saharah)
 Rose Wall (2,240)/Fancy Carpet (2,980)
 Sandlot Wall/Sandlot (from Wendell/Saharah)
 Shanty Wall (800)/Shanty Mat (720)
 Snowman Wall/Snowman Carpet (from Snowman)
 Spooky Wall/Spooky Carpet (from Jack)
 Stately Wall (2,450)/Stone Tile (2,750)
 Stone Wall (800)/Old Flooring (800)
 Tea Room Wall (1,750)/8 Mat Tatami (800)
 Tree-Lined Wall/Sidewalk (from Wendell/Saharah)
 Tropical Vista/Tropical Floor (from Wendell/Saharah)
 Western Vista/Western Desert (from Wendell/Saharah)
 Wood Paneling (1,320)/Cowhide Rug (1,540)

- This list was compiled by myself through experience and the help of
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 14) CLOTHING:

The amount of clothing you can get in this game is incredible --
 over 240 pieces! Clothing can be obtained by purchasing from Tom Nook
 or the Able Sisters, washing Gracie's car, doing chores for your
 townsanimals, E-Reader cards, finding them in the dump, or claiming
 they're yours at the Police Station. This list contains the buying and
 buy-back prices for each article of clothing. For special pieces, the
 circumstances in which you can get them has been noted. Gracie Originals can be
 obtained during any time of year, whereas many of the other outfits can only be

found during certain seasons. Each is noted.

A Shirt -- 370 -- 92 -- all year
Airy Shirt -- 420 -- 105 -- all year
Ancient Knit -- 390 -- 97 -- Winter
Anju's Shirt -- 460 -- 115 -- Fall
Arctic Camo -- 320 -- 80 -- all year
Argyle Shirt -- 460 -- 115 -- Spring
Aurora Knit -- 380 -- 95 -- Winter
Bad Plaid Shirt -- 420 -- 105 -- all year
Bamboo Robe -- 0 -- 0
Barber Shirt -- 380 -- 95 -- all year
BB Shirt -- 350 -- 87 -- all year
Bear Shirt -- 390 -- 97 -- all year
Beatnik Shirt -- 360 -- 90 -- Spring
Berry Gingham -- 330 -- 82 -- Spring
Big Bro's Shirt -- 320 -- 80 -- Fall
Big Dot Shirt -- 340 -- 85 -- all year
Big Star Shirt -- 400 -- 100 -- all year
Blossom Shirt -- 370 -- 92 -- Spring
Blossoming Shirt -- 390 -- 97 -- Spring
Blue Aloha Shirt -- 0 -- 0 (on Animal Island)
Blue Check Print -- 360 -- 90 -- Fall
Blue Check Shirt -- 380 -- 95 -- all year
Blue Grid Shirt -- 340 -- 85 -- Summer
Blue Pinstripe -- 380 -- 95 -- Fall
Blue Puffy Vest -- 0 -- 0
Blue Scale Shirt -- 370 -- 92 -- Fall
Blue Stripe Knit -- 340 -- 85 -- Summer
Blue Sweatsuit -- 0 -- 0
Blue Tartan -- 390 -- 97 -- Summer
Blue Tie-Dye -- 380 -- 95 -- Summer
Bold Check Shirt -- 360 -- 90 -- all year
Botanical Shirt -- 420 -- 105 -- Fall
Bubble Shirt -- 410 -- 102 -- Summer
Butterfly Shirt -- 7,200 -- 1,800 (after washing Gracie's car)
Cafe Shirt -- 420 -- 105 -- all year
Caterpillar Tee -- 6,800 -- 1,700 (after washing Gracie's car)
Caveman Tunic -- 380 -- 95 -- all year
Chain-Gang Shirt -- 260 -- 65 -- all year
Checkerboard Tee -- 340 -- 85 -- all year
Checkered Shirt -- 390 -- 97 -- all year
Cherry Shirt -- 380 -- 95 -- all year
Chevron Shirt -- 320 -- 80 -- all year
Chichi Print -- 180 -- 45 -- all year
Circus Shirt -- 370 -- 92 -- all year
Citrus Gingham -- 360 -- 90 -- Spring
Citrus Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Classic Top -- 350 -- 87 -- Fall
Cloudy Shirt -- 320 -- 80 -- Spring
Club Shirt -- 360 -- 90 -- all year
Comfy Sweater -- 360 -- 90 -- Winter
Concierge Shirt -- 350 -- 87 -- Fall
Cool Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Coral Shirt -- 6,200 -- 1,550 (after washing Gracie's car)
Cow Print -- 6,400 -- 1,600 (after washing Gracie's car)
Cozy Sweater -- 350 -- 87 -- Winter
Crewel Shirt -- 380 -- 95 -- Winter
Crossing Shirt -- 6,200 -- 1,550 (after washing Gracie's car)
Daisy Shirt -- 380 -- 95 -- Spring

Danger Shirt -- 340 -- 85 -- all year
Dapper Shirt -- 350 -- 87 -- Winter
Dark Polka Shirt -- 350 -- 87 -- Winter
Dawn Shirt -- 380 -- 95 -- Summer
Dazed Shirt -- 350 -- 87 -- Summer
Deep Blue Tee -- 380 -- 95 -- all year
Deer Shirt -- 380 -- 95 -- Winter
Denim Shirt -- 390 -- 97 -- Summer
Desert Camo -- 320 -- 80 -- all year
Desert Shirt -- 390 -- 97 -- Winter
Diamond Shirt -- 380 -- 95 -- all year
Dice Shirt -- 340 -- 85 -- all year
Diner Uniform -- 290 -- 72 -- Spring
Dragon Suit -- 340 -- 85 -- Summer
Dreamy Shirt -- 390 -- 97 -- Spring
Earthy Knit -- 390 -- 97 -- Winter
Eight-Ball Shirt -- 340 -- 85 -- all year
Exotic Shirt -- 380 -- 95 -- Winter
Fall Plaid Shirt -- 370 -- 92 -- Fall
Far-Out Shirt -- 380 -- 95 -- Fall
Fetching Outfit -- 420 -- 105 -- Spring
Fiendish Shirt -- 6,800 -- 1,700 (after washing Gracie's car)
Fish Bone Shirt -- 340 -- 85 -- all year
Fish Knit -- 380 -- 95 -- Summer
Five-Ball Shirt -- 340 -- 85 -- all year
Flame Shirt -- 360 -- 90 -- all year
Flicker Shirt -- 360 -- 90 -- all year
Floral Knit -- 420 -- 105 -- Spring
Flowery Shirt -- 400 -- 100 -- Summer
Folk Shirt -- 380 -- 95 -- Winter
Fortune Shirt -- 480 -- 120 -- all year
Four-Ball Shirt -- 340 -- 85 -- all year
Fresh Shirt -- 380 -- 95 -- all year
Frog Shirt -- 340 -- 85 -- Summer
Funky Dot Shirt -- 430 -- 107 -- all year
Future Shirt -- 390 -- 97 -- all year
G Logo Shirt -- 128 -- 32 -- Summer
Gaudy Sweater -- 330 -- 82 -- Spring
Gelato Shirt -- 330 -- 82 -- all year
Giraffe Print -- 6,200 -- 1,550 (after washing Gracie's car)
Go-Go Shirt -- 360 -- 90 -- Fall
Gracie's Top -- 6,200 -- 1,550 (after washing Gracie's car)
Grape Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Grass Shirt -- 5,800 -- 1,450 (after washing Gracie's car)
Gray Tartan -- 420 -- 105 -- all year
Green Bar Shirt -- 120 -- 80 -- Summer
Green Ring Shirt -- 180 -- 45 -- all year
Green Tie-Dye -- 380 -- 95 -- all year
Groovy Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Gumdrop Shirt -- 390 -- 97 -- Spring
Heart Shirt -- 360 -- 90 -- all year
Hippie Shirt -- 360 -- 90 -- Summer
Hot Spring Shirt -- 520 -- 130 -- Spring
Houndstooth Knit -- 370 -- 92 -- Winter
Houndstooth Tee -- 350 -- 87 -- all year
Icy Shirt -- 390 -- 97 -- Summer
Jade Check Print -- 360 -- 90 -- all year
Jagged Shirt -- 360 -- 90 -- all year
Jester Shirt -- 420 -- 105 -- Spring
Jingle Shirt -- 0 -- 0 (12/24-12/25)

Jungle Camo -- 320 -- 80 -- all year
Kaffe's Shirt -- 460 -- 115 -- Winter
Kiddie Shirt -- 340 -- 85 -- all year
Kiwi Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Laced Shirt -- 370 -- 92 -- Winter
Ladybug Shirt -- 5,400 -- 1,350 (after washing Gracie's car)
Lavender Robe -- 5,800 -- 1,450
Leather Jerkin -- 390 -- 97 -- Winter
Lemon Gingham -- 330 -- 82 -- Spring
Leopard Print -- 6,400 -- 1,600 (after washing Gracie's car)
Light Line Shirt -- 380 -- 95 -- Summer
Lite Polka Shirt -- 380 -- 95 -- all year
Li'l Bro's Shirt -- 320 -- 80 -- Summer
Lime Line Shirt -- 380 -- 95 -- Fall
Loud Bloom Shirt -- 360 -- 90 -- Summer
Loud Line Shirt -- 370 -- 92 -- Summer
Lovely Shirt -- 400 -- 100 -- Spring
Melon Gingham -- 330 -- 82 -- Spring
Melon Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Mint Gingham -- 330 -- 82 -- all year
Misty Shirt -- 380 -- 95 -- all year
Mod Top -- 340 -- 85 -- all year
Moldy Shirt -- 50 -- 12 -- Summer
Monkey Shirt -- 380 -- 95 -- Winter
Moody Blue Shirt -- 123 -- 30 -- Spring
Mosaic Shirt -- 350 -- 87 -- Summer
MVP Shirt -- 370 -- 92 -- all year
Natty Shirt -- 380 -- 95 -- Summer
Nebula Shirt -- 390 -- 97 -- all year
Neo-Classic Knit -- 380 -- 95 -- Winter
New Spring Shirt -- 520 -- 130 -- Spring
Nine-Ball Shirt -- 340 -- 85 -- all year
No. 1 Shirt -- 250 -- 62 -- all year
No. 2 Shirt -- 250 -- 62 -- all year
No. 3 Shirt -- 250 -- 62 -- all year
No. 4 Shirt -- 250 -- 62 -- all year
No. 5 Shirt -- 250 -- 62 -- all year
No. 23 Shirt -- 250 -- 62 -- all year
No. 67 Shirt -- 250 -- 62 -- all year
Noble Shirt -- 380 -- 95 -- all year
Noodle Shirt -- 380 -- 95 -- Fall
Oft-Seen Print -- 320 -- 80 -- Spring
One-Ball Shirt -- 340 -- 85 -- all year
Optical Shirt -- 430 -- 107 -- all year
Orange Pinstripe -- 5,000 -- 1,250 (after washing Gracie's car)
Orange Tie-Dye -- 380 -- 95 -- all year
Painter's Smock -- 360 -- 90 -- Fall
Patched Shirt -- 0 -- 0 (10/31-11/01)
Patchwork Top -- 340 -- 85 -- Fall
Paw Shirt -- 360 -- 90 -- all year
Peachy Shirt -- 390 -- 97 -- Spring
Pink Tartan -- 420 -- 105 -- Spring
Plum Kimono -- 0 -- 0
Polar Fleece -- 360 -- 90 -- all year
Pop Bloom Shirt -- 360 -- 90 -- all year
Prism Shirt -- 370 -- 95 -- all year
Pulse Shirt -- 6,000 -- 1,500 (after washing Gracie's car)
Purple Tie-Dye -- 380 -- 95 -- all year
Puzzling Shirt -- 320 -- 80 -- all year
Racer 6 Shirt -- 380 -- 95 -- all year

Racer Shirt -- 380 -- 95 -- all year
Rainbow Shirt -- 777 -- 194 -- Summer
Rally Shirt -- 380 -- 95 -- all year
Red Aloha Shirt -- 0 -- 0 (on Animal Island)
Red Bar Shirt -- 360 -- 90 -- all year
Red Check Shirt -- 330 -- 82 -- Spring
Red Grid Shirt -- 360 -- 90 -- all year
Red Puffy Vest -- 0 -- 0
Red Scale Shirt -- 370 -- 92 -- Fall
Red Sweatsuit -- 0 -- 0
Red Tie-Dye -- 380 -- 95 -- all year
Ribbon Shirt -- 370 -- 92 -- Spring
Rickrack Shirt -- 360 -- 90 -- Fall
Rose Shirt -- 480 -- 120 -- all year
Rugby Shirt -- 360 -- 90 -- all year
Seven-Ball Shirt -- 340 -- 85 -- all year
Sharp Outfit -- 290 -- 72 -- Winter
Sherbet Gingham -- 330 -- 82 -- Fall
Shirt Circuit -- 5,120 -- 1,280 (after washing Gracie's car)
Shortcake Shirt -- 330 -- 82 -- Winter
Silk Bloom Shirt -- 480 -- 120 -- Spring
Six-Ball Shirt -- 340 -- 85 -- all year
Ski Sweater -- 320 -- 80 -- Fall
Skull Shirt -- 320 -- 80 -- all year
Snappy Print -- 320 -- 80 -- all year
Snow Shirt -- 6,800 -- 1,700 (after washing Gracie's car)
Snowcone Shirt -- 420 -- 105 -- Summer
Somber Robe -- 0 -- 0
Spade Shirt -- 340 -- 85 -- all year
Speedway Shirt -- 290 -- 72 -- Summer
Spiderweb Shirt -- 320 -- 80 -- Summer
Splendid Shirt -- 6,200 -- 1,500 (after washing Gracie's car)
Spring Shirt -- 320 -- 80 -- Spring
Spunky Knit -- 360 -- 90 -- Winter
Star Shirt -- 370 -- 95 -- all year
Static Shirt -- 360 -- 90 -- Fall
Stormy Shirt -- 380 -- 95 -- all year
Straw Shirt -- 360 -- 90 -- Fall
Strawberry Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Striking Outfit -- 460 -- 115 -- Winter
Subdued Print -- 320 -- 80 -- Fall
Summer Robe -- 0 -- 0
Sunset Top -- 290 -- 72 -- all year
Swell Shirt -- 6,000 -- 1,500
Three-Ball Shirt -- 340 -- 85 -- all year
Thunder Shirt -- 320 -- 87 -- Fall
Tiger Print -- 6,400 -- 1,600 (after washing Gracie's car)
Tiki Shirt -- 400 -- 100 -- all year
Tin Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Toad Print -- 140 -- 85 -- Winter
Trendy Top -- 360 -- 90 -- Fall
Tropical Shirt -- 370 -- 92 -- Summer
Turnip Top -- 350 -- 87 -- all year
Twinkle Shirt -- 480 -- 120 -- Summer
Two-Ball Shirt -- 340 -- 85 -- all year
U R Here Shirt -- 350 -- 87 -- all year
Ugly Shirt -- 420 -- 105 -- Summer
Uncommon Shirt -- 360 -- 90 -- Winter
Vertigo Shirt -- 370 -- 92 -- all year
Vogue Top -- 380 -- 95 -- Spring

Waffle Shirt -- 430 -- 107 -- Fall
Watermelon Shirt -- 6,400 -- 1,600 (after washing Gracie's car)
Wave Print -- 380 -- 95 -- Summer
Wavy Pink Shirt -- 360 -- 90 -- Fall
Wavy Tan Shirt -- 360 -- 90 -- Fall
Whirly Shirt -- 350 -- 87 -- Summer
White Ring Shirt -- 180 -- 45 -- all year
Windsock Shirt -- 320 -- 80 -- Summer
Winter Sweater -- 290 -- 72 -- Winter
Work Uniform -- 0 -- 0 (worn when working for Tom Nook)
Yellow Bar Shirt -- 320 -- 80 -- all year
Yellow Bolero -- 430 -- 107 -- all year
Yellow Pinstripe -- 360 -- 90 -- Winter
Yellow Tartan -- 430 -- 107 -- Spring
Yodel Shirt -- 350 -- 87 -- all year
Zebra Print -- 6,400 -- 1,600 (after washing Gracie's car)
Zipper Shirt -- 320 -- 80 -- all year

- This list was compiled by myself from experience, with help from
Prima Games' Official Strategy Guide to Animal Crossing

15) FOSSILS:

This list includes the names of fossils, and how much they sell for at Tom Nook's. Fossils are found by digging them out of the ground, and must first be mailed to the museum on your mailing list before they can be sold or donated. Don't forget, you can also donate them to the museum!

Apato:

Skull -- 5,000
Torso -- 4,500
Tail -- 4,000

Mammoth:

Skull -- 3,000
Torso -- 2,500

Plesio:

Skull -- 4,000
Neck -- 4,500
Torso -- 4,500

Ptera:

Skull -- 4,000
Left Wing -- 4,500
Right Wing -- 4,500

Stego:

Skull -- 5,000
Torso -- 4,500
Tail -- 4,000

T-Rex:

Skull -- 6,000
Torso -- 5,500
Tail -- 5,000

Tricera:

Skull -- 5,500
Torso -- 5,000
Tail -- 4,500

Single Fossils:

Amber -- 1,200
Ammonite -- 1,100
Dinosaur Egg -- 1,400
Dinosaur Track -- 1,000
Trilobite -- 1,300

- This list was compiled by myself through experience and the help of
The Official Guide to Animal Crossing by Nintendo Power

16) PAINTINGS:

Paintings can be purchased through Tom Nook and Crazy Redd, or
obtained through E-Reader cards or by doing chores for your townsanimals.
Included in this list are the painting names and how much they cost.

Amazing Painting -- 1,960
Basic Painting -- 1,960
Classic Painting -- 1,960
Common Painting -- 1,960
Dainty Painting -- 1,960
Famous Painting -- 1,960
Fine Painting -- 1,960
Flowery Painting -- 1,960
Moving Painting -- 1,960
Perfect Painting -- 1,960
Quaint Painting -- 1,960
Rare Painting -- 1,960
Scary Painting -- 1,960
Strange Painting -- 1,960
Worthy Painting -- 1,960

- This list was compiled by myself through experience and the help of
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17) GYROIDS:

What is a Gyroid, you ask? Why, it's a little wooden figurine-
thingy that wobbles around and makes noises, I reply. You can also
play a K.K. Slider song around them, and they'll move to the music!
Sounds fascinating, of course! Gyroids can usually be found by digging
them out of the ground like you would a fossil. You can usually find
lots of them on the first clear day after a rainstorm. So collect them
all, put them together, and let them make all kinds of crazy music
together! (P.S.: All Gyroids have a selling price of 828.)

Alloid:

Mini Alloid
Mega Alloid
Tall Alloid

Bovoid:

Mega Bovoid
Tall Bovoid

Bowtoid:
Mini Bowtoid
Mega Bowtoid
Bowtoid
Tall Bowtoid

Buzzoid:
Mini Buzzoid
Mega Buzzoid
Buzzoid
Tall Buzzoid

Clankoid:
Mini Clankoid
Mega Clankoid
Clankoid
Tall Clankoid

Croakoid:
Mini Croakoid
Mega Croakoid
Croakoid
Tall Croakoid

Dekkoid:
Mini Dekkoid
Mega Dekkoid
Dekkoid

Dinkoid:
Mini Dinkoid
Mega Dinkoid

Dingloid:
Wee Dingloid
Mini Dingloid
Mega Dingloid
Squat Dingloid
Dingloid
Tall Dingloid

Drilloid:
Mini Drilloid
Mega Drilloid
Drilloid

Droploid:
Tall Droploid

Echoid:
Mini Echoid
Mega Echoid
Tall Echoid

Fizzoid:
Mini Fizzoid
Mega Fizzoid

Freakoid:

Mini Freakoid

Mega Freakoid

Gargloid:

Mini Gargloid

Gargloid

Tall Gargloid

Gongoid:

Mini Gongoid

Mega Gongoid

Gongoid

Tall Gongoid

Harmonoid:

Mini Harmonoid

Mega Harmonoid

Harmonoid

Tall Harmonoid

Howloid:

Mini Howloid

Mega Howloid

Howloid

Lamentoid:

Mini Lamentoid

Mega Lamentoid

Lamentoid

Tall Lamentoid

Lullaboid:

Mini Lullaboid

Mega Lullaboid

Lullaboid

Tall Lullaboid

Metatoid:

Mini Metatoid

Metatoid

Nebuloid:

Mini Nebuloid

Mega Nebuloid

Squat Nebuloid

Nebuloid

Tall Nebuloid

Slim Nebuloid

Oboid:

Mega Oboid

Oboid

Tall Oboid

Oombloid:

Mini Oombloid

Mega Oombloid

Oombloid

Tall Oombloid

Percoloid:

Mega Percoloid

Tall Percoloid

Plinkoid:

Mini Plinkoid

Mega Plinkoid

Plinkoid

Poltergoid:

Mini Poltergoid

Mega Poltergoid

Poltergoid

Tall Poltergoid

Puffoid:

Mini Puffoid

Mega Puffoid

Tall Puffoid

Quazoid:

Mini Quazoid

Mega Quazoid

Quazoid

Tall Quazoid

Slim Quazoid

Rhythmoid:

Mini Rhythmoid

Rhythmoid

Rustoid:

Mini Rustoid

Mega Rustoid

Rustoid

Sproid:

Mini Sproid

Mega Sproid

Sproid

Tall Sproid

Sputnoid:

Mini Sputnoid

Mega Sputnoid

Sputnoid

Tall Sputnoid

Squelchoid:

Mini Squelchoid

Mega Squelchoid

Squelchoid

Strumboid:

Mini Strumboid

Mega Strumboid

Strumboid

Tall Strumboid

Timpanoid:
Mini Timpanoid
Mega Timpanoid
Timpanoid
Tall Timpanoid

Tootoid:
Mini Tootoid
Mega Tootoid
Tootoid

Warbloid:
Mini Warbloid
Warbloid
Tall Warbloid

- this list was compiled by myself through experience and the help of
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18) TOWN THEMES:

These are songs you can use for your town theme. To change your town theme, go to the "bulletin board" to the right of the dump. It will have little notes on it. Go up to the board and press A. You can now change your town theme by moving the left joystick up and down to change the note, and press A to keep it that way. Then the cursor will move on to the next note for you to change. This is how the songs work:

Lower case letter = lower note
Upper case letter = middle or high note

- = rest

Z = zzz note

? = ? note

*Some songs that include quotation marks (") in the title are made-up songs by their respective posters.

*All songs are property and responsibility of their respective posters from the GameFaqs Animal Crossing Message Board. If they don't sound quite right, it is because AC doesn't allow flats or sharps in the songs.

To hear how the song sounds, press the X button. To leave the song as is, press the Start button. And now for the songs (in alphabetical order)...

1812 Overture:
cfGAGfGA-f-f--ZZ
- posted by tadakatsu

Adam's Song (by Blink 182):
AECZAECZGECZGECZ
- posted by SolidSnake182

All The Small Things (by Blink 182):
ecZZgbcZZecZZbcZ
- posted by belbie

American Pie (by Don McLean):

G---F-FFEDCD-ZZZ

- posted by one time poster

Animal Crossing ("DJ K.K."):

CCC-BAGAZeZeGA-Z

- posted by AquaDoctorBob

Animal Crossing ("Kapp'n's Song"):

eeGCZGZefGA-GZZZ

- posted by angelkitty808

Animal Crossing ("K.K. Fusion"):

dfGe-cd-?dfGe-ca

- posted by Stoud

Animal Crossing ("Original Town Theme"):

GE-GF-D-BCZ?Zc-ZZ

- posted by myself, Pikachu 4 President

Animal Crossing ("Rockin' K.K.")

cdfCCCCAfAffff

- posted by LordCrackie

Another One Bites the Dust (by Queen):

AZAZAZZZAACADZZZ

- posted by SolidSnakel82

Auld Lang Syne:

gccccdcdecceGA--

- posted by T. Cromis

Austin Powers Theme:

ACCAAZgZACCAAZgZ

- posted by Esam028

Back to the Future Theme:

CZFZB-CDCAFB-ZZZ

- posted by Rufio23

Batmanuel (The Tick):

DZDZCZADZDZDCZAZ

- posted by HannahG

Beethoven's Fifth Symphony:

fffd---Zeeec---Z

- posted by Avatar Z

Be Our Guest (from Disney's 'Beauty and the Beast'):

eGC-eGB-eGAGEcG- (last G is middle G)

- posted by Dune Tiger

Billie Jean (by Michael Jackson):

CBBA-G-BB-A-G---

- posted by LegacyX4

Bubble Bobble:

CBAGBAGfAgfeg-ZZ

- posted by bubandbob.com

Bubble Bobble III ("Parasol Star"):

bcdebcdebcd-B-g-

- posted by bubandbob.com

Carousel (by Blink 182):

CDEFGFECGBBCDCBG

- posted by SolidSnake182

Castlevania:

DDCBdefgAd-AgC-

- posted by zoopiccolo

Cheers Theme:

f---cdfAG-G-ZZZZ

- posted by Hedgehog14

Chrono Trigger ("Ayala's Theme"):

a-c-G--fedc-d-e-

- posted by EinTheDoggyDog

Chrono Trigger ("Beginning"):

GcbabcdGcbabcdGZ

- posted by Cfree

Chrono Trigger ("Bike Chase"):

AZGAZGAZGDZCZZZZ

- posted by EinTheDoggyDog

Chrono Trigger ("Black Tyrano, Masamune, Etc. Boss Battle"):

ddda-A-G-GGGf--Z

- posted by EinTheDoggyDog

Chrono Trigger ("Boss Battle"):

ddda-A-G-GGGf--Z

- posted by EinTheDoggyDog

Chrono Trigger ("Chrono's Theme"):

ad-e-f-a--e-c--

- posted by EinTheDoggyDog

Chrono Trigger ("Frog's Theme"):

e-eeede--A--G--e

- posted by EinTheDoggyDog

Chrono Trigger ("Gato's Theme"):

dZcaZcdddedcacdd

- posted by EinTheDoggyDog

Chrono Trigger ("Luccia's Theme"):

C-ceGC-BBBCG--ZZ

- posted by EinTheDoggyDog

Chrono Trigger ("Luccia's/Robo's Theme"):

cc-dd-cdd-Ged--Z

-posted by EinTheDoggyDog

Chrono Trigger ("Magus's Theme"):

edGe--c-b-c---ZZ

- posted by EinTheDoggyDog

Chrono Trigger ("Queen Zeal"):

DDZZAAZCCZBCBBZ

- posted by EinTheDoggyDog

Chrono Trigger ("Robo's Theme"):

cc-dd-cdd-a-ec-

- posted by EinTheDoggyDog

Chrono Trigger ("Schala's Theme")

GGddffddGGddAAff

-posted by EinTheDoggyDog

Chrono Trigger ("Second Lavos Battle"):

ABCBAGAefGA--G--

- posted by EinTheDoggyDog

Chrono Trigger ("Spekkio!"):

e-C---Ge-A---ZZZ

- posted by EinTheDoggyDog

Chrono Trigger ("Time Circuits"):

adeGAadeGadeAcd

- posted by EinTheDoggyDog

Chrono Trigger ("Wind Scene [600 A.D.]"):

dZZeZZfZeZcZaZdZ

- posted by EinTheDoggyDog

Come As You Are (by Nirvana):

eZGAeZGAeZGABAGe

- posted by AlexInABag

Crazy (by Aerosmith):

ceGA-ZZf-ABAZZABC

-posted by belbie

Deck The Halls:

G-fe-d-c-d-e-c-Z

- posted by T. Cromis

Don't Want To Miss A Thing (by Aerosmith):

BCDEEAFDBDEFF-E-

- posted by belbie

Dradel Song:

dbdbdb-bddcba---

- posted by Sean&JET5041

Dragon Ball Z ("Powering Up"):

e-e-G--e-e-AG--

- posted by greatn

Dragon Ball Z Theme:

ge-deGe-ge-de--Z

-posted by EinTheDoggyDog

Dream Theater/Ytse Jam:

DCDEDEFEGFGFEFD

- posted by roccobladr

Dr. Mario:
DEDEDCCADEDCC-ZZ
-posted by Blitz Bolt

Dueling Banjos Introduction:
bcd-b-c-a-b-g-a-
- posted by Forkbomb

Earthbound ("A New Friend"):
AcdcdcabGCEZ---
- posted by Cfree

Earthbound ("Defeat A Boss"):
BGDADAbAagZ----
- posted by Cfree

Earthbound ("Fanfare"):
FACBZCZACGZAZ--
- posted by Cfree

Earthbound ("Meeting a Boss"):
dadadadcZ-----
- posted by Cfree

Earthbound ("Ness's Theme"):
bcbabcbabcZZZ---
- posted by Cfree

Earthbound ("Onett"):
cdec--cdedcbcZZZ
- posted by LegacyX4

Earthbound ("Onett theme"):
GCEA---GCEBAGAZZ
- posted by Elite

Earthbound ("Snowwood"):
f-BC-BA-ABAGA--Z
- posted by Secef

Earthbound ("Sound Stone"):
dGAB-BDA-ABGZZZ
- posted by bjackm

Earthbound Theme:
fACB-C-ACG-A---z
- posted by BGM

E.T. Theme:
c---G---Zfedecg-
- posted by ZombieBite

Eyes on Me:
gc-deGege-decacd
-posted by EinTheDoggyDog

Final Fantasy I ("Battle Theme"):
aed--ZcbaZabcZbg
- posted by greatn

Final Fantasy I ("Matoya's Cave," Version 1):

aceaf-edcb---

- posted by bjackm

Final Fantasy I ("Matoya's Cave," Version 2):

A---b-d-cbca---Z

- posted by bjackm

Final Fantasy I ("Victory Theme"):

dcdcffefeedcbca

- posted by GortSCHS

Final Fantasy III ("Chocobo Theme"):

C-AfdCAfA-f-A-ZZ

- posted by EvilLemmy

Final Fantasy III/VI ("Battle Theme"):

abceGfdfe-a--ZZZ

- posted by greatn

Final Fantasy III/VI ("Jidoor Theme"):

efeAeedZdedBddcZ

- posted by RiskyChris

Final Fantasy VII ("Aerith's Theme"):

eGA--ZececGA--ZZ

- posted by BGM

Final Fantasy VII ("After Battle Theme"):

BBBB--G--A-B-AB-

- posted by FIMBA798

Final Fantasy VII ("Airship Theme"):

c-deB-A--cdeGfcd

- posted by Washuul08

Final Fantasy VII ("Tifa's Piano Song"):

gabZBA-gabGFZgag

- posted by Puffypuff

Final Fantasy VII ("Yuffie's Theme"):

gabZZdbZZbcbgabZ

- posted by Bman

Final Fantasy VIII ("Eyes On Me"):

gc-d-e-Ge-decacd

- posted by bjackm

Final Fantasy IX ("You're Not Alone"):

eZcZbdaZeeebacG

-posted by EinTheDoggyDog

Flintstones Theme:

GcCAGcGfefGcde--

- posted by belbie

Funkytown (by Lipps, Inc.):

GGfGZdZdGCBGZZZZ

- posted by Felemel Crash

Ghostbusters:

GGbGafZZGGGGfGZZ

- posted by bjackm

God Bless America:

C---B-A-BAG---ZZ

- posted by Felemel Crash

Good King Wenceslas:

fffGffc-dcdef-f-

- posted by T. Cromis

Gundam Wing (anime series; "Just Communication"):

f-G-A--GAG-Ae--Z

- posted by Secef

Hamtaro (anime series; "Ending Theme"):

AZGZfZeZdZZdefGZ

- posted by Zoonie

Happy Days Theme:

adfABCBZbeGBCDC

- posted by GreenLatrine

Harry Potter ("Fawkes Theme"):

c-d-feg-c-C-g-e-

- posted by bjackm

Harry Potter Theme:

ad-fed-AG--e--

- posted by bjackm

Have Yourself A Merry Little Christmas:

g-b-d-f-Gfedc-b-

- posted by T. Cromis

Ice, Ice Baby (by Vanilla Ice):

dddZd-aZddd-dd-a

-posted by belbie

I Get Around (by the Beach Boys):

GGGG-eeee-AdCBA?

- posted by Stoud

Indiana Jones: Raiders Of The Lost Arc March:

e-fGC---d-ef----

- posted by bjackm

In The End (by Linkin Park):

D-A-A-F-E-E-E-EF

- posted by roccobladr

Itchy and Scratchy Theme (from 'The Simpsons'):

Gc-GE-GcGcGE-CDE

- posted by Brian5701

James Bond Theme:

gaZfe---acd---ZZ

- posted by bjackm

Jigglypuff's Song:

c--Gecd--ef-e---

- posted by Medi Guy

Jingle Bell Rock (by Bobby Helms):

CCC-BBB-ABAE--ZZ

- posted by Nekojin

Jingle Bells:

bbbZbbbZbdgabZZZ

- posted by myself, Pikachu 4 President

Jolly Old St. Nicholas:

EEEEDDD-CCCCE---

- posted by B_Campbell

Kirby Fanfare:

agababcagZGfedbc

- posted by EinTheDoggyDog

Kirby's Theme:

A-Gfeca-defGeZZZ

- posted by greatn

Legend of Zelda:

A-e--AABCDE--ZZZ

-posted by Blitz Bolt

Legend of Zelda Fanfare:

G-d--GGABCDZZZZZ

- posted by bjackm

Legend of Zelda ("Oath to Order"):

A-f-d-f-A-D--ZZZ

- posted by GreenLatrine

Legend of Zelda: Link's Awakening ("Ballad of the Wind Fish"):

ABC-ABC-CBAEG-A-

- posted by bjackm

Legend of Zelda: Majora's Mask ("Song of Healing"):

EDA-EDA-EDABA--

- posted by blu_pez

Legend of Zelda: Majora's Mask ("Song of Healing," different version):

E-D-A-E-D-A-

- posted by blu_pez

Legend of Zelda: Ocarina of Time ("Borlero of Fire"):

GEGEBGBGAF AFCACA

- posted by Big the Cat 500

Legend of Zelda: Ocarina of Time ("Epona's Song"):

DBA--DBA--DBABA-

- posted by bjackm

Legend of Zelda: Ocarina of Time ("Lon Lon Ranch"):

DBA---DBA---DBA-

- posted by Big the Cat 500

Legend of Zelda: Ocarina of Time ("Minuet of Forest"):

dDB----ABA----ZZ

- posted by bjackm

Legend of Zelda: Ocarina of Time ("Requeim of Spirit"):

a--c-a-e--c--a--

- posted by ?

Legend of Zelda: Ocarina of Time ("Saria's Song"):

FAB-FAB-FABED-BC

- posted by bjackm

Legend of Zelda: Ocarina of Time ("Song of Storms"):

dfD-dfD-e-fefeca

- posted by bjackm

Legend of Zelda: Ocarina of Time ("Temple of Light Theme"):

-CG-CG-A-C--ZZZZ

-posted by Yogo540

Legend of Zelda: Ocarina of Time ("Temple of Time Theme"):

Ad-fAd-fACB-G---

- posted by bjackm

Legend of Zelda: Ocarina of Time ("Zelda's Lullaby"):

A--C--G-FGA--C-D

- posted by Yogo540

Lone Ranger:

gggZgggZggcZdZeZ

- posted by T. Cromis

Lord of the Rings: The Fellowship of the Ring ("Concerning Hobbits"):

cde-G-e-d-c----Z

- posted by Chrono007

Lord of the Rings: The Fellowship of the Ring ("Evil Theme"):

CBC-----B-A-e-ZZ

- posted by Chrono007

Lord of the Rings: The Fellowship of the Ring ("Hobbit's Theme"):

g-a-b--d---bag--

- posted by ?

Lord of the Rings: The Fellowship of the Ring Theme:

C--BCBA-CB--e---

- posted by Scott

Lord of the Rings: The Two Towers ("Riders of Rohan Theme"):

AAA-C-B---C--D-A

- posted by rimmer

Love Hina (anime series; "Opening Theme"):

BBBBDGBdGbddcbcZ

- posted by Bman

Low Rider (bass line):

gaZcZdZe-GZeGZGA

- posted by Felemel Crash

Luigi's Mansion Theme:

bb-bb--gba--g---
- posted by Cfree

M*A*S*H Theme:

e-f-ef-e-f-e-d--
- posted by Secef

Main Street Electrical Light Parade Theme (from Disneyland):

cZefGZcZdZfZeZZZ
- posted by bjackm

Mario Bros. Theme:

EE-E-CE-G---G--- (all middle notes except last G)
-posted by NeoWrestler

Mario is Dead:

gfZfffZedcZZZZZZ
- posted by Medi Guy

Mario Star Song:

CCCdCCdCCBBBcBBc
- posted by zoopiccolo

Mario Theme Song:

ZZCCZCZACZEZZZGZZ
- posted by TheMan10

Mario Underground:

GGeeffZZGGeeffZZ
- posted by Medi Guy

Metroid ("Item Theme"):

CagecaDBgdefefe
- posted by Jerrbea

Mission Impossible Theme:

dZdZfGdZdZdcccZdZ
- posted by bjackm

A Moment Like This (by Kelly Clarkson):

ccffGAG-ccAG-ff-
- posted by doughboyee

Morning Has Broken:

gacf--G--edcdedc
- posted by T. Cromis

The Muppets:

CCABABG-CCABAG--
-posted by belbie

Neon Genesis Evangelion (anime series):

fABAABBBEDCBCCCZ
- posted by lewiscode

"Nottingham Castle":

FFFFFEDCZFFFZAZC
- posted by writer77

O Beautiful:

G-G--ee-G-G--dd-

-posted by Felemel Crash, with slight modifications by scottpan2000

O Christmas Tree:

g-cZcc-d-eZee-ZZ

- posted by JoeFaust

O Come All Ye Faithful:

f-f---c-f-G---c-

- posted by T. Cromis

Ode to Joy:

eefGGfedccdedcc-

- posted by simsman24000, with slight modifications by scottpan2000

Oscar Mayer Hot Dog Song:

dcbdddd-dceeee-

-posted by doughboyee

Pachabel's Kanon:

C-E-G-F-E-C-E-D-

- posted by Freq Man

Peanuts Theme:

c-deZedcd--c---Z

- posted by EvilLemmy

A Pirate's Life For Me (from Disneyland's 'Pirates of the Carribean'
ride):

e-G-A-G-feeddc-Z

- posted by doughboyee

Play That Funky Music:

GAAGA-e-dcZZZZZZ

- posted by Stoud

Pokemon ("Trainer Battle"):

GdGffGAEAGGAdddd

- posted by Animelee

Pretty Woman:

eedc-eedce-dedc-

- posted by belbie

Punch-Out! ("Fight Theme"):

abcb-cd-cded-e-G

- posted by belbie

Ranma 1/2 (anime series; "Nekohanten"):

F-G-E-D-FFFGD-ZZ

- posted by Nakor

Ranma 1/2 (anime series; "Yapapapaa"):

eGG-eGG-aba-G--Z

- posted by Nakor

Rock Around The Clock:

gabZgZbZgabCDBag

- posted by silverfox329

Rubber Ducky:

ede-G-F-CB---ZZZ

- posted by bjackm

Scale (Doh-Rey-Me):

g-a-b-c-D-E-B-C-

- posted by Pikachu 4 President

Scooby-Doo Theme:

EEDDC-DFa-ZabgEE

- posted by Jerrbear

Secret of Mana Theme:

e-a-g-c-d-de-a--

- posted by Ziridar

Sesame Street Theme:

C--A-f-fGAZC-A-f

- posted by bjackm

Silent Night:

G--AG-e----ZZZZZ

- posted by T. Cromis

Simpsons Theme:

F--A-B-DC--A-F--

- Taken from www.animalxing.com and modified by myself, Pikachu 4 President

Somewhere Over the Rainbow:

g--c--b-gab-cZZZ

- posted by nateworld04

The Song That Never Ends:

GABC-B-A-C-B---Z

- posted by Dark_Omen

Sound of Music ("Edelweiss"):

e-GD--C--Gf---ZZ

- posted by Greer

Sound of Music Song, Part One:

gbbbDDaccEBBZZZZ

- posted by Pikachu 4 President

Sound of Music Song, Part Two:

DgEcbgaDgEBCbC--

- posted by Pikachu 4 President

Starfox ("Original Credits"):

CgCED---CgCEFD--

- posted by Hedgehog14

Star Spangled Banner:

Gec-e-G-C---ZZZZ

- posted by Felemel Crash

Star Trek:

g-cf---ecadG--ZZ

- posted by Candy

Star Wars ("Darth Vader Theme"):

a-a-a-gca-gca-ZZ

- posted by raven1823

Star Wars ("Death Star Attack"):

dd-bdd-bff-efedb

- posted by bjackm

Star Wars ("Imperial March"):

dZdZdZbfdZbfdZZZ

- posted by bjackm

Star Wars ("Tie Fighter Attack"):

dd-bdd-bff-eedb-

- posted by bjackm

Star Wars Theme:

GGC--G--FECG--ZZ-ZZ

-posted by Blitz Bolt, with slight modifications by me (Pikachu 4 President)

Super Mario Bros. 2 ("Level 1-1"):

GceG-ceGbeBA--ZZ

- posted by greatn

Super Mario RPG ("Frog Pond Theme, Part One"):

GAEDCDECGCDABC

- posted by Big the Cat 500

Super Mario RPG ("Frog Pond Theme, Part Two"):

ABCDGCDE-----

- posted by Big the Cat 500

Super Mario Sunshine ("Delfino Plaza Theme"):

DEEGF-D-DEEGF-D

- posted by Pokemario

Super Mario World ("DinosaurLand"):

e-cgaccagccGe-d-

- posted by LanceB

Super Mario World 2: Yoshi's Island ("Ending Theme"):

B-ZG-ZGGGBBECA--

-posted by LordCrackie

Super Mario World 2: Yoshi's Island ("Map Theme"):

bcdZGZeGBZCBCBdg

- posted by bjackm

Super Metroid ("Brinstar Theme"):

CAfAfDCAfAfACEZZ

- posted by bjackm

Super Smash Brothers: Melee ("Fox's Victory"):

cfcZ-cfc-Cgg-eEg

- posted by Cfree

Super Smash Brothers: Melee ("Marth's Victory"):

g-gceG-fea-bcdG-

- posted by EinTheDoggyDog

Super Smash Brothers: Melee ("Onett"):

ecef-f-fgdfe--ZZ

- posted by Socrates3

Super Smash Brothers: Melee ("Whispy Woods"):

gaccddeedcbbbcb-

-posted by EinTheDoggyDog

Super Smash Brothers: Melee ("Whispy Woods, Beginning"):

EZCZCBAZABCAGAE-

- posted by EinTheDoggyDog

Tactics Ogre: K.o.L. Battle Victory:

a-ebc-GeG---A---

- posted by EinTheDoggyDog

Tetris:

e-bcd-cba--ZZZZZ

- posted by GuardianBooJoh

The Wall (by Pink Floyd):

cd-e-d-cd-e-c-ZZ

- posted by Vespa

A Thousand Miles (by Vanessa Carlton):

cCcCBG-cGce-dcZZ

- posted by doughboyee

Time Of Your Life (by Green Day):

EEFGFEEFEDCDZZZZ

- posted by tiggerthehun

Tiny Toon Adventures:

cbdZdedZdbdGdedZ

- posted by KooperKoushiro

Tiny Toons Theme:

fef-fgf-fef-Bfgf-

- posted by belbie

Top Gun Theme:

g-G-G-FeFed-d---

- posted by AzNxDawG

Transformers Theme:

d-ef--d-ef-ac--Z

- posted by anonymous

Tropical Song:

BGC-CBG-GCB-BCG-

- posted by Cfree

Twilight Zone Theme:

fGfdfGfdfGfdfGfd

- posted by MethRattle

Twinkle Twinkle Little Star:

ccGGAAG-ffeeddc-

- posted by kaprichosa

Under the Sea (from Disney's 'The Little Mermaid'):

EGCE-E-Gd-f-e-c

- posted by bjackm

Wagner's "Ride of the Valkyries" ('Apocalypse Now' chopper-raid scene):

gCbCE-CEDEG-EZZZ

- posted by truerock

War (W.I.I.G.F.? heard in the movie 'Rush Hour'):

bbbZZddZeZZdedeb

-posted by EinTheDoggyDog

Welcome Christmas (from 'How The Grinch Stole Christmas'):

GeAGGeABCBGAGdZ

- posted by anonymous

Wheel of Fortune Theme:

eZdeZdefeZdeZdef

- posted by Stoud

Yankee Doodle:

ffGAFAGZffGAF-e-

- posted by JoeFaust

Yoshi's Story ("Treasure Hunt"):

ccccC-ccZA-cd--Z

- posted by Washuu108

"Zip":

CBBAGDEDCFEC-D-C

- posted by Big the Cat 500

Zip-A-Dee-Doo-Dah:

eZefG-C--A-AfG--

- posted by bjackm

- Need more Town Themes? Be sure to visit T. Cromis's Town Theme Song FAQ on www.gamefaqs.com!

19) K.K. SLIDER'S SONGS:

K.K. Slider (real name: Totakeke) appears in front of the Train Station from 8pm to 12am every Saturday night. He is a very hip, cute dog that will play songs on his guitar for you. This section includes a list of the songs he will play. You can only hear one song per night, but afterwards he will give you a tape of it so you can listen to it on anything that plays music back at your house. Though he will play a different song every week, if you'd like for him to play a particular song from this list, he will take your request. There are three songs (noted below) that he will only play if you request them. Be sure to use correct spelling and punctuation! (P.S.: HUGE props to Nintendo for the animation sequence during K.K.'s songs. I love it. Even if you don't like the music, just watching the animation sequence is worth it. And hey, how cute is he when he whistles?!)

Aloha K.K.
Cafe K.K.

Comrade K.K.
DJ K.K.
Go K.K. Rider!
I Love You (by request only)*
Imperial K.K.*
K.K. Aria*
K.K. Ballard
K.K. Blues
K.K. Bossa
K.K. Calypso
K.K. Casbah
K.K. Chorale
K.K. Condor
K.K. Country
K.K. Crusin'
K.K. Dirge
K.K. D & B
K.K. Etude
K.K. Faire
K.K. Folk
K.K. Fusion
K.K. Gumbo
K.K. Jazz
K.K. Lament
K.K. Love Song*
K.K. Lullaby
K.K. Mambo
K.K. March
K.K. Parade
K.K. Ragtime
K.K. Reggae
K.K. Rock
K.K. Safari
K.K. Salsa
K.K. Samba
K.K. Ska
K.K. Song (by request only)
K.K. Soul
K.K. Steppe
K.K. Swing
K.K. Tango
K.K. Technopop
K.K. Waltz
K.K. Western
Lucky K.K.
Mr. K.K.
Only Me*
Rockin' K.K.
Senor K.K.
Soulful K.K.
Surfin' K.K.*
The K. Funk
Two Days Ago (by request only)*

- posted by Githon

* = Pika Pick (these are my favorites... so far!)

20) THINGS TO MAKE YOUR TOWNSANIMALS SAY:

A common question asked on the Board is, "So-and-so wants me to teach them a new word! What should I teach them?" So, since I don't believe in teaching them to say naughty words, here's what I came up with, along with my many partners in crime at the Board:

!

!!!

!!!!!!!!!!!!

(Go away!) (Include the parentheses. It's Phyllis's word.)

(Name of unliked villager) sucks

bows

cough

flashback

grins

growls

hugs

laughs

lmao

lol

nods

salutes

shakes hand

shakes head

shifts eyes

shrugs

snorts

zzz...

...

:((the symbols)

:D (the symbols)

?!?!?!

???

^_^ (the symbols)

<(|_|)>

<happyface> (icon)

<hic>

<your name>

<your name> is cool!

>:0 (the symbols)

ㄣ_ㄣ (the symbols)

Ace

All hail <your name>!

Aloha

And...?

And...YEAH!

Angel

Anime rulz

Apple rulz

ASPCA!

Babe

Baby

Baka

Bally chap

BANG!

Beaky

Blef

Blushie -- Embarrassed

BoInG! (from Earthbound)

BOOM!
Booyaka (from Final Fantasy VIII)
But I say
But...
But... why?
Bye-Q! -- Goodbye
Caffine!
Candy Cane (especially good for Christmas-time)
Carouse (Nook's word)
Catchemall
Cherri ho
Cluckity
Coffee!
Coke rulz
Colonel
Commander
Comrade (this is only funny for Vladimir, the Russian bear)
Cool
Cornball
Crazy
Cute kitty!
Cute doggy!
Cutie
Cutie Pie
Dahling
Dam* you! (has to be capitol "D" or game won't accept it)
Darlin'
Dawg
De gozaru -- "it is" (from the anime series Rurouni Kenshin)
Desu
Desu ka?
Diggi-duggi -- Digging
DiNg! (from Earthbound)
D'oh! (Homer Simpson's word)
DOING!
DON'TRESET (Resetti's words)
DUCK!
Dude
DUDE!!
DUUUUDE!
Dweeb!
Eat me!
Eatmshorts
Eh wot? (Blathers's words)
Excellent.
Excelsior (Marvel)
Fahbulous
Fatso
Fatty
Flavin
Foo
Fool!
Freak
Freaky
Fresh!
Friend
Fungah
Funkay
Gaki -- Japanese for "brat"
Gee-Dog

General

Genki da -- "You're fine" in Japanese

Ghetto

GIMMEBELLS (Nook's word)

Glomp -- term used by anime fans to describe big hugs characters do

Gorush -- Hurry

Got milk?

Grasshopper

Gravy

Groovy (really funny for snobby characters)

Grrr...

HAHAHAHAHA

Hamgoof -- Disappointed

Hamha! -- Greeting

Hampact -- Promise

Hamtast -- Enemy

Heeheehee.

Heh

Heh heh heh

Heke? -- Surprised or confused

HELP!

Hif-hif -- Sniffing

Hi-Q! -- Hello

Hm

Hmmm

Hmmmmmm...

Ho ho ho! (Santa!)

Home slice

Homeslice

Homestyle

Homie

Honey

Hottie

Hoyo

Hoyoyo

Huh?

Human

Humph

I (heart) cheese

I (heart) my Mac

I know

I love you

I see...

ICDeadPPL

Idiot

I'll bet

I'llBBack

I'm funny!

I'm sayin'!

IMABOMB!

Iwantfood

Jammin'

Jolly ho

KABOOM!

Kamehameha

Kill all

King <your name>

King Fish

Kinky

Kitty!

Kittykitty
Koochi-Q -- Pretty
Krmprmp -- Eating
Kushi kushi -- Grooming or scratching, sometimes when embarrassed or nervous
Lackaday
Liege
Liutenant
LOOK AT ME (Resetti's words)
Lt Col.
Ma'am
Make7UpUrs
Mamac'ta
Mama-mia (Mario's word)
Master
Master
Master <your name>
Maybe
Mega-Q -- Big
Meh
Miss <your name>
M'man
Mr. <your name>
Mrs. <your name>
Ms. <your name>
Mullet
My King
My liege
My lord
My master
My Queen
Nazedesuka -- More or less means, "Why?" in Japanese
Neato
NES
No da (from the anime series "Fushigi Yugi")
Nogo -- No can do
Nope
N'tcha
Oink
Oinkzorz
Oopaa! -- Let's go!/Pouncing
Oopsie! -- Sorry
Oowah -- Sleepy
Packa-packa -- Gnawing
Padda-padda -- Running
Pants
Partner
Peachy
Pepsi rulz
Pikachuuu!
Pika-pwr!
Please
PLUSHIES!
Pookie
Precious
Private
Psycho
Puupuupuu!
Queen <your name>
Really?
Riiight...

Rock on
Salad (for cows and pigs and other commonly consumed animals)
Save me!
Scoochie -- Climbing
Sensei -- "Teacher" in Japanese
Sexy...kinda
Shine Get!
ShowMeThe (bell bag)
Silly
Sir
Smashing
Smurfy
So what?
Soda!
Sorry... (Sable's word)
Soup!
SpiderSense
Spidey (from Spiderman)
Spiffie -- Stylish
Spooooon!!! (The Tick's battle cry)
Sprout (Tortimer's word)
Squirrely
Student
Sucka!
Sugar Pie (especially good for Christmas-time)
'Sup?
Suppa
Suppatime
Sweeeeeeeet...
Sweet
SWEETZZ!!
t(|_|t)
Tack-Q -- Roll
Taco
Teach'
Teacher
Techie
Teenie -- Small
Thank you
Ticky-ticky -- Scampering
Trainee
Uh-huh
Uhhhhhh...
Ummm....
Usagi -- means "rabbit" in Japanese
W00t!W00t!
Waaaaaah
WAHAHAHA
Wanna bet?
WASSUP!
Wat?
Wazzat?
Wee-one
Weird
Weirdo
What?
Whatever
Wheee!
Who says?
Who's there?

WiseOne
Woo-HOO!
Woot Dawg
Word
Wot wot
Wot? (Blathers's word)
WOW!!!
Y'all
Y'know?
Ya know?
Ya see
Yep
Yep yep
Yepper (Tortimer's word)
Yes Sensei?
YES?!
Y'know?
Yo!
YoungOne
You're #1
You're cool
You're nuts
YOUWILLDIE (give to a nice, kind villager)
Yu-Gi-Oh!
Zieke Zeon
ZoOm! (from Earthbound)

- Thanks to omnitarian, Miyamoto Wannabe, JGPiep888, Cool mario 6446, wing zero x custom, Marth11, NOALINK2500, Acboy555, bumpygrimes, Runagar, caitsithfortune, super magus, turbowing007, jcink, nemesis310, SuppaMan, woken, Rpgmfan05, jokey665, GameHyper, PoofHatMika, Rat Guy, wisei07, Silver Striker, burninfire251, mysterious ninja, YF Wing 22, Fenrir423, liontamer, merani, HarDCorE PunK, sonycinobius, ryuhayabusa, out of my mind, ArcaneNecromancer, SnowyDude, sheikzelda, Misty, dbishop, AC and Cody Patrick.

21) FREE PASSWORDS:

Free Passwords are codes that give you free items. For ones labeled "Tell Tom Nook," go to Tom Nook's shop and when he talks to you, select "Other Things." Then choose "Say Password." From there, you simply type it in! For ones labeled "Tell Villager," you must send the code in a letter to one of your townsanimals. You must put the key symbol (on the letter-typing keyboard) on the first line of the letter, and then type the two lines of the codes exactly as you see them here. The letter should have three lines total. The villager will then write back within a couple days with your free item attached to the letter as a present. The codes with the "*" next to the title will make a great Mario theme!

Also, if there are codes on BLINK's site that aren't here, please e-mail them to me. Thanks!

****Please Note**** These passwords are taken from BLINK7441's website (unless it says "posted by...") with his permission. I have not tried them out myself, therefore I can't tell you what to do if they don't work. If one of these codes doesn't work, please visit his site at <http://acblink.cjb.net/> and let him know. Then you may e-mail me with the correction if you'd like. Thank you!

100 Turnips Code:

aPShDyYoeR685b
afcAlkwcRCmqi3
Tell Tom Nook

100 Turnips Code:
mRSMdQYokR685s
&%OL&kwRCmqi3
Tell: Villager

8 Mat Tatami Code:
Di9xES@sTRJsYY
sqo9cb#3UaKHs3
Tell: Tom Nook

8 Mat Tatami Code:
li9xES@sTRJsYY
sqo9cb#3UaKHs3
Tell: Villager

Aerobics Radio Code:
4UTG548QQtQZGf
ln#%jbLEqj5ZBf
Tell: Tom Nook

Aiko Figurine Code:
hGpermakiobroS
zeImAlCrOssiNG
Tell: Tom Nook

Airy Shirt Code:
guibfDHdcWqmWc
ZkrTnDUgkjJ&jb
Tell: Tom Nook

Alarm Clock Code:
GenegenerousgY
GenygenerousgY
Tell: Tom Nook

Alarm Clock Code:
Bdftimermustbe
Tautimermustbe
Tell: Villager

Aloe Code:
MupersmashbdoS
SupersmashbroS
Tell: Tom Nook

Amazing Painting Code:
ebucddbKlagnLg
BiMBdbichCmqi3
Tell: Tom Nook

Amber Code:
vuTcfAHyCSqmWj
ZkyTnDUgcjJ&jb
Tell: Tom Nook

Amber Code:

DennisMillerIs
SocDamnAwesome
Tell: Villager

Ancient Knit Code:
RethnfoqGreebY
ldtineorfreebY
Tell: Tom Nook

Angler Trophy Code:
Wi9GES@sTRJhAA
sf09cb#9vaKHL4
Tell: Tom Nook

Antique Clock Code:
9#S8UItokM6850
h%LOmkwcRCmqi3
Tell: Tom Nook

Apato Skull Code:
CashisislkndeS
YoshisislandeS
Tell: Tom Nook

Apato Skull Code:
DelnisMillerIs
SocDamnAwesome
Tell: Villager

Apato Torso Code:
4UTG548pQKQZGF
1n#%jNLEqj5ZBf
Tell: Tom Nook

Apple Clock Code:
Oa5trmersol4tI
OldtWlersoldtI
Tell: Tom Nook

Apple TV Code:
Mkri4mariomaro
Flriomariomaro
Tell: Tom Nook

April Ticket Code (6 Tickets):
Ii8rows2082LuG
LisnowsrdouLug
Tell: Tom Nook

Arc de Triomphe Code:
1KT1D5Y4k36851
45L613wcRCmqir
Tell: Tom Nook

Arched Window Code:
IEnjoyOldSchoo
lLegendOfZelda
Tell: Tom Nook

Arched Window Code:

1oD5cDEmhJGsXR
h2vm#2UwhLEjTF
Tell: Villager

Arctic Camo Code:
guibfAH1ENqmW3
ZkrTnDUgdjJ&jb
Tell: Tom Nook

Arwing Code:
I7r45678912345
E2345678912345
Tell: Tom Nook

Arwing Code:
I7r45678912345
E234567891234Y
Tell: Villager

Asteroid Code:
far45678912345
E2345678912345
Tell: Tom Nook

Aurora Knit Code:
1qWrr6ofBu&q7z
8rzSNqofyq76ts
Tell: Tom Nook

Autumn Medal Code:
HortoftendendY
SortoftendenyG
Tell: Tom Nook

August Ticket Code (7 Tickets):
ClinkocarniabY
AlinkocarniayG
Tell: Tom Nook

Azalea Bonsai Code:
NmxIGWIEsLYAAC
t6iMwbzCGvFs&Q
Tell: Tom Nook

Baby Bear Code:
IHkteTheNewWaa
OCRogtingCodez
Tell: Tom Nook

Baby Bear Code:
IHktBTheNewWay
OCPo&tingCodez
Tell: Villager

Backgammon Wall Code:
PtwqrpuffGitls
PowerpuffGirls
Tell: Tom Nook

Backpack Code:

fi9GES@sTRJsAA
sq09cb#9UaKHL4
Tell: Tom Nook

Backpack Code:
DoCe4w@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Backyard Pool Code:
ArTriaAedSarah
Spurlingtre5&2
Tell: Tom Nook
Backyard Pool Code:
JusreexactlywfY
LxOreexactlywfY
Tell: Villager

Bad Plaid Shirt Code:
1qWwi6IfBeoq7z
8XtSNyufyy76ts
Tell: Tom Nook

Balloon Fight Code:
CbDahLBdaDh98d
9ub8ExzZKwu7Zl
Tell: Tom Nook

Bamboo Robe (from Doubutsu no Mori!) Code:
4UTG548uQKQZGf
1n#%jtLEqj5ZBf
Tell: Tom Nook

- posted by Sonic2004

Bamboo Wall Code:
2GD5cDEmhJGsXR
TTvm#2UwhLEjTF
Tell: Tom Nook

Bamboo Wall Code:
2GD5cDEmhJGsXR
T2vm#2UwhLEjTF
Tell: Villager

Barbecue Code:
aPYhDyYoeR685b
afZBlkwcRCmqi3
Tell: Tom Nook

Barber's Pole Code:
TGGu@@Zzfuq#0z
b3Nn27lGVImPGG
Tell: Tom Nook

Barber's Pole Code:
axxxxxxxxxxxxxx
S62Y2JsF0GE@iz
Tell: Villager

Baseball Code:
1n5%N%8JUjE5fj
lEcGr4%ync5eUp
Tell: Tom Nook

Basic Painting Code:
ebucddbklRgnLg
BiMBdbichCmqi3
Tell: Tom Nook

Beatnik Shirt Code:
s@T@3vbA4RJQfb
thBEttkoHqql7
Tell: Tom Nook

BB Shirt Code:
s@T@3vbA4RJQfb
HhBEttkoHqql7
Tell: Tom Nook

Berry Gingham Code:
guibfAHyEeqmWP
ZkhTnDUgUjJ&jb
Tell: Tom Nook

Big Bro's Shirt Code:
aMiBAraLaMlmWb
6waTgDLx0jJZBf
Tell: Tom Nook

Big Dot Shirt Code:
SyioyyairofsaY
SeqnypuirofsyG
Tell: Tom Nook

Big Festive Tree Code:
lLhuwvEDA33emA
dbgnvzbCIBAsyU
Tell: Tom Nook

Big Star Shirt Code:
4UFG548uQWQZGf
lnu%jtLEqj5ZBf
Tell: Tom Nook

Billiard Table Code:
NmxIGWIeSLYAAC
u6iMwbzCGvFs&Q
Tell: Tom Nook

Birdcage Code:
asi6ersalClRes
Pniversa2Codes
Tell: Tom Nook

Bird Cage Code:
EByY6mPTISyAEE
MeQxbe81jaVOOb
Tell: Villager

Bird Feeder Code:

ArTriaAnoSarah

Spurlingtre5&2

Tell: Tom Nook

Birthday Cake Code:

Q6&6KQom9DzR35

8foDC4%EpCmiR

Tell: Tom Nook

Birthday Cake Code:

2is5IDEmhJGsXR

h2vm#2UwhLEjTF

Tell: Villager

Biwa Lute Code:

l6&6KQom9DzR35

kfLDC4%EpCmiR

Tell: Tom Nook

Biwa Lute Code:

Graw5agcEsbbag

GrabbagGrabbag

Tell: Villager

Black Bishop Code:

aDSLdyYoeR685b

afRBlkwcRCmqi3

Tell: Tom Nook

Black Bishop Code:

huSermbrPodroS

ABImAlCr0sTiNc

Tell: Villager

Black King Code:

lLhuwvEDA23fmA

dsgnvzbCIBAsyU

Tell: Tom Nook

Black Knight Code:

SupermakiobroS

AeImAlCrOssiNG

Tell: Tom Nook

Black Pawn Code:

SupermayiobroS

AoImAlCaOssiNG

Tell: Tom Nook

Black Queen Code:

lLhuwvEDA22fmA

dagnvzbCvBAsyU

Tell: Tom Nook

Black Rook Code:

aDShHyYoeR685b

afyBlkwcRCmqi3

Tell: Tom Nook

Blossom Paper Code:

peachyavemario
anicEuhboobjob
Tell: Tom Nook

Blossom Shirt Code:

vuTbfAHyC3qmWm
ZkhTnDUgobjJ&jb
Tell: Tom Nook

Blossoming Shirt Code:

4UTG548pQKQZGf
ln#%jjLEqj5ZBf
Tell: Tom Nook

Blue Aloha Shirt Code:

TobebotherediY
VcbebotherediY
Tell: Tom Nook

Blue Bed Code:

Uxxxxxxxxxxxxx
S6nY2JsFOGE@iz
Tell: Tom Nook

Blue Bed Code:

Uxxxxxxxxxxxxxxxx
S6nY2JIFOGE@iz
Tell: Villager

Bluebell Fan Code:

mb5g2e8EgEuV86
iMamp2#LwUoox#
Tell: Tom Nook

Bluebell Fan Code:

NmxIGWIEsLYFFC
u6iMwbzCGvFsnQ
Tell: Villager

Blue Bench Code:

GerewdriverscS
ScrewdriverscS
Tell: Tom Nook

Blue Bookcase Code:

VPihDyYoeR685b
BemblkwcRCmqi3
Tell: Villager

Blue Cabinet Code:

SnowsnowmanscY
BaGwHnowmanscY
Tell: Tom Nook

Blue Check Shirt Code:

vuHcfAH%FTqmW#
ZkyTnDUGcJj&jb
Tell: Tom Nook

Blue Clock Code:

2%Q2fhMKhAyAY3

05yYAK9zNHxLo7

Tell: Tom Nook

Blue Corner Code:

Bi9xES@sTRJTAA

sqO9cb#3UaKHs4

Tell: Tom Nook

Blue Cosmos Bag Code:

#wH4Br5BQz39kJ

fiHg%xAySuPNxl

Tell: Tom Nook

Blue Dresser Code:

Blainq0002HeIS

ABigFatAssNazi

Tell: Tom Nook

Blue Dresser Code:

UetsbeextracdY

YetsbeextracyG

Tell: Villager

Blue Flooring Code:

S2ui@kTheuooH8

RGTU6@F7ld5GX3

Tell: Tom Nook

Blue Golf Bag Code:

B6&6KQom9DzR35

RfLDC4%EepcmiR

Tell: Tom Nook

Blue Grid Shirt Code:

4UFG548QQWQZGF

an#%jLL5qj5ZBf

Tell: Tom Nook

Blue Puffy Vest Code:

2uiDfAH%AfqmWi

ZkyTnDUgQjJ&j%

Tell: Tom Nook

Blue Scale Shirt Code:

vuTcfAHyCHqmWj

ZkyTnDUgcjJ&jb

Tell: Tom Nook

Blue Stripe Knit Code:

4UTG548uQKQZGf

ln#%jALEqj5ZBf

Tell: Tom Nook

- posted by Demon Lord Kage

Blue Table Code:

S2ui@kTheukFH4

RGTU6@F7lr5GX3

Tell: Tom Nook

Blue Tarp Code:

ebSS8yYoeR685b

BfGBlkwcRCmqi3

Tell: Tom Nook

Blue Tie-Dye Code:

VupDfAH%ATqmW#

ZkyTnDUGUjJ&jb

Tell: Tom Nook

Blue-Trim Wall Code:

mByY6mPTISyAEE

Meexae8ljaVOOb

Tell: Tom Nook

Blue-Trim Wall Code:

IRSMdQYokR685s

##%LO%wwcQCmqi3

Tell: Villager

Blue Umbrella Code:

b8mcookingtons

Tomcookingtons

Tell: Villager

Blue Umbrella Code:

b8mcookingtons

Tomcookingtons

Tell: Villager

Blue Vase Code:

#SbaUIRmw#gwkY

Bh66qeLMscTY%W

Tell: Tom Nook

Blue Wall Code:

SGpermaKiobroS

wnImAlCrOssiNG

Tell: Tom Nook

Blue Wardrobe Code:

n1ACK6I9JE#Jf@

gHCeoBLaa7y%tE

Tell: Tom Nook

Bold Check Shirt Code:

aMiBAsaQls1mWg

ZcGTgDLxsjJZBf

Tell: Tom Nook

Bonfire Code:

fi9xES@sTRJsAA

sh09cb#9UaKH84

Tell: Tom Nook

Botanical Shirt Code:

4UTG548uQ5QZGf

1n#%eTLEqj5ZBf

Tell: Tom Nook

Bottled Ship Code:

GethnfoqGreebY

ldtineorfreebY

Tell: Tom Nook

Boxing Barricade Code:

Ai9xES@sTRJsAA

sh09cb#9UaKHb4

Tell: Tom Nook

Boxing Barricade Code:

iy9ezS@uTRJsAA

sq09cb39Vak#84

Tell: Villager

Boxing Mat Code:

li9xES@sTRJsYY

sq09cb#3UaKHq5

Tell: Tom Nook

Boxing Mat Code:

lnCaES@sTRJsAA

sq09cb39Vak#84

Tell: Villager

Boxing Ring Mat Code:

66zabccn66efgH

ayGcbcd6BagfgH

Tell: Tom Nook

Boxing Ring Mat Code:

66zabccn66efgH

DyGcbcd6BaefgH

Tell: Villager

Brick Block Code*:

ArVriaAnUrarah

Spurlinglre5&2

Tell: Tom Nook

- posted by SoulRed

Brick Block Code*:

ArisSris2&5eUP

ArisAris2&5eUP

Tell: Villager

Brick Carpet Code*:

666abcdn66efgH

DyGabcd6B6efgH

Tell: Tom Nook

Brick Carpet Code*:

66tabcdn66efgH

DyGabcd6B6efgH

Tell: Villager

Bromacileae Code:

AlinktothepasT
AlinkgothepasT
Tell: Tom Nook

Bubble Shirt Code:
s@T@3vbA4RJQfb
ehBEttkoH8qld7
Tell: Tom Nook

Bug Zapper Code:
cPYhDyYoeR685b
afZBlkwcRCmqiR
Tell Tom Nook

Bug Zapper Code:
BackandenjoybY
ldbkandenjoybY
Tell: Villager

Bunny B. Balloon Code:
FewprettydaisY
LewprettydaisY
Tell: Tom Nook

Bunny P. Balloon Code:
Dbqg2e8EgEuV86
iMamp2#LwUOox#
Tell: Tom Nook

Bunny P. Balloon Code:
mbqg2e8EgEuV86
iMamp2#LwUOox#
Tell: Villager

Bus Stop Code:
ArariaAndSarah
Ssurlkngtre5&2
Tell: Tom Nook

Butterfly Paper Code:
Wc3451Ru4K2312
1ki4a123b123D2
Tell: Tom Nook

Butterfly Shirt Code:
vuHcfAH%FTqmW#
ZkyTnDUgqjJ&jb
Tell: Tom Nook

Buzzoid Code:
GrdB7TVOGo3WtR
shBeCngForDver
Tell: Tom Nook

Buzzoid Code:
peachisenanoth
ercastlekoopah
Tell: Villager

Cabana Bed Code:

B6&6KQom9DzR35
DfkDC4%EepCmiR
Tell: Tom Nook

Cabana Bed Code:
1oD5IDEmhJGsXR
T2vm#2UwhLEjTF
Tell: Villager

Cabana Bookcase Code:
Iar45678912345
E2345678912345
Tell: Tom Nook

Cabana Bookcase Code:
Iar45678912345
E234567891234Y
Tell: Villager

Cabana Chair Code:
2%QafhMKhAyAY3
Z5yYAK9zNHxLo7
Tell: Tom Nook

Cabana Chair Code:
2%Q3EhMtRByAY3
Z5yYAK9zoHxLo7
Tell: Villager

Cabana Dresser Code:
PlaystationonE
PyaystationonE
Tell: Tom Nook

Cabana Dresser Code:
IDkteTGeNewWag
OCPostingCodez
Tell: Villager

Cabana Lamp Code:
ZzicrRB%wwcRMs
GX1Qb&Zv0Z7c8x
Tell: Tom Nook

Cabana Lamp Code:
Zzicr@B0wwcRMs
GX1QbiZv0Z7c8x
Tell: Villager

Cabana Screen Code:
ZzicrRA%wwcRMs
GX1QbaZv0Z7c8x
Tell: Tom Nook

Cabana Screen Code:
2%Q3fhMdRByAY3
Z5yYAK9zyHxLo7
Tell: Villager

Cabana Table Code:

I7345678912345
E234567891234E
Tell: Tom Nook

Cabana Table Code:
I7345678912345
E234567891234Y
Tell: Villager

Cabana Vanity Code:
FjEiKuIzEiKukY
DkEiKuIzEiKuky
Tell: Tom Nook

Cabana Vanity Code:
Zzicr@B%wwcRMs
GX1KbaZv0Z7c8x
Tell: Villager

Cabin Armchair Code:
MupersmashbgoS
SFIersmashbroS
Tell: Tom Nook

Cabin Armchair Code:
NiadmlicdmlicY
lucdmlicdmliyG
Tell: Villager

Cabin Bed Code:
MupersmashbroS
SupersmashbroS
Tell: Tom Nook

Cabin Bed Code:
MVpersmashbroS
SupersmashbroS
Tell: Villager

Cabin Bookcase Code:
S2ui@kTheukFH8
RGTU6@F71d5GX3
Tell: Tom Nook

Cabin Chair Code:
D7r4567a912345
Ea3456789e23i5
Tell: Tom Nook

Cabin Clock Code:
MupersmashbnoS
SupersmashbroS
Tell: Tom Nook

Cabin Couch Code:
Blaine0002HeIS
ABigFatAssNazi
Tell: Tom Nook

Cabin Dresser Code:

11AcKGI9JE#Jf@
gHcebBLdG7Y%PE
Tell: Tom Nook

Cabin Dresser Code:
IDktBTBeNewWay
OfPostingCodez
Tell: Villager

Cabin Low Table Code:
Mupersmaspbros
Supersmashbros
Tell: Tom Nook

Cabin Low Table Code:
MupersmasVbros
Supersmashbros
Tell: Villager

Cabin Table:
ZzicrRB%wwcRMs
GXlQbaZv0Z7c8x
Tell: Tom Nook

Cabin Table Code:
Zmicr@B%wwcRMs
GXlQbaZv0Z7c8x
Tell: Villager

Cabin Wardrobe Code:
IDkteTBeNewWay
OCRogtingCodez
Tell: Tom Nook

Cabin Wardrobe Code:
IDkteTBeNewWag
OCPogtingCodez
Tell: Villager

Cactus Code:
hupersmashbros
SGpersmashbros
Tell: Tom Nook

Cafe K.K. Code:
jePccCvLTRJoBA
pcddkwe9ej9w04
Tell: Villager

Caladium Code:
AliGkCntimesoY
AlinkintimesyG
Tell: Tom Nook

Candy Code:
IkomyourfathzY
LiimyourfathzY
Tell: Tom Nook

Candy Machine Code:

aPZhDjYoeR685b
afZBlkwcRCmqi3
Tell: Tom Nook

Cannon Code*:
IRSMDqYokR685s
&%LO&kwRCmqi3
Tell: Tom Nook

- posted by Sonic2004

Cannon Code*:
IUSMDqYokR685s
&KLO&2wcRCmqi3
Tell: Villager

Caterpillar Tee Code:
1qWyt6IfB@&q7z
8XzSNtwfyq76ts
Tell: Tom Nook

Caveman Tunic Code:
DontthatseemaY
DontthatSeemaY
Tell: Tom Nook

CD Player Code:
eWoG4aYGDeYiOe
Si9XcOAcZuAjsZ
Tell: Tom Nook

Cello Code:
2%QqfhMeRByAY3
OKyYAK9zNHxLo7
Tell: Tom Nook

Cement Mixer Code:
1mWYR6IfB@&q7z
8XzSNwpfij76ts
Tell: Tom Nook

Chalk Board Code:
aDShHyYoeR685b
afxBlkwcRCmqi3
Tell: Tom Nook

Chalk Board Code:
ABoyqndHisBlob
ABoygndHisBlob
Tell: Villager

Charcoal Tile Code:
snqfFarJUjE5fz
HzvGr4%yn35euz
Tell: Tom Nook

Checkered Shirt Code:
vCTbf%Fy5MYmWc
Zk&TnDUgljJ&jb
Tell: Tom Nook

Checkerered Tile Code:

E7M6lE7M6sE7hY

E7M6sE7M6sE7yG

Tell: Tom Nook

Chess Table Code:

9AA@2ZZ9Q5Qk3i

X5ExwralPQagsj

Tell: Villager

Chevron Shirt Code:

aMTdTraLVR1mWb

OwaTgDLxqjJZBF

Tell: Tom Nook

Chichi Print Code:

DennisMillerIs

SokDamnAwtsome

Tell: Villager

Chic Wall Code:

SupermariobroS

AnImAlCr0sTiNG

Tell: Villager

Chinese Lion Code:

NI9xES@R8G685r

HbG8#8NESgDOIo

Tell: Tom Nook

Chinese Lioness Code:

vuTcfAHyCsqmWj

ZkyTnDUgcjJ&jb

Tell: Tom Nook

Chocolates Code:

vuTcfAHyCsqmWj

ZkyTnDUgCjJ%jb

Tell: Tom Nook

Chowder Code:

vi9GES@sTRJhAA

sh09cb&9UaKHL4

Tell: Tom Nook

Circus Shirt Code:

VuHcfAHyFTqmW#

ZkyTnDUgqjJ&jb

Tell: Tom Nook

Citrus Carpet Code:

666abcdn66ef7H

DhGabcd6B6efgH

Tell: Tom Nook

Citrus Wall Code:

G0pertRuiKbrbS

AxImAlCiOssiNG

Tell: Tom Nook

Clankoid Code:
GrlB7gVOGo3WtR
RHBeCPgForDver
Tell: Tom Nook

Classic Bed Code:
HullivershoneH
DullivershonSY
Tell: Tom Nook

Classic Bed Code:
HollNvrushonez
DivlivershonSY
Tell: Villager

Classic Cabinet Code:
BF&6KQom9DzR35
RfLDC4%EepcmiR
Tell: Tom Nook

Classic Cabinet Code:
2VzAOxZiZ3oGFI
pfcocrw9ml@paP
Tell: Villager

Classic Chair Code:
11ACK6I9JE#Jf@
gHCeoBLaa7Y%PE
Tell: Tom Nook

Classic Clock Code:
rc&c5qw9baamLS
gljjHSoLwZMD7&
Tell: Tom Nook

Classic Clock Code:
ec&c5qw9baamLS
alrjHScLwZMD7&
Tell: Villager

Classic Desk Code:
rxdfqdasdasdas
masdasdasdasda
Tell: Tom Nook

Classic Hutch Code:
5ePiES@sTRQmAA
sh&9cb#9Uh9w04
Tell: Tom Nook

Classic Sofa Code:
B6&6KQom9DzR35
RfyDC4%EEpCmiR
Tell: Tom Nook

Classic Sofa Code:
Graw5agbrsbbag
GrabbagGrabbag
Tell: Villager

Classic Table Code:

Toad&Mushrooms

Hmad&Mushrooms

Tell: Tom Nook

Classic Table Code:

xLdasdasdasasa

aaaassssaaaass

Tell: Villager

Classic Vanity Code:

Za2&3&4&5&6&7&

1&2&3&4&5&6&7&

Tell: Tom Nook

Classic Vanity Code:

IDkteTBeNewWay

OfPogtingCodez

Tell: Villager

Classic Wall Code:

OainktothepasT

qninktothepasT

Tell: Tom Nook

Classic Wardrobe Code:

KtsuKuKeGiKunY

ItsuReSeZeNiyG

Tell: Tom Nook

Classroom Floor Code:

xxxAxxxxVZn0W3

ywR%jticqjLZBf

Tell: Tom Nook

Classroom Wall Code:

ExAtictraveldY

ExctictraveldY

Tell: Villager

Closed Road Code:

Ndntendoistheb

estgamecompany

Tell: Tom Nook

Club Shirt Code:

vuTbfAHyC3qmWc

ZkhTnDUgbbjJ&jb

Tell: Tom Nook

Clu Clu Land Code:

Crm%h4BNRyu98d

9uu8exzZKwu7Zl

Tell: Tom Nook

Coconut Palm Code:

MupersmaspbnoS

SFIersmashbroS

Tell: Tom Nook

Coconut Palm Code:

EC345123412312

1ki45123412312

Tell: Villager

Coffee Machine Code:

E7M6s123412312

1kp45123412312

Tell: Tom Nook

Coin Code*:

Ai9GES@sTRJsYz

sh09cb39UaKHL4

Tell: Tom Nook

Common Painting Code:

i5iupw5McN#yns

K4XsEbrpNQZWPS

Tell: Villager

Compass Code:

a&ShDyYoeR685b

afZBlkwcRCmqi3

Tell: Tom Nook

Conciege Shirt Code:

QethnfoqGreebY

ldtineorfreFCY

Tell: Tom Nook

Conga Drum Code:

PaAattentiondY

1wyattentiondY

Tell: Tom Nook

Cooler Code:

vi9xES@sTRJhAA

sh09cb&9UaKHI4

Tell: Tom Nook

Cool Shirt Code:

OSqeIseeIseeIs

IAeeIseeIseeIs

Tell: Villager

Coral Shirt Code:

ThqPoliceDogIs

CopperHeIsCool

Tell: Tom Nook

Corn Plant Code:

AlinktothepasT

AlinkiothepasT

Tell: Tom Nook

Cornucopia Code:

4Ui6TCC89Zn0W3

dwh%jtLdqjLZBf

Tell: Tom Nook

Cosmos Model 1 Code:
cISIHBYokR685s
&%LO&kwcRCmqi3
Tell: Tom Nook

Cosmos Model 1 Code:
cISIHBCB3iadra
&%LO&kwcRCmqi3
Tell: Villager

Cosmos Model 2 Code:
Ai9xES@sTRJsAA
sh09cb#9UaKHA4
Tell: Tom Nook

Cosmos Model 2 Code:
idee4w@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Cosmos Model 3 Code:
fi9xES@sTRJhAA
sh09cb#9UaKH14
Tell: Tom Nook

Cosmos Model 3 Code:
Do9e8S@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Country Guitar Code:
J12&3&4&5&6&7&
1&2&3&4&5&6&7&
Tell: Tom Nook

Country Guitar Code:
IHkteTheNewWay
OfPogtingCodez
Tell: Villager

Cornucopia Code:
4Ui6TCC89Zn0W3
dwh%jtLdqjLZBf
Tell: Tom Nook

Covered Wagon Code:
ArariaAnfSarah
SpurlOageUeo&2
Tell: Tom Nook

Cow Skull Code:
ArariaAndrarah
Swurl5ngtre5&2
Tell: Tom Nook

Cozy Sweater Code:
guibfAHyE3qmWc
ZkhTnDUg1jJ&jb
Tell: Tom Nook

Crab Stew Code:
dhatHaveYouGot
ForMeTqdayNook
Tell: Tom Nook

Crab Stew Code:
ahatHaveYouGot
ForMeTodayNook
Tell: Villager

Cream Sofa Code:
asdasdasdasdas
dasdasdasdasda
Tell: Tom Nook

Croakoid Code:
SimalForest64
A4imalCrossing
Tell: Tom Nook

Croakoid Code:
iPFhDyYoeR%85b
ufkBlkwcRCmqi3
Tell: Villager

Crossing Shirt Code:
RethnfoqGreebY
ldtineorWreebY
Tell: Tom Nook

Croton Code:
MupersmaspbwoS
SFiersmashbroS
Tell: Tom Nook

Croton Code:
Kxxxxxxxxxxxxxxxx
SbnY2JIFOGE@iz
Tell: Villager

Crewel Shirt Code:
guibfAHlE3qmWP
ZkrTnDUgljJ&jb
Tell: Tom Nook

Cubby Hole Code:
ebucddbKlvgnLb
BiMBlkwcRCmqi3
Tell: Tom Nook

Cube Clock Code:
SVpermaioBroS
AzImAlCrOssiNG
Tell: Tom Nook

Daffodil Chair Code:
AnythingthingY
AcythingthingY
Tell: Villager

Daffodil Table Code:

Gkriomariomari

Flriomariomar4

Tell: Tom Nook

Dainty Painting Code:

ekri%ma9iom5ro

Flriomariomaro

Tell: Tom Nook

Dainty Paper Code:

MeatloafmeatdY

LsatloafmeatdY

Tell: Villager

Diary Code:

tTNiSbugj7rZyA

rESrVYkMlNYZeh

Tell: Villager

Daisy Meadow Code:

2Ea4vQLlTUq325

ajQpZfAv9wfYw#

Tell: Tom Nook

Daisy Shirt Code:

vCTbf%Fy5XYmWc

Zk&TnDUgojJ&jb

Tell: Tom Nook

Danger Shirt Code:

p2h%b9w67kTJqZ

FD35cZp5d6Jec

Tell: Tom Nook

- posted by gcnking6543

Dapper Shirt Code:

QethnfoqGreebY

ldtineorTreFCY

Tell: Tom Nook

Dark Polka Shirt Code:

guibfAH1E3qmW3

ZkrTnDUgdjJ&jb

Tell: Tom Nook

Dawn Shirt Code:

4UFG548QQdQZGF

1n#%jtLEqj5ZBF

Tell: Tom Nook

December Ticket Code (7 Tickets):

mc3451Ru4K2312

1ki45123412312

Tell: Tom Nook

Deep Blue Tee Code:

2GiDfAiLrWlmWg

ZcyTgDLgejJ&jj
Tell: Tom Nook

Deer Scare Code:
aupersmashbroS
SFpersmashbroS
Tell: Tom Nook

Deer Shirt Code:
vuTbfAHyCFqmWm
ZkhTnDUgbbjJ&jb
Tell: Tom Nook

Dekkoid Code:
ttremeflqtzone
Xutemeflatzone
Tell: Tom Nook

Desert Cactus Code:
8i9xES@sTRJsAA
sh09cb#9UaKH84
Tell: Tom Nook

Desert Camo Code:
guibfDHdENqmWc
ZkrTnDUgkjjJ&jb
Tell: Tom Nook

Desert Shirt Code:
4UTG548QQtQZGf
In#%jIL7qj5ZRf
Tell: Tom Nook

Desert Vista Code:
gES58yYoev685b
BfMBlkwcRCmqi3
Tell: Tom Nook

Detour Arrow Code:
cAQifhGeBsyjYc
nqBYAKxjeFdjop
Tell: Tom Nook

Detour Sign Code:
hSatHavsVouJot
ForMeTqdayNook
Tell: Tom Nook

Detour Sign Code:
hSatHavsVouGot
ForMeTodayNook
Tell: Villager

Diamond Shirt Code:
guibfAHdExqmWc
ZkrTnDUgKjjJ&jb
Tell: Tom Nook

Diary Code:
tTNiSbugj7rZyA

rESrVYkM1NYZeh
Tell: Villager

Dice Shirt Code:
vCTbFFPQcvYmWC
Zk&TnDUgljJ&jb
Tell: Tom Nook

Dice Stereo Code:
1LhuwvEDA33fmA
dbgnvzbCIBAsyU
Tell: Tom Nook

Dice Stereo Code:
ahFeGCSfabkarc
Xa@BTGarioKart
Tell: Villager

Diner Uniform Code:
4UTG548uQKQZGf
1n#%jGLEqj5ZBf
Tell: Tom Nook

- posted by Demon Lord Kage

Dingloid Code:
GodIsTheGreate
stBeingForever
Tell: Tom Nook

Dinosaur Egg Code:
XJh5rVHlvsVeWi
U6ATVrjlec&BFP
Tell: Tom Nook

Dinosaur Track Code:
4NTG548uQKQZGf
1n#%j6LEqj5ZBf
Tell: Tom Nook

Dirt Model Code:
4HT6T948YZnOW3
dji%jtLEqj5ZBf
Tell: Villager

Djimbe Drum Code:
4PqRIYFs8D5tX2
U4TIZBKWagsKXi
Tell: Villager

Dolly Code:
aPShDyYoeR685b
PfbBlkwcRCmqi3
Tell: Tom Nook

Donkey Kong Code:
2n5@N%8JUjE5fj
1jcGr4%ync5EUp
Tell: Tom Nook

Donkey Kong Jr. Math Code:

bA5PC%8JUjE5fj
ljcGr4%ync5EUp
Tell: Tom Nook

Donkey Kong Jr. Math Code:

jePccCvLTRJoBA
pcddkwe9ej9rc4
Tell: Villager

Dracaena Code:

MupersmashbroS
SuIersmashbroS
Tell: Tom Nook

Draceana Code:

xxxxxxxxxxxxxxxx
S6nY2JIFOG@iz
Tell: Villager

Dragon Paper Code:

i5eupw5McN#yns
VaK4XsEbrpNQZW
Tell: Tom Nook

Drilloid Code:

Vgvalbcscceexx
klmtBoG9dLaSmb
Tell: Tom Nook

Dump Model Code:

LLhOwvrDA22fmt
dagnvzbCIBAsyd
Tell: Tom Nook

Eagle Pole Code:

Toad&Mushrooms
Bnad&Mushrooms
Tell: Tom Nook

Ebony Piano Code:

2%QRfhMdRByAY3
O5yYAK9zNHxLo7
Tell: Tom Nook

Ebony Piano Code:

2%Q3fhMeRByAY3
Z5yYAK9zcHxLo7
Tell: Villager

Eight-Ball Shirt Code:

aMTdTraLV31mWb
OwaTgDLxqjJZBf
Tell: Tom Nook

Elephant Slide Code:

NmxIGWIEsLYAAC
u6iMwbzCGvFsn#
Tell: Tom Nook

Emi Figurine Code:

DillerInstiNct

KillerInstinct

Tell: Tom Nook

Essay Paper Code:

peachgavemario

pniceuhblowjob

Tell: Tom Nook

Excitebike Code:

3%Q4fhMTRByAY3

05yYAK9zNHxLd7

Tell: Tom Nook

Excitebike Code:

3%s4fhMCRByAY3

05yYAK9zNHxLd7

Tell: Villager

Exercise Card Code:

rchbSCxsathaBa

hznCqbmjgrcd

Tell: Tom Nook

Exercise Card Code:

ZzicrAa%wwcRMs

GX1QbaZv0Zac8x

Tell: Villager

Exotic Bed Code:

2%Q2fhVtRByAY3

05yYAK9zNHxLo7

Tell: Tom Nook

Exotic Bed Code:

Zticr@B%wwcRMs

GX1QbaZv0Z7c8x

Tell: Villager

Exotic Bench Code:

xxxxjxxxxxxxxxx

S6nY2JIF0GE@iz

Tell: Tom Nook

Exotic Bench Code:

xxxxjxxxxxxxxxx

S6nY2JIF0GE@iz

Tell: Villager

Exotic Bureau Code:

IDktCHheNewWay

OfPostingCodez

Tell: Tom Nook

Exotic Bureau Code:

IDkteTheNewWay

OfPostingCodez

Tell: Villager

Exotic Chair Code:

AliGkAntimesoY
AlinkintimesyG
Tell: Tom Nook

Exotic Chest Code:

MupersmfshbwoS
SupersmashbroS
Tell: Tom Nook

Exotic End Table Code:

ZUicrRB%wwcRMs
GX1QbaZv0Z7c8x
Tell: Tom Nook

Exotic End Table Code:

ZUicr@B%wwcRMs
GX1QbaZv0Z7c8x
Tell: Villager

Exotic Lamp Code:

AlinktothepasT
ClinkgothepasT
Tell: Tom Nook

Exotic Screen Code:

AlinktothepasT
ClinkrothepasT
Tell: Tom Nook

Exotic Shirt Code:

WzatswrongwithH
WhatswrongwithH
Tell: Tom Nook

Exotic Table Code:

znlPfBa6iXoaJl
ibxCYoH0oW4qrs
Tell: Tom Nook

Exotic Wall Code:

OpaxEnoCSLEQ#m
ZuwKDaKaALOH%s
Tell: Tom Nook

Exquisite Rug Code:

EciCCy2YLaOuoA
lLcZ&@eyHfTols
Tell: Tom Nook

Exquisite Wall Code:

21D5cDEmZJGsXR
T2vm#2UwhLEjTF
Tell: Villager

Exquisite Wall Code:

21D5cDEmZJGsXR
T2vm#2UwhLEjTF
Tell: Villager

Extinguisher Code:

ec&c5qw9baamLS

ilrjHSoLwZMD7&

Tell: Tom Nook

Extinguisher Code:

TechnomusicalY

TechnomusicalY

Tell: Villager

Fall Plaid Shirt Code:

HialhyponoticS

RealhyponoticS

Tell: Tom Nook

Fan Fan Code:

cAQifhGeBsyjYc

vqPYAKGaeFdjop

Tell: Tom Nook

Fan Palm Code:

AroriaArdSarah

Spurlingtru5&2

Tell: Tom Nook

Fan Palm Code:

wjhzatMK4x8DZi

aOE6ZsHMqmU73Q

Tell: Villager

Fantasy Paper Code:

MlryintoadtowN

ZelDbinhyruleS

Tell: Tom Nook

Fantasy Paper Code:

yntersecretnow

entersecretnow

Tell: Tom Nook

Far-Out Shirt Code:

CSqeIseeIseeIs

IseeIseeIseeIs

Tell: Villager

Festive Candle Code:

ArariaAndrarah

Srurlqngtre5&2

Tell: Tom Nook

Festive Flag Code:

ArariaAnUQarah

SpurlOegHPe5&2

Tell: Tom Nook

Festive Flag Code:

9AL@2ZZ9Q5Qk3i

X5XxwralPQagsj

Tell: Villager

Festive Tree Code:

aDSLdyYoeR685b
afoBlkwcRCmqi3
Tell: Tom Nook

Fetching Outfit Code:

vCTbF%F%5fYmWC
Zk&TnDUgljJ&jb
Tell: Tom Nook

Fire Flower Code*:

1kT1D0Y4k36851
84L613wcRCmqir
Tell: Tom Nook

Fire Flower Code*:

Do9eED@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Fireplace Code

TqkckitsbecadY
TpinkitsbecayG
Tell: Tom Nook

Fishing Bear Code:

4UTG548QQKQZGf
ln#%jbLEVj5ZBf
Tell: Tom Nook

Fishing Bear Code:

DennisMillerIs
SokDamnAwesome
Tell: Villager

Fish Knit Code:

aMiBAsaQaslmWg
ZcGTgDLxqjJZBf
Tell: Tom Nook

Flag Pole Code*:

Di9xES@sTRJsAA
sq09cb39Vak#84
Tell: Tom Nook

Flagman Sign Code:

ArariaAnQSarah
Swurlqngtre5&2
Tell: Tom Nook

Flag Pole Code*:

Do9eES@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Five-Ball Shirt Code:

1qWqr6wfBu&q7z
8rzSNrwyfyq76ts
Tell: Tom Nook

Flagman Sign Code:

ArariaAnQSarah

Swurlqngtre5&2

Tell: Tom Nook

Flicker Shirt Code:

VupDfAH%ATqmW#

ZkyTnDUgqjJ&jb

Tell: Tom Nook

Flip-Top Desk Code:

DusreexactlywfY

LxbreexactlywfY

Tell: Tom Nook

Flip-Top Desk Code:

DusreexactlywfY

LxOreexactlywfY

Tell: Villager

Flying Saucer Code:

2%Q3EhMeRByAY3

n5yYAK9zcHxLo7

Tell: Tom Nook

Flying Saucer Code:

2%Q3EhMeRByAY3

n5yYAK9zcHxLo7

Tell: Villager

Folding Chair Code:

B6&6KQom9DzR35

8fkDC4%EepCmiR

Tell: Tom Nook

Folk Guitar Code:

IDktBTheNewWay

OCRo&tingCodez

Tell: Tom Nook

Folk Shirt Code:

guibfAH1ExqmWP

ZkrTnDUgdjJ&jb

Tell: Tom Nook

Fortune Shirt Code:

VuHcfAH%FTqmWc

ZkyTnDUg0jJ&jb

Tell: Tom Nook

Froggy Chair Code:

NeetloafmeatdY

LsatloafmeatdY

Tell: Tom Nook

Frog Woman Pole Code:

4u%x5fw9GINwLS

9ljHSoLwZMD7&

Tell: Tom Nook

Frog Woman Pole Code:

aGD5IDEmZJGsXR

T2vm#2UwhLEjTF

Tell: Villager

Funky Dot Shirt Code:

4UFG548QQWQZGF

hn#%jLL5qj5ZBf

Tell: Tom Nook

Garbage Can Code:

2%43EhMeRByAY3

Z5yYAK9zcHxLo7

Tell: Villager

Garden Gnome Code:

IP8cGEhbT0x@En

RTkjA3P3nb#GNh

Tell: Villager

Garden Pond Code:

2%Q2fhVeRByAY3

Z5yYAK9z9HxLo7

Tell: Tom Nook

Garden Pond Code:

WouldlikesavcY

1auldlikesavcY

Tell: Villager

Garden Stone Code:

TwspoGrhumanmY

ThRpoNrhCmanyG

Tell: Tom Nook

Garden Stone Code:

Is84uckitstodY

DwstuckitstodY

Tell: Villager

Garden Wall Code:

OainktothepasT

8ninktothepasT

Tell: Tom Nook

Gargloid Code:

dq%cugkN&in76h

y%TIL3HUo3QYqd

Tell: Tom Nook

Gaudy Sweater Code:

DennisMillerIs

SokDamnAwtsqme

Tell: Villager

Gelato Shirt Code:

4UFG548QQWQnGf

ln#%jtLEqj5ZBf

Tell: Tom Nook

Gerbera Code:
2%42fhMtRByAY3
O5yYAK9zgHxLo7
Tell: Tom Nook

Gerbera Code:
ZUic2@B%wwcRMs
GX1KbiZv0B7c8x
Tell: Villager

Giraffe Print Code:
guiDfAH%AfqmWi
ZkyTnDUgQjJ&j%
Tell: Tom Nook

Glass-Top Table Code:
Ikri5ma9iom5ro
Flriomariomaro
Tell: Tom Nook

Globe Code:
Toad&Mushsooms
Hmad&Mushdpoms
Tell: Tom Nook

Glow Clock Code:
aDShDyYoeR685b
afaBlkwcRCmqi3
Tell: Tom Nook

Gold Econo-Chair Code:
Toad&Mushrooms
Hmad&Mushrooms
Tell: Tom Nook

Golden Shovel Code:
TarquterMustje
AtLeastHundred
Tell: Tom Nook

Golden Shovel Code:
TartumerMustBe
AtLeastHundred
Tell: Villager

Golden Stereo Code:
wV0A0xZiZ3oGFI
pfcocrw9ml@paP
Tell: Villager

- posted by Kane Spy and Backspace

Golf Code:
Crm%h4BNRbu98d
9un8exzZKwo7Zl
Tell: Nook

Gongoid Code:
cltpbvSIRS PR4c
Jhsa%yOJEIXXCp

Tell: Tom Nook

Gracie's Top Code:

4UTG548uQKQZGf

1n#%jTLEqj5ZBf

Tell: Tom Nook

- posted by Demon Lord Kage

Grape Shirt Code:

1qWww6IfB@&q7z

8XzSNtwfyq76ts

Tell: Tom Nook

Grapefruit Table Code:

S2ui@kTheuoHH8

RGTU6@F71d5GX3

Tell: Tom Nook

Grapefruit Table Code:

Uxxxjxxxxxxxxxx

S6nY2JsFOGE@iz

Tell: Villager

Grass Model Code:

KtsuKiKiHeDeaY

IswayinthereyG

Tell: Tom Nook

Grass Shirt Code:

guibfAHyEfqmWP

ZkhTnDUgIjJ&jb

Tell: Tom Nook

Gray Tartan Code:

4UFG548QQWQZGF

an#%jtLEqj5ZBf

Tell: Tom Nook

Green Bed Code:

Blaone0002HeIS

ABigFatAssNazi

Tell: Tom Nook

Green Bench Code:

MupersmashbloS

SgIersmashb5oS

Tell: Tom Nook

Green Chair Code:

KerewdriverscS

ScrewdriverscS

Tell: Tom Nook

Green Counter Code:

S2ui@kTheuoHH4

RGTU6@F71d5GX3

Tell: Tom Nook

Green Desk Code:

aD%3RxM3M#X3ao
QPRxO8Q8xEITqv
Tell: Villager

Green Dresser Code:
PlaystationonE
PnaystationonE
Tell: Tom Nook

Green Dresser Code:
IDktBTGeNewWay
OfPostingCodez
Tell: Villager

Green Drum Code:
2%Q2fhVeRByAY3
Z5yYAK9zNHxLo7
Tell: Tom Nook

Green Drum Code:
2%Q2fhMeRByAY3
Z5yYAK9z8HxLo7
Tell: Villager

Green Golf Bag Code:
B6&6KQom9DzR35
RQLDC4%EepcmiR
Tell: Tom Nook

Green Pantry Code:
MupersmashbwoS
SupersmashbroS
Tell: Tom Nook

Green Pipe Code*:
ArariaAnfSarah
SpurlOagereo&2
Tell: Tom Nook

- posted by SgtPepperX

Green Plaid Pad Code:
LxaeictravelfY
PoetictravelfY
Tell: Villager

Green Ring Shirt Code:
VuTbfAHyC3qmWc
ZkhTnDUgljJ&wb
Tell: Tom Nook

Green Table Code:
MupersmaspbsoS
SFIersmashbroS
Tell: Tom Nook

Green Wardrobe Code:
ObsuKuKeGiKunY
ItsuReSeZeNiyG
Tell: Tom Nook

Groovy Shirt Code:

aMicJsaQes1mWg

ZcNTgDLgqjJZBj

Tell: Tom Nook

Green Wardrobe Code:

IHkteTheNewWay

OfPostingCodez

Tell: Villager

Groovy Shirt Code:

aMicJsaQes1mWg

ZcNTgDLgqjJZBj

Tell: Tom Nook

Groovy Wall Code:

PtwqrpuffGirls

PowerpuffGirls

Tell: Tom Nook

Gumdrop Shirt Code:

TobebotherediY

VcOeCoGherediY

Tell: Tom Nook

Hammock Code:

1mWYg6IfB@&q7z

8XzSNupfij76ts

Tell: Tom Nook

Hamster Cage Code:

vPdhDyYoeR685b

afZBlkwcRCmqi3

Tell: Tom Nook

Hamster Cage Code:

FromscratchsoY

FromscratchsyG

Tell: Villager

Handcart Code:

2%Q2fhMeRByAY3

Z5yYAK9zNHxLo7

Tell: Tom Nook

- posted by Cactusjack1999 (first code ever found!)

Handcart Code:

2%Q2fhMeRByAY3

Z5yYAK9zNfxLo7

Tell: Villager

Harp Code:

CginkintimesoY

AlinkintimesyG

Tell: Tom Nook

Harp Code:

xxxxxxxxxxxxxxxx

S6nY7JIFOGE@iz
Tell: Villager

Harmonoid Code:
Bi9xES@sTRJTAA
sq09cb#3UaKHs3
Tell: Tom Nook

Harvest Bed Code:
ArariaAndrarah
Swurlingtre5&2
Tell: Tom Nook

Harvest Bureau Code:
Di9xES@sTRJsYY
sq09cb#3UaKHP5
Tell: Tom Nook

Harvest Chair Code:
ifc74nVlY%zoI4
I5X@qSEncEKb0V
Tell: Tom Nook

Harvest Clock Code:
R5ngoARS6I3iVL
y&M6IJyNoWUBW4
Tell: Tom Nook

Harvest Clock Code:
R5ngoARS6I3iVL
y&M6IJyNoWUBW4
Tell: Villager

Harvest Dresser Code:
fi9GES@sTRJsAA
sq09cb#9UaKHI4
Tell: Tom Nook

Harvest Lamp Code:
1TWYT6IfB@&q7z
8UzSNlpfij76ts
Tell: Tom Nook

Harvest Mirror Code:
ZeldainhyruleS
Nlgend03Zeldgb
Tell: Tom Nook

Harvest Mirror Code:
oeldainhyruleS
Nlgend03Zeldgb
Tell: Villager

Harvest Sofa Code:
ArariaAndrarah
Srurl5ngtre5&2
Tell: Tom Nook

Harvest Table Code:
vPNH#CJc5yevsB

DDQOhQdeKxHydS
Tell: Tom Nook

Harvest T.V. Code:
vPSYDyYoeR685b
afZBlkwcRCmqi3
Tell: Tom Nook

Harvest Wall Code:
aPShDyYoeR685b
AfhBlkwcRCmqi3
Tell: Tom Nook

Hawthorn Bonsai Code:
NmxIGWIEsLYAAC
t6iMwbzCGvFs&b
Tell: Tom Nook

Haz-Mat Barrel Code:
ArariaAnUQarah
SpurlingHSe5&2
Tell: Tom Nook

Hi-Fi Stereo Code:
1LhuwvEDA22emA
dbgnvzbCvBAsyU
Tell: Tom Nook

High-End Stereo Code:
aDSLdYoeR685b
afaBlkwcRCmqi3
Tell: Tom Nook

Hinangingyo Code:
SnowsnowmanscY
BaGwHnAwHanscY
Tell: Tom Nook

Hinangingyo Code:
PD%3RxM3M#X3ao
4PRxO8Q8xEITqv
Tell: Villager

Hot Spring Shirt Code:
s@T@3vbA4RJQfb
thBEttkoHdqld7
Tell: Tom Nook

Houndstooth Knit Code:
gMTdTraLVR1mWb
6waTgDLxqjJZBf
Tell: Tom Nook

Houndstooth Knit Code:
KeIzinterviewY
InaninterviewG
Tell: Villager

House Model Code:
aRShDyYoeR685b

afZBlkwcRCmqi3
Tell: Tom Nook

Howloid Code:
Ai9xES@sTRMsYY
shO9cb#9UaKHL1
Tell: Tom Nook

Icy Shirt Code:
guJbfDHdE2BmWc
ZklTnDUgkjJ&jb
Tell: Tom Nook

Imperial K.K. Code:
3%J%cCcdSxWiIt
givJsjsAznGVDB
Tell: Tom Nook

Imperial Wall Code:
gaSX8yYoeR685b
zfMBlkwcRCmqi3
Tell: Tom Nook

Iris Chair Code:
NmxIGWIEsLYAAC
u6iMw3zCGvFs&j
Tell: Tom Nook

Iron Frame Code:
2%Q3EhMeRByAY3
05yYAK9zNHxLo7
Tell: Tom Nook

Iron Frame Code:
2%Q3EhMeRByAY3
n5yYAK9zdHxLo7
Tell: Villager

Ivory Piano Code:
GrHb5aggrabbag
GrabbagGrabbag
Tell: Villager

Jackhammer Code:
ArariaAnfEarah
SpurlOagereo&2
Tell: Tom Nook

Jack-in-the-Box Code:
2%Q2fhVehAyAY3
Z5yYAK9zhHxLo7
Tell: Tom Nook

Jack-in-the-Box Code:
NmxIGWIEsLYAAC
DriMwbzCGvFs&Q
Tell: Villager

Jack-o'-Lantern Code:
2%Q2fhMURByAY3

Z5yYAK9zNHxLo7
Tell: Tom Nook

Jack-o'-Lantern Code:
2%Q2fhMeRByAY3
Z5yYAK9zcHxLo7
Tell: Villager

January Ticket Code (5 Tickets):
Ec3451Ru4K2312
cki45123412312
Tell: Tom Nook

Jasmine Bonsai Code:
2%Q2fhVeRByAY3
O5yYAK9zNHxLo7
Tell: Tom Nook

Jersey Barrier Code:
ArariaAndSarah
Sourl3ngApe5&2
Tell: Tom Nook

Jester Shirt Code:
4UFG548QQ5QZGf
1n#%jtLEqj5ZBf
Tell Tom Nook

Jingle Bed Code:
aPShHyYoeR685b
afvBlkwcRCmqi3
Tell: Tom Nook

Jingle Bed Code:
Fercuryhewhit
morcnrytnewhit
Tell: Villager

Jingle Carpet Code:
B66aPcdnE6ef7H
DhGabcd6BAefgH
Tell: Tom Nook

Jingle Chair Code:
aDSLHyYoeR685b
afBBklwcRCmqi3
Tell: Tom Nook

Jingle Clock Code:
JgpermariobqoS
2ysmAlCa0ssiNG
Tell: Tom Nook

Jingle Dresser Code:
11AcKGI9JE#Jf@
gHceoBLdG7Y%PE
Tell: Tom Nook

- posted by cla

Jingle Lamp Code:

aPShDyYoeR685b

afTBlkwcRCmqi3

Tell: Tom Nook

Jingle Piano Code:

aDShHyYoeR685b

afEBlkwcRCmqi3

Tell: Tom Nook

Jingle Sofa Code:

aPShDyYoeR685b

afhBlkwcRCmqi3

Tell: Tom Nook

Jingle Sofa Code:

aPShDyYoeR685z

ffZBlkkcRCmqi3

Tell: Villager

Jingle Table Code:

lLhuwvEDA33emA

dbgnvzbCvBAsyU

Tell: Tom Nook

Jingle Wardrobe Code:

MeetloafmeatdY

LxatloafmeatdY

Tell: Tom Nook

Journal Code:

KleaseBntertdY

PleaseentertdY

Tell: Villager

Judge's Bell Code:

Dd9eES@uTRJsAA

sqO9cb39Vak#84

Tell: Villager

- posted by Tom

Jukebox Code:

a#S8UItokM6850

h%LO&kwRCmqi3

Tell: Tom Nook

June Ticket Code (1 Ticket):

Ii4rowsrdouLuG

HLanowsrdiuLug

Tell: Villager

Katrina's Tent Code:

BuN2up3up4upsG

1up2up3up4ups1

Tell: Tom Nook

Katrina's Tent Code:

ABoyqndHisBlob

ABoyAndHisBlWb

Tell: Villager

Kayak Code:

4i9xES@sTRJhAA
sh09cb#9UaKHo4

Tell: Tom Nook

Keg Code:

PlaystationonE
PlqystationTwo

Tell: Tom Nook

Keiko Figurine Code:

21D5IDEmZJGsXR
h2vm#2UwhLEjTF

Tell: Villager

Kiddie Bed Code:

SupermariobroS
AnImAlCa0ssiNG

Tell: Tom Nook

Kiddie Bed Code:

ABoyqndHisglob
ABoyAndHisBlob

Tell: Villager

Kiddie Bookcase Code:

aPSLHyYoeR685b
afoBlkwcRCmqi3

Tell: Tom Nook

Kiddie Bureau Code:

MeeCAKafmeatdY
LsatloafmeatdY

Tell: Tom Nook

Kiddie Chair Code:

9#S8UItokM6850
h%LOskwcRCmqi3

Tell: Tom Nook

Kiddie Clock Code:

IzEiKutsuKiRiY
HeCeGtsuBeBiyG

Tell: Tom Nook

Kiddie Couch Code:

SVpermaoiobroS
ABImAlCa0ssiNG

Tell: Tom Nook

Kiddie Dresser Code:

BDD3Rxd3MUX3vo
4HRx08Q8xEITqv

Tell Villager

Kiddie Shirt Code:

TobebotherediY
VcOeCoGhArediY

Tell: Tom Nook

Kiddie Stereo Code:

6LhuwvEDA23fmA

dbgnvzbCIBAsyU

Tell: Tom Nook

Kiddie Table Code:

QtiXgIAGfe2AI7

WwBZBBWW&PulBc

Tell: Tom Nook

Kiddie Wardrobe Code:

2d345csYd12g45

KqJ4r6k89ej3f5

Tell: Tom Nook

Kiddie Wardrobe Code:

IHktBTBeNewWay

OCPostingCodez

Tell: Villager

Kitchen Tile Code:

whqewavenhbkut

whatravenhbkut

Tell: Tom Nook

Kitchen Tile Code:

whqtravenhbkut

whatravenhbkut

Tell: Villager

Kitschy Clock Code:

SVpermaoioBroS

AnImAlCrOssiNG

Tell: Tom Nook

Kitshy Tile Code:

cddhbcgdnzefgg

bydabcdafcefgg

Tell: Tom Nook

Kitschy Tile Code:

IRshEaCgrokQA4

Es6nbdHGrokQA4

Tell: Villager

Kiwi Shirt Code:

aMTdTraLVslmWb

6waTgDLxgjJZBf

Tell: Tom Nook

Kiwi Shirt Code:

PrGhedmeoverdY

PushedmeoveryG

Tell: Villager

K.K. Blues Code:

MiEerquitemamY

QeverquitemayG

Tell: Tom Nook

K.K. Casbah Code:

PunehMeOutBoyS

PuncEMeOutBoyS

Tell: Villager

K.K. Condor Code:

Oqtjq2f&4MOru9

IM8dr2pYkxqla#

Tell: Tom Nook

K.K. Cruisin' Code:

PunehMAOuVBoy8

kuncyMeOutBoyS

Tell: Tom Nook

K.K. Cruisin' Code:

PunehMeOutBoy8

PuncyMeOutBoyS

Tell: Villager

K.K. D & B Code:

NbfDGWIeSLYAAC

u6iMwbzCGvFs&Q

Tell: Tom Nook

K.K. "I Love You" Code:

69UFKKdcMs%Qrs

ij#H@ooBWIWok5

Tell: Tom Nook

K.K. Mambo Code:

Dozdey@DiddysD

Donkey@DiddysD

Tell: Tom Nook

K.K. "Only Me" Code:

69UIKKdcMs%Qrs

nj#H@ooBWIWok5

Tell: Tom Nook

K.K. Rock Code:

69UIKkdcMs%Qrs

nj#H@ooBWIWok5

Tell: Tom Nook

- posted by ZackEshna

K.K. Samba Code:

PunehMeOutBoy8

PunchMeOutBoyS

Tell: Villager

K.K. Ska Code:

1CT1DOY4k36851

r4#613wcRCmqir

Tell: Tom Nook

K.K. Song Code:

jePccCvLTRJoBA
Tcddkwe9ej9rz4
Tell: Tom Nook

K.K. Song Code:
jePccCvLTtJoBA
pcddkwe9ej9rc4
Tell: Villager

K.K. Soul Code:
PunehMAOuVBoys
PuncyMeOutBoys
Tell: Tom Nook

K.K. Soul Code:
PunehMeOuVBoys
PunchMeOutBoys
Tell: Villager

K.K. Steppe Code:
3%J#wCcdSxWiIt
givJMjsAznGVDB
Tell: Tom Nook

K.K. Swing Code:
BunehMeOutBoys
PunchMeOutBoys
Tell: Villager

K.K. Western Code:
Pi9xAT@bUEioH8
sz09bc#9pbFKb4
Tell: Tom Nook

Koopa Shell Code*:
Bi9xES@sTRJsAA
sh09cb#9UaKHs4
Tell: Tom Nook

Lady Liberty Code:
LLhOwvrDA23fmt
dsgnvzbCvBAsyd
Tell: Tom Nook

Lamentoid Code:
GodYxTVoGo3Wte
stBeingForever
Tell: Tom Nook

Lantern Code:
zkT1D0Y4k36851
847613wcRCmqir
Tell: Tom Nook

Lantern Code:
Do9e4D@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Lavender Robe Code:

2GiDfAiLrh1mWg
ZcyTgDLgYjJ&jj
Tell: Tom Nook

Lawn Chair Code:
ArariaAndSarah
SourlingAre5&2
Tell: Tom Nook

Lawn Mower Code:
fi9xES@sTRJhAA
sh09cb#9UaKH84
Tell: Tom Nook

Leaning Stone Code:
2%Q2fhVeRByAY3
O5yYAK9znHxLo7
Tell: Tom Nook

Leaning Stone Code:
2%Q2fhVeRByAY3
O5yYAK9znHxLo7
Tell: Villager

Leather Jerkin Code:
QetrnfogGreebY
ldtineorHreFCY
Tell: Tom Nook

Lefty Desk Code:
aPKhDyYoeR685b
afZBlkwcRCmqi3
Tell: Tom Nook

Lamentoid Code:
GodYxTVOGo3Wte
stBeingForever
Tell: Tom Nook

Lemon Table Code:
NmxIGWIEsLYAAB
trwMwbzCGvFs&Q
Tell: Tom Nook

Lemon Table Code:
umxIGWIEhLYAAB
trwMwbzCGvFs&Q
Tell: Villager

Lighthouse Model Code:
aRSLDyYoeR685b
afoBlkwcRCmqi3
Tell: Tom Nook

Light Line Shirt Code:
guibfAH1EuqmW3
ZkrTnDUgdjJ&jb
Tell: Tom Nook

Lime Chair Code:

S2ui@kTheukDH4
YGTU6@F71d5GX3
Tell: Tom Nook

Lion's Paw Code:
IDesettresetU
IkesettresetU
Tell: Tom Nook

Locomotive Model Code:
a&SLDyYoeR685b
afRBlkwcRCmqi3
Tell: Tom Nook

Loud Bloom Shirt Code:
1qWWO6IfB@&q7z
8XzSNqpfyo76ts
Tell: Tom Nook

Loud Line Shirt Code
aMiBArLaRlmWb
6waTgDLxqjJZBf
Tell: Tom Nook

Lovely Armchair Code:
Q6&6KQom9DzR35
8fLDC4%EEpCmiR
Tell: Tom Nook

Lovely Armchair Code:
Graw5agAEabbag
GrabbagGrabbag
Tell: Villager

Lovely Bed Code:
ptczxwytatoyku
yoorenumberone
Tell: Tom Nook

Lovely Chair Code:
Toad&Mushrooms
Hmad&Mushrooms
Tell: Tom Nook

Lovely Chair Code:
Grab5aggEabbag
GrabbagGrabbag
Tell: Villager

Lovely Dresser Code:
IDkteHheNewWay
OCPostingCodez
Tell: Tom Nook

Lovely Dresser Code:
IDktBTheNewWay
OCPostingCodez
Tell: Villager

Lovely End Table Code:

4u&x5fw9GINwLS
9ljjHSoLwZMD7&
Tell: Tom Nook

Lovely Kitchen Code:
B6&6KQom9DzR35
kfLDC4%EpCmiR
Tell: Tom Nook

Lovely Kitchen Code:
DwpermKriobro3
Sjpermariobro3
Tell: Villager

Lovely Lamp Code:
KurBsmYbraindY
HurOsmYbrainyG
Tell: Tom Nook

Lovely Lamp Code:
GrHb5agbEabbag
GrabbagGrabbag
Tell: Villager

Lovely Phone Code:
4Ui6TCC8iZcQW3
dwh%jtLcqjIZBf
Tell: Tom Nook

Lovely Stereo Code:
dhoDamnHRADoes
NotLikeMyHouse
Tell: Tom Nook

Lovely Vanity Code:
Uni6ersalClRes
Eniversa2Codes
Tell: Tom Nook

Lovely Wall Code:
IEnjoyOldYchoo
lLegendOfZelda
Tell: Tom Nook

Low Lantern Code:
7kriyma9iom5ro
Flrioma9iomaro
Tell: Tom Nook

Luigi Trophy Code:
BCQ4iZFK%i5xqo
SnyrjcrwAeDMkQ
Tell: Tom Nook

Lullaboid Code:
HollivirusKonez
bivhabcrshonSY
Tell: Tom Nook

Lullaboid Code:

HollivirusKsdez
bivhabcacsAVdY
Tell: Villager

Lunar Lander Code:
2%Q2fhMehAyAY3
O5yYAK9zaHxLo7
Tell: Tom Nook

Lunar Rover Code:
JadscramnowscR
NowscLamnowscR
Tell: Tom Nook

Mailbox Code:
E7M6s12341231N
1ka45123412312
Tell: Tom Nook

Maki Figurine Code:
Toad&Mushrooms
Rwad&Mushrooms
Tell: Tom Nook

Maki Figurine Code:
GrHw5aggrsbbag
GrabbagGrabbag
Tell: Villager

Mama Bear Code:
G4YYGDeYiOeSi9
XcOAcZuAjsZUde
Tell: Tom Nook

Mammoth Skull Code:
4UTG548uQKQZGf
1n#%jfLEqj5ZBf
Tell: Tom Nook

- posted by Sonic2004

Mammoth Torso Code:
4UTG548uQKQZGf
1n#%jNdEqj5ZBf
Tell: Tom Nook

Manekin Pis Code:
vCTbFPFQcuYmWC
Zk&TnDUgljJ&jb
Tell: Tom Nook

Manekin Pis Code:
DennisMillerIs
SokDamnAwesqme
Tell: Villager

Manhole Cover Code:
A2345t7u9Ks34z
123456x8912345
Tell: Tom Nook

Manor Model Code:

aRShHyYoeR685b

af&BlkwcRCmqi3

Tell: Tom Nook

Manor Wall Code:

IRSMdQYoKG685s

#%LO#mwcQcmqi3

Tell: Villager

Maple Bonsai Code:

YimetopaythedY

TimetopaytheyG

Tell: Tom Nook

March Ticket Code (4 Tickets):

Ec345123412312

1ki45123412312

Tell: Tom Nook

Mario Trophy Code:

ECzihy%rtHbHuk

o3XlP3IslEqI#K

Tell: Villager

Master Sword Code:

UniversalClRes

UniversalCodes

Tell: Tom Nook

Matryoshka Code:

Cashisislandeo

Yoshisislandes

Tell: Tom Nook

May Ticket Code (6 Tickets):

mc3451Ru4K2312

1ki45123412312

Tell: Tom Nook

Mega Alloid Code:

GeorgelucasliA

Georgelucaslwl

Tell: Tom Nook

Mega Alloid Code:

aPFhDyYoeR%85b

ufkBlkwcRCmqi3

Tell: Villager

Mega Bovoid Code:

Aq%cugkN&in76h

V%TIL3HUo3QYbd

Tell: Tom Nook

Mega Bowtoid Code:

Qteemeflatzone

WtWemeflatzone

Tell: Tom Nook

Mega Buzzioid Code:

Aq%cugkN&in76h

V%TIL3HUo3QYEd

Tell: Tom Nook

Mega Clankoid Code:

ArTriaAnoSarah

Spurlcngtren&2

Tell: Tom Nook

Mega Croakoid Code:

3Na1DOY4Q36851

&In6l3Rc%Cmqir

Tell: Tom Nook

Mega Dekkoid Code:

GodBxTVGO3WtR

stBeCngFor3ver

Tell: Tom Nook

Mega Dingloid Code:

GodBxTVGO3Wte

stBeZngForever

Tell: Tom Nook

Mega Dinkoid Code:

2%Q2fhVtRByAY3

Z5yYAK9zaHxLo7

Tell: Tom Nook

Mega Dinkoid Code:

2%Q2fhVtRByAY3

Z5yYAK9z1HxLo7

Tell: Villager

Mega Drilloid Code:

Di9GES@sTRJsAA

sq09cb39UaKHs1

Tell: Tom Nook

Mega Echoid Code:

ArisSrisKcismY

ArisJrisArisyG

Tell: Tom Nook

Mega Fizzoid Code:

2%Q2fhVthAyAY3

Z5yYAK9zpHxLo7

Tell: Tom Nook

Mega Freakoid Code:

GrdB77VGO3WtR

sHBeCPgForDver

Tell: Tom Nook

Mega Gongoid Code:

2%42fhVtRByAY3

Z5yYAK9zfHxLo7

Tell: Tom Nook

Mega Harmonoid Code:
Si9xES@sTRJsYY
sh09cb#9Vak#I1
Tell: Tom Nook

Mega Howloid Code:
4DTddb48GZ10Wc
dgsJjFLeqj5ZBd
Tell: Tom Nook

Mega Lamentoid Code:
GodIxTVeGr3ate
stBeingForever
Tell: Tom Nook

Mega Lullaboid Code:
fi9xES@sTRJsAA
sh09cb#9UaKHs3
Tell: Tom Nook

Mega Nebuloid Code:
HollivirusKsdez
bivhabcacsAVuY
Tell: Tom Nook

Mega Nebuloid Code:
HollivirusKsdez
bivhabcacsAVuv
Tell: Villager

Mega Oboid Code:
aPShDyYoeR685b
afL0lkwcRCmqi3
Tell: Tom Nook

Mega Oombloid Code:
linkz2ldaBanon
ganon8eldClink
Tell: Tom Nook

Mega Percoloid Code:
Di9xES@sTRJsAA
sq09cb39Vak#83
Tell: Tom Nook

Mega Plinkoid Code:
aPShDyYoeR685b
afD0lkwcRCmqi3
Tell: Tom Nook

Mega Poltergoid Code:
YteemeflStzone
Xutemeflatzone
Tell: Tom Nook

Mega Puffoid Code:
fi9xES@sTRJsAA
sh09cb39Vak#I8
Tell: Tom Nook

Mega Quazoid Code:

G#dBxTVOGo3WtR

sHBeCngForDver

Tell: Tom Nook

Mega Quazoid Code:

2%Q3fhMiRByAY3

Z5yAYK9zcHxLo7

Tell: Villager

Mega Rustoid Code:

GodIxT3eGr3ate

stBeingForever

Tell: Tom Nook

Mega Sproid Code:

AscNVAY#qoI4

I5X@dSEdWEKbOV

Tell: Villager

Mega Sputnoid Code:

ZzicrRM%wwcRMs

GX1QbiZv0Z7c8x

Tell: Tom Nook

Mega Sputnoid Code:

Zzicr@M%wwcRMs

GX1QbiZv0Z7c8x

Tell: Villager

Mega Squelchoid Code:

Di9xES@sTRJsAA

sq09cb39vek#z1

Tell: Tom Nook

Mega Strumboid Code:

10TEN0Y4k36851

84L6l3wcRCmqir

Tell: Tom Nook

Melon Chair Code:

Phr456fa@L234r

8ch4567h9l234r

Tell: Tom Nook

Melon Shirt Code:

aMiBAsaQls1mWg

ZcGTgDLxqjJZBf

Tell: Tom Nook

Merlion Code:

Cashilislандeo

YoshisislandeS

Tell: Tom Nook

Mermaid Statue Code:

4UT6T6L8VZn0W3

ywR%jtxcqjLZBf

Tell: Tom Nook

Metatoid Code:
Aq%cugkN&in76h
y%TIL3HUo3QYEd
Tell: Tom Nook

Metronome Code:
AlinktothepasT
IlinkrothepasT
Tell: Tom Nook

Miniature Car Code:
aRShDyYoeR685b
PfqBlkwcRCmqi3
Tell: Tom Nook

Mini Bowtoid Code:
GodIxTQeGr3ate
stBeingForever
Tell: Tom Nook

Mini Bowtoid Code:
GodIxTheGrwate
stBeingForever
Tell: Villager

Mini Buzzoid Code:
Aq%cugkN&in76h
y%TIL3HUo3QYqg
Tell: Tom Nook

Mini Dinkoid Code:
Zzicr@P%wwcRMs
GX1Qbizv0Z7c8x
Tell: Villager

Mini Drilloid Code:
Di9GES@sTRJyAA
sq09cb39UaKHs1
Tell: Tom Nook

Mini Echoid Code:
2%Q2fhVthAyAY3
O5yYAK9z@HxLo7
Tell: Tom Nook

Mini Echoid Code:
Z6icr@B%wwcRMs
GX1QbaZv0Z7c8x
Tell: Villager

Mini Fizzoid Code:
2%Q3EhMtRByAY3
n5yYAK9zgHxLo7
Tell: Tom Nook

Mini Fizzoid Code:
2%Q3EhMtRByAY3
n5yYAK9z1HxLo7
Tell: Villager

Mini Freakoid Code:

HoTeKoKbCstscY

HometoroostsyG

Tell: Tom Nook

Mini Gargloid Code:

AiBiCiDiEiFipY

AiBiCiDiEiFiyG

Tell: Tom Nook

Mini Gongoid Code:

ArisSrisKlismY

ArisJrisAsisyG

Tell: Tom Nook

Mini Gongoid Code:

Ketz5iFkZAc3Uj

29E7UdyDwjsrNU

Tell: Villager

Mini Harmonoid Code:

1FThDOY4k36851

84U6l3wcRCmqir

Tell: Tom Nook

Mini Howloid Code:

1CT1DOY4k36851

84#6l3wcRCmqir

Tell: Tom Nook

Mini Lullaboid Code:

Ai#9ES@sTRJsAA

sh09cb#9Vak9I8

Tell: Tom Nook

Mini Lullaboid Code:

gaT6Tra8iZ1mW3

dwa%jtLxqjJZBf

Tell: Villager

Mini Nebuloid Code:

Di9xES@sTRJsAA

sq09cb39vqk#01

Tell: Tom Nook

Mini Oombloid Code:

ZUic2RA%wwcRMs

GX1KbiZv0Z7c8x

Tell: Tom Nook

Mini Oombloid Code:

ZUic2@A%wwcRMs

GX1KbiZv0Z7c8x

Tell: Villager

Mini Plinkoid Code:

1CT1DOY4k36851

8476l3wcRCmqir

Tell: Tom Nook

Mini Rhythmoid Code:

Ai9xES@sTRMsYY

sh09cb#9UaKHl1

Tell: Tom Nook

Mini Rhythmoid Code:

4UF6T948GA3AW3

dw#%jtLEqj5ZBf

Tell: Villager

Mini Rustoid Code:

1FThDOY4k36851

84s6l3wcRCmqir

Tell: Tom Nook

Mini Sproid Code:

aq%iugkN&in76h

y%TIL3HUo3QYEd

Tell: Tom Nook

Mini Sputnoid Code:

2%Q2fhMthAyAY3

O5yYAK9zxHxLo7

Tell: Tom Nook

Mini Sputnoid Code:

Zzicr@B%wwcRMs

GX1KbiZv0Z7c8x

Tell: Villager

Mini Squelchoid Code:

QUF6A948G13QW3

dw#%htAEqj2ZBf

Tell: Villager

Mini Tootoid Code:

GrdBQTVoGo3WtR

sHBeCngForDver

Tell: Tom Nook

Mini Warbloid Code:

Aq%cugkN&in76h

y%TIL3HUo3QYEu

Tell: Tom Nook

Mint Gingham Code:

EzatswrongwithH

WhatswrongwithH

Tell: Tom Nook

Misty Shirt Code:

OpvOoMo5oACECE

asAEiGOxoqd5iq

Tell: Villager

Moai Statue Code:

vCTbFPPQciYmWC

Zk&TnDUGYjJ&jb

tell: Tom Nook

Mochi Pestle Code:

cltpbvSIrsPR4c

Jhsa%yOJEIXXCu

Tell: Tom Nook

Modern Bed Code:

MupersmaspbdoS

SFIersmashbroS

Tell: Tom Nook

Modern Cabinet Code:

MupersmaspbhoS

SuIersmashbroS

Tell: Tom Nook

Modern Chair Code:

A2345678912345

12345678912345

Tell: Tom Nook

Modern Chair Code:

ZUicr@A%wwcRMs

GXlQbaZv0Z7c8x

Tell: Villager

Modern Desk Code:

TGGu@@Zzfuq#0z

z3Nn27IGVlmPGG

Tell: Tom Nook

Modern Dresser Code:

riPiES@LTRJmAA

sh09cb#9Uh9w04

Tell: Tom Nook

Modern End Table Code:

A7r45678912345

K2345678912345

Tell Tom Nook

Modern Lamp Code:

2CijfPfyftAWi

ZkLTnpUgQjJ&j%

Tell: Tom Nook

Modern Lamp Code:

b6ZsCg6gM%RJud

yqq2dhMduKC&Dr

Tell: Villager

Modern Screen Code:

EByY6mPTISyAEE

yeexae81jaVOOb

Tell: Tom Nook

Modern Sofa Code:

xxxxxxxxxxxxxxx

S62Y2JIF0GE@iz

Tell: Tom Nook

Modern Sofa Code:

xxxxxxxxxxxxxxxx

S62Y2JIF0GE@iz

Tell: Villager

Modern Table Code:

AlinktothepasT

#linkgothepasT

Tell: Tom Nook

Modern Wardrobe Code:

IDktBTGeNewWay

OCRogtingCodez

Tell: Tom Nook

Modern Wardrobe Code:

IDkteTGeNewWay

OC PogtingCodez

Tell: Villager

Mod Top Code:

2uiDfAH%AsqmWi

ZkyTnDUgRjJ&j%

Tell: Tom Nook

Moldy Shirt Code:

guibfAHyEGqmWP

ZkhTnDUgUjJ&jb

Tell: Tom Nook

Monkey Shirt Code:

aMTdTraLV3lmWb

OwaTgDLxCjJZBf

Tell: Tom Nook

Moody Blue Shirt Code:

vuHcfAH%FgqmW#

ZkyTnDUgCjJ&jb

Tell: Tom Nook

Moon Code:

yUF6T6L8iZn0WU

ywR%jtx@qjLZBf

Tell: Tom Nook

Mosaic Shirt Code:

VuHcfAH%FTqmW#

ZkyTnDUgqjJ&jb

Tell: Tom Nook

Mossy Carpet Code:

wnqfFarJUjE5fz

HzvGr4%yn35enz

Tell: Tom Nook

Mossy Stone Code:

KetzfiRkZAc3Uj

29E7UdyDwjsrNU

Tell: Villager

Mountain Bike Code:

4UF6T948GZnZW3

dw#%jtLEqjLZBf

Tell: Tom Nook

Mountain Bike Code:

iy9e8w@uTRJsAA

sq09cb39Vak#84

Tell: Villager

Mouth of Truth Code:

Lisreal2084LuG

Lisreal2084Lug

Tell: Tom Nook

Mr. Flamingo Code:

ArTriaAndSarah

Spurlingtpe5&2

Tell: Tom Nook

Mrs. Flamingo Code:

aPYhDjYoeR685b

afZBlkwcRCmqi3

Tell Tom Nook

Mrs. Flamingo Code:

9AL@2Zx9Q5Qk3i

X5XxwralPQagsj

Tell: Villager

Museum Model Code:

LLhOwvrDA22fmt

dagnvzbCvBAsyU

Tell: Tom Nook

Music Room Wall Code:

PtwqrpuffGwrls

PowerpuffGirls

Tell: Tom Nook

Naomi Figurine Code:

Q6&6KQom9DzR35

kfyDC4%EEpCmiR

Tell: Tom Nook

Naomi Figurine Code:

xk%wxx46MXFxQP

gxLXWxJ&V62kdt

Tell: Villager

Natty Shirt Code:

s@T@3vbA4RJQfb

HhBEttkoHdqld7

Tell: Tom Nook

Nebula Shirt Code:

SyiyypairofsaY

SeinypairofsyG

Tell: Tom Nook

Nebuloid Code:
JewelinthecroN
JgwelinthecroN
Tell: Tom Nook

Neo-Classic Knit Code:
VupDfAH%AhqmW#
ZkyTnDUgqjJ&jb
Tell: Tom Nook

Neo-Classic Knit Code:
DeqnisMillerIs
SokDamnAwestme
Tell: Villager

Neutral Corner Code:
Di9xES@sTRJsYY
sq09cb#3UaKHL5
Tell: Tom Nook

Neutral Corner Code:
4UFdTp48GZ3HW3
dw#%jtLEqj5ZBf
Tell: Villager

N Logo Code:
MuQx5fw9GINwLS
9ljjHSoLwZMD7&
Tell: Tom Nook

N Logo Code:
ec&c5qw9bammLS
alrjHScLvZMD7&
Tell: Villager

No. 1 Shirt Code:
4UTG548QQtQZGf
ln#%j5LMqj5ZBf
Tell: Tom Nook

No. 4 Shirt Code:
2GiDfAiLrVlmWg
ZcyTgDLgYjJ&jj
Tell: Tom Nook

Noble Shirt Code:
2GiDfAiLrs1mWi
ZcyTgDLg0jJ&j%
Tell: Tom Nook

Noisemaker Code:
Di9xES@sTRMsYY
sq09cb#9Vak#84
Tell: Tom Nook

Noisemaker Code:
ioCezS@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Noodle Parasol Code:

ZelDbinhyruleS

leinkrothepasT

Tell: Tom Nook

Noodle Shirt Code:

vuHcfAH%FgqmW#

ZkyTnDUggjJ&jb

Tell: Tom Nook

Nook's Portrait Code:

A2345678912345

12345r78m12345

Tell: Tom Nook

November Ticket Code (1 Ticket):

Wc3451Ru4K2312

hki45123412312

Tell: Villager

November Ticket Code (6 Tickets):

Ec3451Ru4K2312

1ki45123412312

Tell: Tom Nook

November Ticket Code (6 Tickets):

Wc3451Ru4K2312

1ki45123412312

Tell: Villager

Oboid Code:

8i9xES@sTRJsAA

sh09cb#9UaKH67

Tell: Tom Nook

October Ticket Code (5 Tickets):

mc3451Ru4K2312

1ki45123u12312

Tell: Tom Nook

Octopus Paper Code:

peachgavemario

anicEuhblowjob

Tell: Tom Nook

Odd Clock Code:

aDShDyYoeR685b

afZBlkwcRCmqi3

Tell: Tom Nook

Odd Clock Code:

WDSHdyYoeR685b

HVZBlkwcRCmqi3

Tell: Villager

Office Chair Code:

Wkrioma9iomaro

Flriomariomaro

Tell: Tom Nook

Office Desk Code:

Dwpermariobro3

Sjpermariobro3

Tell: Tom Nook

Office Desk Code:

DwpermaRiobro3

Sjpermariobro3

Tell: Villager

Office Flooring Code:

666abcdn66efgH

Dy4abcd6B6efgH

Tell: Tom Nook

Office Wall Code:

JgpermariobqoS

8ysmAlCa0ssiNG

Tell: Tom Nook

Oft-Seen Print Code:

vCTbf%Fy5XYmWc

Zk&TnDUg&jJ&jb

Tell: Tom Nook

Oil Drum Code:

ArTriaAnorarah

Spurlingtre5&2

Tell: Tom Nook

Old Brick Wall Code:

Ptwqrpuffqirls

PowerpuffGirls

Tell: Tom Nook

Oomblويد Code:

2%Q2fhVthAyAY3

Z5yYAK9zCHxLo7

Tell: Tom Nook

Orange Box Code:

QthXgIAGfe2AI7

WwBZBBWW#Pu1Bc

Tell: Tom Nook

Orange Box Code:

rNkGuNubwCYx40

Op5XbBP6PxGsc9

Tell: Villager

Orange Cone Code:

I7345678912345

E234567891234P

Tell: Tom Nook

Orange Paper Code:

SpurlingSilver

SpurlingSilver

Tell: Tom Nook

Orange Tie-Dye Code:

guibfDHdECqmWc

ZkrTnDUgkjJ&jb

Tell: Tom Nook

Ornate Rug Code:

666mbcd666efgH

DyGabcd6B6efgH

Tell: Tom Nook

Owl Clock Code:

aPSLDyYoeR685b

afoBlkwcRCmqi3

Tell: Tom Nook

Pachira Code:

Blaine0002HeIS

ABigFttAssNazi

Tell: Tom Nook

Pagoda Code:

4UFG548QQWQZGF

an#%jlLEqj5ZBf

Tell: Tom Nook

Panda Paper Code:

n88lzeiRuBnM8L

n88xxxxn88xn8yG

Tell: Tom Nook

Papa Bear Code:

11ACK6I9JE#Jf@

gHCeoBLaa7y%PE

Tell: Tom Nook

Pansy Model 1 Code:

fi9GES@sTRJhAA

sq09cb#9UaKHL4

Tell: Tom Nook

Pansy Model 1 Code:

aVR#8lu4jhe8yt

KBWFEZWo&3fVMi

Tell: Villager

Pansy Model 2 Code:

Di9xES@sTRJqAA

sh09cb@9UcIO84

Tell: Villager

Pansy Model 2 Code:

Di9xES@sTRJqAA

sh09cb@9UcIO84

Tell: Villager

Pansy Model 3 Code:

4UT6T648GZ3ZW3

dwb%jtL3qjLZBf

Tell: Tom Nook

Pansy Model 3 Code:

iyCe4D@uTRJsAA

sq09cb39Vak#84

Tell: Villager

Parquet Floor Code:

Nintendoistheb

estgamecompany

Tell: Tom Nook

Patched Shirt Code:

vCTbf%FykEYmWc

Zk&TnDUgljJ&jb

Tell: Tom Nook

Patchwork Top Code:

2GiDfAiLra1mWi

ZcyTgDLgqjJ&jY

Tell: Tom Nook

Paw Shirt Code:

VuHcfAHyFTqmWc

ZkyTnDUgUjJ&jb

Tell: Tom Nook

Peachy Shirt Code:

VupDfAH%AhqmW#

ZkyTnDUgDjJ&jb

Tell: Tom Nook

Peachy Shirt Code:

VupDfAH%AhqmW#

ZkyTnDUgDjJ&jb

Tell: Tom Nook

Pear Dresser Code:

5iPiES@LTRJmAA

sh09cb#9Uh9w04

Tell: Tom Nook

Pear Wardrobe Code:

11AcKGI9JE#Jf@

gHcE3BLdG7Y%PE

Tell: Villager

Pear Wardrobe Code:

11AcKGI9JE#Jf@

gHcE3BLdG7Y%PE

Tell: Villager

Perfect Painting Code:

Wkriomariomaro

Flriomariomaro

Tell: Tom Nook

Petal Paper Code:

MaryintoadtowN

ZelDbinhyruleS

Tell: Tom Nook

Petera Left Wing Code:

CashisislandeS

YoshisislandeS

Tell: Tom Nook

Picnic Table Code:

ArariaAndrarah

S9urlCngwre5&2

Tell: Tom Nook

Piggy Bank Code:

4UFG548CQ2QZGf

ln#%jWLEGj5ZBf

Tell: Tom Nook

Pine Bonsai Code:

fupersmashbwoS

SupersmashbroS

Tell: Tom Nook

Pine Chair Code:

NmxIGWIeSLYAAC

t6sMwbzCGvFs&b

Tell: Tom Nook

Pink Tartan Code:

aMTdTraLVR1mWb

6waTgDLxUjJZBf

Tell: Tom Nook

Pink Tree Model Code:

aRShHyYoeR685b

afBBlkwcRCmqi3

Tell: Tom Nook

Plate Armor Code:

a&ShHyYoeR685b

af%BlkwcRCmqi3

Tell: Tom Nook

Playroom Wall Code:

OainktothepasT

QninktothepasT

Tell: Tom Nook

Plaza Tile Code:

GdthbTdgndeDgg

bydabcdaScefgg

Tell: Villager

Plesio Neck Code:

4pTG548uQKQZGf

ln#%jFLEqj5ZBf

Tell: Tom Nook

Plesio Skull Code:

I5gTK#HYSv#i6w

Qt@fWMjUhoMVgg

Tell: Villiger

Plesio Torso Code:

4UFG548QQWQZGF

an#%j%L5qj5ZBf

Tell: Tom Nook

Plinkoid Code:

Ai#9ES@sTRJsAA

sh09cb39Vak#I8

Tell: Tom Nook

Plinkoid Code:

Di9GES@sTRJsYY

sh09cb39Vak#q1

Tell: Villager

Plum Bonsai Code:

MupersmaspbsoS

SFpersmashbroS

Tell: Tom Nook

Plush Carpet Code:

ShiyypairofsaY

ShinypairofsyG

Tell: Tom Nook

Polka Parasol Code:

LTNiSbugj7rZyA

rESrVYkMlNYZeh

Tell: Villager

Poltergoid Code:

VPdhDyYoeR685b

Bemb1kwcRCmqi3

Tell: Tom Nook

Ponderosa Bonsai Code:

MupersmaspbnoS

SupersmashbroS

Tell: Tom Nook

Pond Lantern Code:

NmxIGWIeSLYAAC

u6iMwbzCGvFsn&

Tell: Tom Nook

Pop Bloom Shirt Code:

FdImAstringtdY

FrCmCstringtyG

Tell: Tom Nook

Pop Machine Code:

TwspoGrhumanmY

ThRpoorhumanyG

Tell: Tom Nook

Porceletta Code:

HopingmadmercY

HopingmadmaryG

Tell: Tom Nook

Post Model Code:

4UH6TbA8VZaAW3

dwh%jtLeqj5ZBf

Tell: Tom Nook

Potbelly Stove Code:

1mWYR6IfB@&q7z

8XzSNZpfij76ts

Tell: Tom Nook

Potbelly Stove Code:

2obSMUEU%Ds2ZV

88JrMuLo43UZHV

Tell: Villager

Pothos Code:

rbhbSCvhathoBa

dzddkweuej#rcd

Tell: Tom Nook

Pothos Code:

NintenonintzaY

NintenonintzyG

Tell: Villager

Propane Stove Code:

Bi9xES@sTRJsYY

sh09cb#9UaKHI4

Tell: Tom Nook

Propane Stove Code:

GSgE&zpk3NzKqc

paV#9GrTzxiyCd

Tell: Villager

- posted by ACTrader

Ptera Left Wing Code:

CashisislandeS

YoshisislandeS

Tell: Tom Nook

Ptera Right Wing Code:

DeqnisMgllerIs

SokDamnAwesome

Tell: Villager

Pulse Shirt Code:

FdImAstringtdY

FrCmastringtyG

Tell: Tom Nook

Purple Balloon Code:

BgxxxxxxxxxxdN

n66abcdn66efgH

Tell: Tom Nook

Puzzling Shirt Code:

2GiDfAiLrVlmWg

ZcyTgDLgqjJ&jj
Tell: Tom Nook

Quazoid Code:
dq%cugkN&in76h
V%TIL3HUo3QYbu
Tell: Tom Nook

Quazoid Code:
GoeettuesettU
IkesettresetU
Tell: Villager

Question Block Code*:
vi9GES@sTRJhAA
sh09cb#9UaKHL4
Tell: Tom Nook

- posted by Sonic2004

Question Block Code*:
io9eES@uTRJsAA
sq09cb39Vak#84
Tell: Villager

Quince Bonsai Code:
2%Q2fhMNRByAY3
05yYAK9zNHxLo7
Tell: Tom Nook

Racer Shirt Code:
guibfAHyEvqmWc
ZkhTnDUgCjJ&jb
Tell: Tom Nook

Racer 6 Shirt Code:
2uiDfAH%AfqmWi
ZkyTnDUgqjJ&j%
Tell: Tom Nook

Radiator Code:
idnetninNoAnoa
qrmqsvninoaN0A
Tell: Tom Nook

Rally Shirt Code:
4UTG548uQKQZGF
1##%j6LEqj5ZBf
Tell: Tom Nook

- posted by jdlloyd

Ranch Armchair Code:
ThGnletusbecdY
ThenletusbecyG
Tell: Tom Nook

Ranch Armchair Code:
Grab5aggEsbbag
GrabbagGrabbag

Tell: Villager

Ranch Bookcase Code:

Toad&Mushrooms

Toad&Mushrooms

Tell: Tom Nook

Ranch Bookcase Code:

1iD5IDEmhJGsXR

T2vm#2UwhLEjTF

Tell: Villager

Ranch Couch Code:

UnidersalCOdes

UniversalCodes

Tell: Tom Nook

Ranch Dresser Code:

i5iupw5MaN#Z33

VaK4XsEbrp5WZO

Tell: Villager

Ranch Flooring Code:

666abcd666efgH

Dy6abcd6B6efgH

Tell: Tom Nook

Ranch Hutch Code:

Psi6ersalClRes

Pniversa2Codes

Tell: Tom Nook

Ranch Table Code:

UniversalCVpes

UniversalCodes

Tell: Tom Nook

Ranch Table Code:

IseeourselvedY

HaveourselvedY

Tell: Villager

Ranch Tea Table Code:

Toad&MushDooms

Toad&Mushrooms

Tell: Tom Nook

Ranch Wardrobe Code:

2d345csYdl2g45

KqJ456k89e23f5

Tell: Tom Nook

Ranch Wardrobe Code:

IHkteTBeNewWay

OfPostingCodez

Tell: Villager

Rare Painting Code:

VARIomariomaro

Flriomariomaro

Tell: Tom Nook

Raven Pole Code:

MupersmasRbroS

SupersmashbroS

Tell: Tom Nook

Raven Pole Code:

2iQ5IDEmZJGsXR

T2vm#2UwhLEjTF

Tell: Villager

Red Armchair Code:

thelegendzeEda

thelegendzeldA

Tell: Tom Nook

Red Bar Shirt Code:

1qWwO6IfB@&q7z

8XzSNqpfyw76ts

Tell: Tom Nook

Red Boom Box Code:

aDShDyYoeR685b

afBBlkwcRCmqi3

Tell: Tom Nook

Red Check Shirt Code:

aMicJsaQfslmWg

ZcNTgDLgUjJZBj

Tell: Tom Nook

Red Clock Code:

SupermariobroS

AiImAlCrOssiNG

Tell: Tom Nook

Red Corner Code:

Si9xES@sTRJsYY

sh09cb#9Vak#I4

Tell: Tom Nook

Red-Scale Shirt Code:

FdImastringtdY

FrCmastringtyG

Tell: Tom Nook

Red Tie-Dye Code:

4UTG548aQKQZGf

ln#%jiLEqj5ZBf

Tell: Tom Nook

Reel-To-Reel Code:

SupermakiobroS

AoImAlCaOssiNG

Tell: Tom Nook

Reel-To-Reel Code:

gercuryghewhit

morcnrytnewhit

Tell: Villager

Refrigerator Code:

IHkteTGeNewWay

OCRogtingCodez

Tell: Tom Nook

Refrigerator Code:

IHktCTGeNewWay

OCPogtingCodez

Tell: Villager

Regal Armoire Code:

5iPiES@sTRJmAA

shO9cb#9Uh9wO4

Tell: Tom Nook

Regal Bed Code:

2%Q2fhVthAyAY3

O5yYAK9zjHxLo7

Tell: Tom Nook

Regal Bookcase Code:

NintendoGamecu

bearenumberone

Tell: Tom Nook

Regal Carpet Code:

xfdaoonfuihter

layuoonfighter

Tell: Tom Nook

Regal Chair Code:

Q6&6KQom9DzR35

DfyDC4%EEpCmiR

Tell: Tom Nook

Regal Chair Code:

FromdaytodayY

leomdaytodayY

Tell: Villager

Regal Cupboard Code:

iakeThisAUnive

rNalCodeOrElse

Tell: Tom Nook

Regal Cupboard Code:

Grab5aggrsbbag

GrabbagGrabbag

Tell: Villager

Regal Dresser Code:

IHkteHheNewWay

OCPostingCodez

Tell: Tom Nook

Regal Dresser Code:

IHkteTheNewWay

OCPostingCodez

Tell: Villager

Regal Lamp Code:

2%Q3fhMKRByAY3

Z5yYAK9zNHxLo7

Tell: Tom Nook

Regal Lamp Code:

Zzicr@k%wwcRMs

GX1QbaZv0Z7c8x

Tell: Villager

Regal Sofa Code:

2%QYfhMdRByAY3

O5yYAK9zNHxLo7

Tell:Tom Nook

Regal Sofa Code:

Zticr@A%wwcRMs

GX1QbiZv0Z7c8x

Tell: Villager

Regal Table Code:

Mu&x5fw9GINwLS

9ljjHSoLwZMD7&

Tell: Tom Nook

Regal Vanity Code:

ZzicrRe%wwcRMs

GX1QbaZv0Z7c8x

Tell: Tom Nook

Regal Vanity Code:

2#gGVTIx48UTTJ

JXVYeYgC%7RlgM

Tell: Villager

Regal Wall Code:

AsIdboutgoindY

AskaboutgoinyG

Tell: Tom Nook

Retro Stereo Code:

B6&6KQom9DzR35

RfLDC4%EepCmiR

Tell: Tom Nook

Retro T.V. Code:

B6&6KQom9DzR35

DfoDC4%EepCmiR

Tell: Tom Nook

Retro Umbrella Code:

BgxxxTxxxxxxbN

7cdcdcdn66efgH

Tell: Tom Nook

Rhythmoid Code:

Ni9xES@sTRJhAA

sh09cb#9UaKHBE

Tell: Tom Nook

Ribbon Paper Code:

peachgavemario

unictuhblowjob

Tell: Tom Nook

Rickrack Shirt Code:

2GiDfAiLrV1mWi

ZcyTgDLgqjJ&jY

Tell: Tom Nook

Righty Desk Code:

ArTriaAnoSarah

Spurliiygtre5&2

Tell: Tom Nook

Ringside Seating Code:

SGpermauiobroS

wnImAlCrOssiNG

Tell: Tom Nook

Ringside Table Code:

1kThDOY4k36851

84U613wcRCmqir

Tell: Tom Nook

Ringside Table Code:

UseyourbraindY

1weyourbraindY

Tell: Villager

Robo-Clock Code:

hGpermakiobroS

z4ImAlCaOssiNG

Tell: Tom Nook

Rock Guitar Code:

PlaystationonE

F@vystationonE

Tell: Tom Nook

Rocket Code:

ZdBiCiDiEiFipY

AiBiCiDiEiFiyG

Tell: Tom Nook

Rocket Code:

XdBiCiDiEiFipY

AiBiCiDiEiFiyG

Tell: Tom Nook

Rock Guitar Code:

IHkteTGeNewWay

OfPostingCodez

Tell: Villager

Rockin' K.K. Code:

69UiKKdcMs%Qrs

nj#H@ooBw1Wok5

Tell: Tom Nook

Rose Shirt Code:

vCTbf%F%5AYmWc

Zk&TnDUgljJ&jb

Tell: Tom Nook

Rose Wall Code:

rkntenoisbette

9ihanMicrosoft

Tell: Tom Nook

Roulette Item (receive random items every time, but beware!) Code:

rbhbSCvhathoBa

dzddkweuej9rcd

Tell: Tom Nook

Round Cactus Code:

NmxIGWIEsLYAAC

u6iMwbzCGvFsnj

Tell: Tom Nook

Round Cactus Code:

xk%wx46M7FxQP

gFLgW@J&V62kdt

Tell: Villager

Rubber Tree Code:

xalloonfighter

balloonfighter

Tell: Tom Nook

Ruby-Econo Chair Code:

B6&6KQom9DzR35

8foDC4%EEpCmiR

Tell: Tom Nook

Rugby Shirt Code:

4UTG548uQtQZGf

ln#%jtLEqj5ZBf

Tell: Tom Nook

Rustoid Code:

GodBxTVOGo3Wt7

stBeCngForever

Tell: Tom Nook

Saddle Fence Code:

ArariaAndSarah

SpurlOngereco&2

Tell: Tom Nook

Saharah's Desert Code:

BovetotraveltY

LovetotravelyG

Tell: Tom Nook

Samurai Suit Code:

aPShHyYoeR685b

afBBlkwcRCmqi3

Tell: Tom Nook

Samurai Suit Code:

aPShHyYoeR685b

pfBBlkwcRCmqi3

Tell: Villager

Sandbag Code:

1kT1N0Y4k36851

84L6l3wcRCmqir

Tell: Tom Nook

Sandbag Code:

ThqPoliceDogIs

CopperHeIqCool

Tell: Villager

Satellite Code:

linkzPld#B3lon

ganozPeldClink

Tell: Tom Nook

Saw Horse Code:

vP5hDyYoeR685b

afZBlkwcRCmqiR

Tell: Tom Nook

Scale Code:

2%Q2fhMdRbyAY3

O5yYAK9zNHxLo7

Tell: Tom Nook

Scale Code:

Zmic2@B%wwcRMs

GXlKbiZv0Z7c8x

Tell: Villager

School Desk Code:

ArariaAndSarah

Spurl0ngAreo&2

Tell: Tom Nook

Science Table Code:

MkriWma9iom5ro

Flriomariomaro

Tell: Tom Nook

Scroll Code (present within a present):

ZelDbinhyruleS

NhelegendlegeN

Tell: Tom Nook

Seven-Ball Shirt Code:

1qWie6IfB@&q7z

8XzSNkwfyq76ts

Tell: Tom Nook

Sewing Machine Code:

MkriLma9iom5ro

Flriomariomaro

Tell: Tom Nook

Sewing Machine Code:

xk*wSJ46M7FgQP

gFLgW@J&V62kdt

Tell: Villager

Shanty Mat Code:

sddhbcnznzefgg

bydabcdafcefgg

Tell: Tom Nook

Sharp Outfit Code:

vupcfAHyF3qmWj

ZkyTnDUgcjJ&jb

Tell: Tom Nook

Shirt Circuit Code:

guibfAHyExqmWP

ZkhTnDUgUjJ&jb

Tell: Tom Nook

Shogi Piece Code:

4UTG548QQtQZGf

Zn#%jbLEBj5ZBf

Tell: Tom Nook

Shop Model Code:

aLShDyYoeR685b

PfbBlkwcRCmqi3

Tell: Tom Nook

Shrine Lantern Code:

Mkri3mariomaro

Flriomariomaro

Tell: Tom Nook

Silk Bloom Shirt Code:

SyioyyqirousaY

SeqnypuirufsyG

Tell: Tom Nook

Simple Paper Code:

MeexemeatloadY

IseeemeatloadY

Tell: Villager

Six-Ball Shirt Code:

4UFG548QQWQZGf

So#%jtLEqj5ZBf

Tell: Tom Nook

Ski Sweater Code:

ZheLegendOfZel

daWindWalker24

Tell: Tom Nook

Skull Shirt Code:

2GiDfAiLrV1mWi

ZcyTgDLgYjJ&jY

Tell: Tom Nook

Sleeping Bag Code:

Ai9xES@sTRJsAA

sh09cb#7UaKHl4

Tell: Tom Nook

Sleigh Code:

ThkckitsbecadY

ThinkitsbecayG

Tell: Tom Nook

Slim Nebuloid Code:

1FThDOY4k36851

84#6l3wcRCmqir

Tell: Tom Nook

Slim Quazoid Code:

Vi9xES@sTRMsYA

sh09cb39UaKHs3

Tell: Tom Nook

Slot Machine Code:

MupersmashbgoS

SupersmashbroS

Tell: Tom Nook

Slot Machine Code:

ByapunkbyapunK

ByapunkbyapunK

Tell: Villager

Snake Plant Code:

aupersmashbroS

SFIersmashbroS

Tell: Tom Nook

Snappy Print Code:

2GiDfAiLrWlmWg

ZcyTgDLgYjJ&jj

Tell: Tom Nook

Snowboard Code:

dhatHaveYouKot

ForMeTqdayNook

Tell: Tom Nook

Snow Bunny Code:

FWgsS#25e0v4Fp

C9%qZxC3iy32VY

Tell: Tom Nook

Snowman Clock Code:

vCTbFPPQciYmWC

Zk&TnDUgljJ&jb

Tell: Tom Nook

Snowman Code:

a&ShHyYoeR685b

afyBlkwcRCmqi3

Tell: Tom Nook

Snowman Dresser Code:

DennisMfillerIs

SokDamnAwesome

Tell: Villager

Snowman Fridge Code:

4UFG548CQ2QZGf

1n#%jWLEqj5ZBf

Tell: Tom Nook

Snowman Lamp Code:

vCTbFFPQcxYmWC

Zk&TnDUgljJ&jb

Tell: Tom Nook

Snowman Lamp Code:

vptmilkgoDmilk

gotmilkgotmi%k

Tell: Villager

Snowman Sofa Code:

4UTG548QQtQZGf

In#%j1L7qj5ZRf

Tell: Tom Nook

Snowman Table Code:

4UTG548uQKQZGf

1n#%jNLEqj5ZBf

Tell: Tom Nook

- posted by Demon Lord Kage

Snowman T.V. Code:

4UTG548QQtQZGf

1n#%j2LNqj5ZBf

Tell: Tom Nook

Snowman Wardrobe Code:

4UTG548qQKQZGf

1n#%jNLEqj5ZBf

Tell: Tom Nook

Snow Shirt Code:

guibfAHdExqmWc

ZkrTnDUgkjJ&jb

Tell: Tom Nook

Snowy Tree Model Code:

WhatHaveYouGot

ForMeTqdayNook

Tell: Tom Nook

Snowy Tree Model Code:

RhatHaveYouGot

ForMeTodayNook

Tell: Villager

Soccer Code:

C%X4kpi6TLgdY3
hI8X8PX9bAavFj
Tell: Tom Nook

Soda Machine Code:
77r45678912345
E2345678912345
Tell: Tom Nook

Somber Robe (from Doubutsu no Mori!) Code:
GetinforfreebY
ldtinforfreebY
Tell: Tom Nook

Space Heater Code:
11ACKGI9JE#JF@
GHCEOBLDG7Y%PE
Tell: Tom Nook

Space Heater Code:
Grab5aggrabbag
GrabbagGrabbag
Tell: Villager

Spaceman Sam Code:
Zzic2RB%wwcRMs
GXlQbaZv0Z7c8x
Tell: Tom Nook

Spaceman Sam Code:
Zzicj@B%wwcRMs
GXlQbaZv0Z7c8x
Tell: Villager

Space Shuttle Code:
2%Q2fhMKhAyAY3
Z5yYAK9zNHxLo7
Tell: Tom Nook

Space Station Code:
2%42fhMtRByAY3
Z5yYAK9zfHxLo7
Tell: Tom Nook

Space Station Code:
Ke0z5iRkZAc3Uj
29E7UdyDwjsrNU
Tell: Villager

Spade Shirt Code:
guibfAH1E3qmWP
ZkrTnDUgdjJ&jb
Tell: Tom Nook

Space Station Code:
2%42fhMtRByAY3
Z5yYAK9zfHxLo7
Tell: Tom Nook

Sparkly Paper Code:

Cc3451Ru4K2312
1ki4a123412312
Tell: Tom Nook

Speed Bag Code:
4i9GES@sTRJsAA
sqO9cb#9UaKHI4
Tell: Tom Nook

Speed Sign Code:
vPYhDyYoeR685b
afZBlkwcRCmqiR
Tell: Tom Nook

Speedway Shirt Code:
2uiDfAH%AhqmWi
ZkyTnDUggjJ&j%
Tell: Tom Nook

Spoiled Turnips (starts as Unknown, turns into this after a few days) Code:
bagHdadgokboom
baghdadgokboom
Tell: Tom Nook

Spooky Bookcase Code:
GsHinkistinkiS
LstinkistinkiS
Tell: Tom Nook

Spooky Bookcase Code:
aIbIcIdIeIfIPy
aIbIcIdIeIfIGy
Tell: Villager

Spooky Chair Code:
linkz2ldaBanon
ganonSeldClink
Tell: Tom Nook

Spooky Clock Code:
2%Q2fhMKRByAY3
05yYAK9zNHxLo7
Tell: Tom Nook

Spooky Dresser Code:
riPiES@sTRJmAA
shO9cb#9Uh9wO4
Tell: Tom Nook

Spooky Lamp Code:
Dar4567a912345
Ea3456789e23i5
Tell: Tom Nook

Spooky Sofa Code:
2%Q2fhVehAyAY3
05yYAK9zJHxLo7
Tell: Tom Nook

Spooky Sofa Code:

2%Q2fhVehAyAY3
O5yYAK9zKHxLo7
Tell: Villager

Spooky Table Code:
2%Q3EhMeRByAY3
Z5yYAK9zxHxLo7
Tell: Tom Nook

Spooky Table Code:
2%Q3EhMeRByAY3
Z5yYAK9zcHxLo7
Tell: Villager

Spooky Vanity Code:
2%Q2fhMdRByAY3
O5yYAK9zNHxLo7
Tell: Tom Nook

Spooky Vanity Code:
2%Q3EhMtRByAY3
n5yYAK9zdHxLo7
Tell: Villager

Spooky Wardrobe Code:
jePiES@LTRJmAA
pcddkwe9Uh9wO4
Tell: Tom Nook

Spooky Wardrobe Code:
2%Q8SuMeRByAY3
K5yYAK9zAHxLo7
Tell: Villager

Spring Medal Code:
ArariaAnUrarah
SpurlingAre5&2
Tell: Tom Nook

Spring Shirt Code:
4UFG548QQWQZGf
1n#%jtLEqj5ZBf
Tell: Tom Nook

Sprinkler Code:
Ai9xES@sTyJsYY
shO9cb#9UaKHL4
Tell: Tom Nook

Sprinkler Code:
4Ui6TCC89ZnnW3
dwh%jtL3qjcZBf
Tell: Villager

Sputnoid Code:
linkzeldaBanon
ganonzeldalink
Tell: Tom Nook

Squat Nebuloid Code:

Di9xES@sTRJsAA
sh09cb39vqk#01
Tell: Tom Nook

Squat Dingloid Code:
HaeavepeekedY
MayeavepeekeyG
Tell: Villager

Squat Nebuloid Code:
Di9xES@sTRJsAA
sh09cb39vqk#01
Tell: Tom Nook

Squelchoid Code:
Ni9xES@sTRJhAA
sh09cb37UaKHLE
Tell: Tom Nook

Strange Painting Code:
NmxIGWIEsLYAAC
u6iMwbzCGvFsnQ
Tell: Tom Nook

Standing Stone Code:
2%QzfhVeRByAY3
O5yYAK9zNHylO7
Tell: Tom Nook

Starman Code*:
Ai9xES@sTRJsYY
sh09cb#9UaKHI4
Tell: Tom Nook

Star Shirt Code:
guibfAHyE3qmWc
ZkhTnDUgCjJ&jb
Tell: Tom Nook

Static Shirt Code:
VuHcfAH%FTqmW#
ZkyTnDUgUjJ&jb
Tell: Tom Nook

Station Model 1 Code:
1LhOwvrDA23fmt
dsgnvzbCIBAsyd
Tell: Tom Nook

Station Model 1 Code:
4HT6T948YZnOW3
dkk%jtLEqj5ZBf
Tell: Villager

Station Model 2 Code:
Ai9@ES@sTRJsAA
sh09cb39Vak#I4
Tell: Tom Nook

Station Model 3 Code:

NI9xES@R8G685r
HbG8#8NESgEPIo
Tell: Tom Nook

Station Model 4 Code:
ABoyqndHtsBlob
ABoesndHisBlub
Tell: Tom Nook

Station Model 4 Code:
4UT6T948GZnOW3
dAl%jtLEqj5ZBf
Tell: Villager

Station Model 5 Code:
yUF6T6X8iZn0WU
dwk%j8x@qjLZBf
Tell: Tom Nook

Station Model 6 Code:
a&SLDyYoeR685b
afoBlkwcRCmqi3
Tell: Tom Nook

Station Model 7 Code:
E7M6t5x4A3d2fi
E7M6s5x4A3d2fl
Tell: Tom Nook

Station Model 8 Code:
ABoyqndHysBlob
ABoesndHisBlob
Tell: Tom Nook

Station Model 11 Code:
ILhOwvrDA23fmt
dsgnvzbCIBAsyd
Tell: Tom Nook

Station Model 12 Code:
SupermariobroS
oiImg1Cr0ssiNG
Tell: Tom Nook

Station Model 13 Code:
aRSLHyYoeR685b
afoBlkwcRCmqi3
Tell: Tom Nook

Station Model 14 Code:
aRSLDyYoeR685b
afRBlkwcRCmqi3
Tell: Tom Nook

Station Model 15 Code:
ABoyqndHisBlob
ABoeAnuHisBlub
Tell: Tom Nook

Steam Roller Code:

Ar2riaAnQSarah
Spurliagtre5&2
Tell: Tom Nook

Steam Roller Code:
%4&nNeNUS@U5KO
@yUIWXSHp5oPr
Tell Villager

Stego Skull Code:
huTcfAHyCsqmWj
ZkyTnDUgCjJ%jb
Tell: Tom Nook

Stego Torso Code:
4UTG548uQKQZGf
1n#%j1LEqj5ZBf
Tell: Tom Nook

- posted by Demon Lord Kage

Stone Coin Code:
aPShDyYoeR685b
PfBBlkwcRCmqi3
Tell: Tom Nook

Stone Couple Code:
2%Q2fhVehAyAY3
Z5yYAK9zpHxLo7
Tell: Tom Nook

Stone Tile Code:
xxxxxxxxxVZn0W3
yWR%jticqjLZBf
Tell: Tom Nook

Storefront Code:
ArariaAwQSarah
Ssurlingtre5&2
Tell: Tom Nook

Stormy Shirt Code:
aMiBAsaQas1mWb
ZwGTgDLxqjJZBf
Tell: Tom Nook

Stove Code:
2helegendzelda
thelegendzelda
Tell: Tom Nook

Strange Painting Code:
NmxIGWIEsLYAAC
u6iMwbzCGvFsnQ
Tell: Tom Nook

Striking Outfit Code:
s@T@3vbA4RJQfb
HhBEttkoH8qld7
Tell: Tom Nook

Strumbloid Code:

Vi9xES@sTRMsAA

sh09cb39UaKHs1

Tell: Tom Nook

Subdued Print Code:

s@T@3vbA4RJQfb

HhBEttkoH&qld7

Tell: Tom Nook

Summer Robe (from Doubutsu no Mori!) Code:

1qWwO6IfB@&q7z

8XzSNrpfyo76ts

Tell: Tom Nook

Sunflower Code:

linkzrld#B3lon

ganozqeldClink

Tell: Tom Nook

Sunset Top Code:

FdImastringtdY

HromastringtyG

Tell: Tom Nook

Super Mushroom Code*:

SimGES@sTRJsYY

sh09cb39Vak#I4

Tell: Tom Nook

Super Mushroom Code*:

Si9GES@sTRJsYY

sh09cb39Vak#I4

Tell: Villager

Super Toilet Code:

Ikriomariomaro

Flriomariomaro

Tell: Tom Nook

Super Tortimer Code:

ArariaAndrarah

S9urlCngtre5&2

Tell: Tom Nook

Surfboard Code:

WhitHaveYouGot

ForMeTqdayNook

Tell: Tom Nook

Surfin' K.K. Code:

OainktothepasT

ClinkgothepasT

Tell: Tom Nook

Swell Shirt Code:

guibfAHyE3qmWP

ZkhTnDUgUjJ&jb

Tell: Tom Nook

Table Tennis Code:

NmxIGWIeSLYAAC

u6iMwbzCGvFs&j

Tell: Tom Nook

Taiko Drum Code:

ec&c5qw9GINwLS

9ljJHSoLwZMD7&

Tell: Tom Nook

Taiko Drum Code:

H8aL%@Oyl2@DSf

EcC6YLYybGMoMy

Tell: Villager

Tailor Model Code:

a&SLHyYoeR685b

afQBlkwcRCmqi3

Tell: Tom Nook

Tailor Model Code:

KGabBxxxxxxxxx

S6nY2JIF0GE@iz

Tell: Villager

Tall Bowtoid Code:

vchnSuVhrthoBa

dzddkweuej9rcd

Tell: Villager

Tall Buzzoid Code:

3ea1DOY4Q36851

&In6l3Rc%Cmqir

Tell: Tom Nook

Tall Clankoid Code:

aq%cugkN&in76h

V%TIL3HUo3QYEu

Tell: Tom Nook

Tall Croakoid Code:

Asc74NVAY#qoI4

I5X@qSEdWEKboV

Tell: Villager

Tall Dingloid Code:

KhWoksformakdY

ThanksformakyG

Tell: Tom Nook

Tall Droplloid Code:

HoTeKoKhostscY

HometoroostsyG

Tell: Tom Nook

Tall Echoid:

2%Q3EhMtRByAY3

Z5yYAK9zxHxLo7

Tell: Tom Nook

Tall Gongoid Code:

MarioteAnis6fY

MarioteCnis6yG

Tell: Tom Nook

Tall Lamentoid Code:

gfc82NV1Y#zoI4

I5X@qSEncEKbOV

Tell: Tom Nook

Tall Lantern Code:

PlaystationonE

PlaystationTwo

Tell: Tom Nook

Tall Lantern Code:

mariothepeache

senanothercast

Tell: Villager

Tall Lullaboid Code:

Ni9GES@sTRUhYY

sh09cb#9UaKHB3

Tell: Tom Nook

Tall Lullaboid Code:

bevolutionidea

revolutionidea

Tell: Villager

Tall Nebuloid Code:

Ai9xES@sTRJsAA

sh09cb#9UaKHI3

Tell: Tom Nook

Tall Nebuloid Code:

ABoyqndHisBlob

ABoyAnpHisBlob

Tell: Villager

Tall Oboid Code:

1CT1DOY4k36851

84I613wcRCmqir

Tell: Tom Nook

Tall Oombloid Code:

2%42fhMtRByAY3

O5yYAK9zeHxLo7

Tell: Tom Nook

Tall Poltergoid Code:

Fsy74NV1Y#zoI4

I5X@qSEdcEKbOV

Tell to: Tom Nook

Tall Puffoid Code:

Ai9xES@sTRJsYY

sh09cb49UaKHL3

Tell: Tom Nook

Tall Sputnoid Code:

2%Q2fhVtRByAY3

O5yYAK9zfHxLo7

Tell: Tom Nook

Tall Strumboid Code:

gi9xES@sTRMsYA

sA09cb39UaKHA3

Tell: Tom Nook

Tall Timpanoid Code:

fi9xEa@sTRMsYY

sh09cb#9UaKHI1

Tell: Tom Nook

Tall Warbloid Code:

Qteemeflatzone

Wttemeflatzone

Tell: Tom Nook

Tape Deck Code:

aPSLDyYoeR685b

afZBlkwcRCmqi3

Tell: Tom Nook

Tatami Floor Code:

666abcdn66efgH

Dyxabcd6B6efgH

Tell: Tom Nook

Tatami Floor Code:

li9xES@sTRJsAY

sqodcb#3UaKHs3

Tell: Villager

Teacher's Chair Code:

1mWYg6IfB@&q7z

8XzSN2pfij76ts

Tell: Tom Nook

Teacher's Chair Code:

sivenminuteabs

sevenminuteabs

Tell: Villager

Teacher's Desk Code:

ArariaAndSarah

SpurlingAreO&2

Tell: Tom Nook

Tea Set Code:

2%Q2fhMKRByAY3

Z5yYAK9zNHxLo7

Tell: Tom Nook

Tea Set Code:

HHnksawakCnini

IInksawakeninG

Tell: Villager

Telescope Code:

ArariaAndSarah

SsurlingAreo&2

Tell: Tom Nook

Tennis Code:

jePccCvLTRJoBA

pcddkwe9ej9r04

Tell: Villager

Tent Model Code:

Ai9xES@sTRJsYY

sh09cb#9Vak#I4

Tell: Tom Nook

Tent Model Code:

4UT6Tra8rZn0W3

dw&%jtL3qjLZBf

Tell: Villager

Three-Ball Shirt Code:

2uiDfAH%AsqmWi

ZkyTnDUgqjJ&j%

Tell: Tom Nook

Three-Ball Shirt Code:

DennisMillerIs

SocDamnAwtsome

Tell: Villager

Thunder Shirt Code:

aMTdTraLVRlmWb

6waTgDLxqjJZBf

Tell: Tom Nook

Tiger Bobblehead Code:

4UTG548QQKQZGf

ln#%jbLEqj5ZBf

Tell: Tom Nook

Tiger Print Code:

1qWWO6IfB@&q7z

8XzSNrpfyw76ts

Tell: Tom Nook

Tiki Shirt Code:

vCTbf%Fy5AYmWc

Zk&TnDUgljJ&jb

Tell: Tom Nook

Tiki Torch Code:

ArariaAndSarah

Shurliagtre5&2

Tell: Tom Nook

Timpano Drum Code:

4u&x5fw9GINwLS

fljjHSoLwZMD7&

Tell: Tom Nook

Timpano Drum Code:

ec&c5qw9baamLS

alrjHSqLgZMD7&

Tell: Villager

Timpanoid Code:

KhWoksformakdY

TpanksformakyG

Tell: Tom Nook

Timpanoid Code:

WhenuwishuponA

sStarmakesnodif

Tell: Villager

Tin Shirt Code:

guibfAHyE3qmWP

ZkhTnDUgljJ&jb

Tell: Tom Nook

Tissue Code:

votmilkgotmilk

gotmilkgotmi%k

Tell: Tom Nook

Tissue Code:

votmilkgoDmilk

gotmilkgotmi%k

Tell: Villager

Toad Print Code:

2GiDfAiLrslmWi

ZcyTgDLgqjJ&j%

Tell: Tom Nook

Toad Print Code:

DennisMillerIs

So2DamnAwtsome

Tell: Villager

Toilet Code:

FloriofloriofY

FloriofloriofY

Tell: Tom Nook

Tokyo Tower Code:

vxtmilkgotmilk

gotmilkgotmi%k

Tell: Tom Nook

Tootoid Code:

ArTriaAnoSarah

Spurlingtren&2

Tell: Tom Nook

Track Model Code:

a&SLeyYoeR685b

afRBlkwcRCmqi3

Tell: Tom Nook

Traffic Cone Code:

T234567u912345

f2345678912345

Tell: Tom Nook

Traffic Cone Code:

Youscrewitupqy

YoudoitagainyG

Tell: Villager

Train-Car Model Code:

OadtGmersoldtI

OldtimersoldtI

Tell: Tom Nook

Train Set Code:

MupersmaspbzoS

SuIersmashbroS

Tell: Tom Nook

Trash Bin Code:

2%Q2fhVehAyAY3

O5yYAK9zgHxLo7

Tell: Tom Nook

Trash Bin Code:

Ketz6iRkZAc3Uj

29E7UdyDwjsrNU

Tell: Villager

T-Rex Skull Code:

QtiXgIAGfe2AI7

WwBZBBWW#PulBc

Tell: Tom Nook

T-Rex Tail Code:

1LhuwvEDA22fmA

dbgnvzbCvBAsyU

Tell: Tom Nook

T-Rex Torso Code:

vuTcfAHyCSqmWj

ZkyTnDUgbyJ&jb

Tell: Tom Nook

T-Rex Torso Code:

DiqnisMillerIs

SooDamnAwesome

Tell: Villager

Tribal Mask Code:

4UTG548QQtQZGf

In#%jbLEqj5ZRf

Tell: Tom Nook

Tricera Skull Code:

aDSLHyYoeR685b

afBBlkwcRCmqi3

Tell: Tom Nook

Tricera Tail Code:

eWoG4aYGDeYiOe

SiDXcOAcZuAjsZ

Tell: Tom Nook

Tricera Torso Code:

OadtimersoldtI

OldtimersoldtI

Tell: Tom Nook

Trilobite Code:

vuTcfAHyCSqmWm

ZkhTnDUgbbjJ&jb

Tell: Tom Nook

Tropical Vista Code:

EByY6mPTISyAEE

Meexae81jaVOOb

Tell: Tom Nook

Tulip Chair Code:

7kriVma9iom5ro

Flrioma9iomaro

Tell: Tom Nook

Tulip Model 1 Code:

Di9GES@sTRJhYY

sq09cb#3UaKHP5

Tell: Tom Nook

Tulip Model 2 Code:

Di9xES@sTRJhYY

sc09cb#9UaKHL4

Tell: Tom Nook

Tulip Model 3 Code:

fi9xES@sTRJsYY

sc09cb#9Vak#I4

Tell: Tom Nook

Tulip Model 3 Code:

Ai9@ES@sTRJsYY

sh09cb38Vak#I4

Tell: Villager

Tulip Table Code:

ebucddbklRgnLg

BiMBdbicjCmqi3

Tell: Tom Nook

Turntable Code:

bA5PC%8JUjE5fj

1EcGr4%ync5EUp

Tell: Tom Nook

Twig Parasol Code:

BgxxxxxxxxxxdN

n66abcdn66efgH

Tell: Tom Nook

Twinkle Shirt Code:

vCTbJRfLXQYmWc

Zk&TmDUgljJ&jb

Tell: Tom Nook

Two-Ball Shirt Code:

vCTbf%FyfDYmWc

Zk&TnDUgljJ&jb

Tell: Tom Nook

Vaulting Horse Code:

umxIGWIxSLYAAB

trwMwbzCGvFs&Q

Tell: Tom Nook

Venus Comb Code:

zfCDBBcgAaDAec

FaDaCttresetU

Tell: Tom Nook

Venus Comb Code:

IseeourselvedY

HaveourselvedY

Tell: Villager

Vibraphone Code:

Comevisitusatw

wwacblinkcjbne

Tell: Tom Nook

Vibraphone Code:

GrHw5agcEabbag

GrabbagGrabbag

Tell: Villager

Violin Code:

2%Q2fhMehAyAY3

Z5yYAK9z@HxLo7

Tell: Tom Nook

Waffle Shirt Code:

aMiBAraLaR1mWb

6waTgDLx0jJZBf

Tell: Tom Nook

Wagon Wheel Code:

1i9xES@sTRJsYY

sh09cb39UaKHL4

Tell: Tom Nook

Wagon Wheel Code:

DyCeEw@uTRJsAA

sq09cb39Vak#84

Tell: Villager

Warbloid Code:

aq%cugkN&in76h

y%TIL3HUo3QYEd

Tell: Tom Nook

Wario Woods Code:

bA5PC%8JUjE5fj
1EcGr4%ync5eup
Tell: Tom Nook

Water Bird Code:

MupersmashbloS
SFiersmashbroS
Tell: Tom Nook

Watering Trough Code:

vPdhDyYoei685b
afZBlkwcRCmqi3
Tell: Tom Nook

Watermelon Chair Code:

A234567u912345
12345678912345
Tell: Tom Nook

Watermelon Shirt Code:

guibfAHlEFqmWP
ZkrTnDUgdjJ&jb
Tell: Tom Nook

Watermelon Table Code:

cAQifhGeBsyjYc
yqyYAKxjeFdjop
Tell: Tom Nook

Watermelon Table Code:

Ke0z6iRkZAc3Uj
29E7UdyDwjsrNU
Tell: Villager

Warblويد Code:

aq%cugkN&in76h
y%TIL3HUo3QYEd
Tell: Tom Nook

Wave Breaker Code:

WhatHaveYouSot
ForMeTqdayNook
Tell: Tom Nook

Wave Breaker Code:

WhatHaveYouUot
ForMeTodayNook
Tell: Villager

Wave Print Code:

1qWww6IfB@&q7z
8XzSNqwfyq76ts
Tell: Tom Nook

Wave Print Code:

a23f@aftyDhvss
gyyjk19745gnfg
Tell: Villager

Wavy Pink Shirt Code:

VuHcfAHyFgqmW#

ZkyTnDUgqjJ&jb

Tell: Tom Nook

Wee Dingloid Code:

AruriaAnoSarah

Spurlingtren&2

Tell: Tom Nook

Weed Model Code:

yUF6T6L8iZn0WU

ywU%jtx@qjLZBf

Tell: Tom Nook

Weeping Fig Code:

MupersmashbroS

SFpersmashbroS

Tell: Tom Nook

Weight Bench Code:

Bi9xES@sTRJsYY

sh09cb39UaKHL4

Tell: Tom Nook

Weight Bench Code:

Do9eEw@uTRJsAA

sq09cb39Vak#84

Tell: Villager

Well Code:

vi9GES@sTRJhAA

sh09cb@9UaKHL4

Tell: Tom Nook

Well Model Code:

a&ShHyYoeR685b

afABlkwcRCmqi3

Tell: Tom Nook

Well Model Code:

UGaxxxxxxxxxxxxx

S6nY2JIF0GE@iz

Tell: Villager

Wentletrap Code:

IresettresettU

IkesettresettU

Tell: Tom Nook

Western Fence Code:

ArariaAndSarah

SourlingApe5&2

Tell: Tom Nook

Western Vista Code:

ebSS8yYoev685b

BfMBlkwcRCmqi3

Tell: Tom Nook

Wet Roadway Sign Code:

ThIckitsbecadY

ThinkitsbecayG

Tell: Tom Nook

Whirly Shirt Code:

aMicJsaQfslmWg

ZcNTgDLgqjJZBj

Tell: Tom Nook

White Bishop Code:

SupermariobqoS

4nImAlCa0ssiNG

Tell: Tom Nook

White Bishop Code:

ABoyqndHesBlob

ABoyAndHisBlob

Tell: Villager

White Boom Box Code:

HRcE#IbRoJEV8o

d@rB6leTnU%a3E

Tell: Tom Nook

White Boom Box Code:

zercuryuhewhit

morcnrytnewhit

Tell: Villager

White Cosmos Bag Code:

Io4rorofhorrdY

Ho4rorofhorrdY

Tell: Villager

White Golf Bag Code:

Q6&6KQom9DzR35

RfyDC4%EepCmiR

Tell: Tom Nook

White King Code:

aPShDyYoeR685b

afbBlkwcRCmqi3

Tell: Tom Nook

White Knight Code:

aDSLHyYoeR685b

afaBlkwcRCmqi3

Tell: Tom Nook

White Knight Code:

BiPiES@sTRJmAA

sh09cb#9Uh9HO4

Tell: Villager

White Pawn Code:

RtiXgIAGfe2AI7

WwBZBBWW#Pulyc

Tell: Tom Nook

White Queen Code:

aPShDyYoeR685b

af%BlkwcRCmqi3

Tell: Tom Nook

White Ring Shirt Code:

4UFG548QQdQZGf

ln#%jtLEGj5ZBf

Tell: Tom Nook

White Rook Code:

aPSLHyYoeR685b

afxBlkwcRCmqi3

Tell: Tom Nook

Winter Sweater Code:

guibfDHdMWqmWc

ZkrTnDUgkjJ&jb

Tell: Tom Nook

Wobbelina Code:

MupersmashbroS

SGpersmashbroS

Tell: Tom Nook

Wobbelina Code:

rreatscottnook

greatscottnook

Tell: Tom Nook

Woodcut Paper Code:

i5eupw5McN#yNS

Va&LXsEbXUNQZW

Tell: Tom Nook

Woodland Paper Code:

Wc3451Ru4K2312

1ki4a123412312

Tell: Tom Nook

Work Uniform Code:

xethtforfreebY

ldtitforfreebY

Tell: Tom Nook

Work Uniform Code:

vOiCYtf5ygcjk@

C3YmDh8JLYfJf4

Tell: Villager

Worthy Painting Code:

7kriMma9iom5ro

Flriomariomaro

Tell: Tom Nook

Writing Chair Code:

Q6&6KQom9DzR35

DfkDC4%EEpCmiR

Tell: Tom Nook

Writing Chair Code:

Graw5aggrabbag

GrabbagGrabbag

Tell: Villager

Writing Desk Code:

Dwpermari4bro3

Sjpermariobro3

Tell: Tom Nook

Yellow Bar Shirt Code:

aMTdTraLVR1mWb

OwaTgDLxojJZBF

Tell: Tom Nook

Yellow Bolero Code:

VuHcfAHyFTqmW#

ZkyTnDUg0jJ&jb

Tell: Tom Nook

Yellow Pansy Bag Code:

o@ddf6Yq#sHxcx

0YcLaENeHt3kn&

Tell: Tom Nook

Yellow Pansy Bag Code:

h@ddf6Yq#sHxcx

0YcLaENeHt3kn&

Tell: Villager

Yellow Pinstripe Code:

EcatswrongwithH

WhatswrongwithH

Tell: Tom Nook

Yellow Pinwheel Code:

cAQifhGeBsyjYc

EqyYAKxjeFdjop

Tell: Tom Nook

Yoko Figurine Code:

2uijfrfyAfqmWi

ZkycnpUgQjJ&j%

Tell: Tom Nook

Yoko Figurine Code:

21s5IDEmhJGsXR

T2vm#2UwhLEjTF

Tell: Villager

Yuki Figurine Code:

B6&6KQom9DzR35

kfoDC4%EpCmiR

Tell: Tom Nook

Yuki Figurine Code:

LiI4UFT548RLuG

LiI4UFT548ZLug

Tell: Villager

Zebra Print Code:

vuTbfAHyC3qmWc

ZkhTnDUg1jJ&jb

Tell: Tom Nook

Go to www.animal-crossing.com and click on the "News" page. You will see an animated icon that reads "Dear Pecan..." After clicking on the icon several times to read the text, a pop-up window will appear asking for your information, and then it will give you a free password.

- posted by Evil Vin

Buggy item (DON'T USE THIS ITEM BECAUSE YOU CANNOT GET RID OF IT UNLESS YOU RESET AND MEET MR. RESETTI), otherwise known as "Unknown" Code:

69UIKkdqMs%Qrs

nj#H@ooBWIWok5

Tell: Tom Nook

- posted by Jeffkong

* On the GameFaqs AC Message Board, these passwords are often referred to as "Universal Codes," a term coined by BLINK7441

- This list includes many codes from BLINK7441's website (please see "Helpful Websites" for a link to his site, which includes Tom Nook's replies and the Official Universal Codes Forum)

- Major "thank you" to turbowing007 for filling in the dozens of codes that I was missing!

22) TIPS/TRICKS:

Fishing:

When releasing a Sea Bass into the sea, walk in the opposite direction of where the Sea Bass escaped to. You'll have a better chance of catching another, bigger fish.

- tip from Teckguy2

The guide says to aim your lure to land on the fish. Don't ever actually do this -- it causes the fish to change direction. Instead, aim your line in front of the fish, and let the current carry it to the fish.

- tip from me (Pikachu 4 President)

K.K. Slider Tricks/Tips:

Request "Animal Crossing" or any other song that K.K. Slider doesn't know, and he will play the main theme song for you, but you won't get the aircheck.

- tip paraphrased from criswell22 and Luigiwinsagain

Go to K.K. Slider with full pockets. He won't be able to give you a tape of the song he plays for you because you won't be able to carry it. Keep talking to him until he plays a song you like. Then, drop something and say "I liked the old one" when you talk to him again.

Ultimate K.K. songs!

- posted by GamecubGuy 997

Speak with K.K. Slider at exactly 8:45pm on Saturday and request any song you want. Mr. Resetti will fly around in the background as K.K. Slider plays.

- paraphrased from The Official Guide to Animal Crossing by Nintendo Power

Making Bells:

Every day, a rock in your village will be able to yield money. Try to hit every rock in your village with your shovel. When you hit the one with money in it, it will turn red, and throw out money bags worth 100 bells. After three hits, the bags will turn into 1,000 bell bags. After six hits, the bags will turn into 10,000 bell bags. If you hit it fast enough, you can get in about eight hits before the rock turns back to normal.

- tip paraphrased from www.the-animal-crossing.com and bkc56

When hitting the aforementioned rock, you will notice that there's a "kickback" (your character moves backward one square) each time you hit it, thus making it more difficult to run up and hit it again quickly. To help solve this problem, try to position yourself between the rock and a cliff before you start to hit the rock, and then your character won't be able to move backwards. The seventh time you hit the rock, you will get a bag of money worth 10,000 bells!

- posted by Klosterdev

Another trick to use with the rock is to dig three holes with your character in the middle:

```
O - rock
X X
X
```

- posted by Kapps187

Miscellaneous:

Use the X button to select multiple items.

- tip from Pikachu 4 President

When lying in a double bed (or by pushing multiple beds together), you can watch your character roll over by using the gray joystick on your controller to go left and right.

- tip from my sister, Stephanie

It costs 350 bells to design a pattern on the GameCube, but it's free on the GBA (on Animal Island).

- posted by poisonfrog8

To get extra inventory space, save your mail and attach the items you can't throw out to the old letters. You can always take the items out of the letters later on after you get more room in your inventory.

- tip paraphrased from www.the-animal-crossing.com

You cannot use your tools in your house, therefore cockroaches cannot be killed using your net. You have to run around the house and step on them. (Eww!)

- paraphrased from The Official Guide to Animal Crossing by Nintendo Power

Wait by your mailbox at 9am and/or 5pm to catch the mail-pelican, Pete. He will talk to you briefly about his social life, something Copper may ask you about.

- paraphrased from The Official Guide to Animal Crossing by Nintendo Power

When Crazy Redd comes to town you can buy all of his stuff and he will close down his tent. Talk to Copper again and he will tell you where Redd is. Go to that acre. Redd will have different items this time. You can repeat this as long as you want but this will cost a lot. Sometimes you see Redd by a sign and when he finishes talking to you he will go in it. (This will work only on Sale Day!)

- posted by Omega DragoonX

On any day except for Copper's Morning Exercises, if you go to the Police Station between 6 AM and 7 AM, you can catch Copper doing the exercises while on duty.

- posted by Kory McCullough

Tree-Planting:

Sun-loving plants, such as coconut trees, prefer the warmer climates of the lower part of town. Cold-weather plants, such as evergreen saplings, do better in the northern (or upper) part of town.

- paraphrased from Nintendo's Animal Crossing website, www.animal-crossing.com

23) FLOWER ARRANGING FOR A PRETTY TOWN:

Want to make your town pretty in a creative way? One idea (and no one says you have to do this; it's just an idea) is to create pictures with your flowers! Here's how to do it: Stock up on flowers by buying out Nook's shop every day for as long as you need to (it helps to plant everything all at once). Here's some good designs for you and your villagers' viewing pleasure (don't forget that you can use whatever type of flowers you like):

Diamond: Supplies Needed/Suggested -- Big space with no trees or bushes/grass around, 5 Pink Cosmos, 8 White Cosmos, 12 Blue Cosmos.

B
BWB
BWPWB
BWPPPWB
BWPWB
BWB
B

Curve: Supplies Needed/Suggested -- House of your favorite villager,

with one side of the house being where you don't walk a whole lot (so you won't step on the flowers), 5 Red Tulips, 5 White Tulips, 5 Yellow Tulips. If desired, continue the design around the entire house, but make sure you don't step on them!

```
      RWY
| ` ` ` ` ` | RWY
| House | RWY
| _____ | RWY
      RWY
```

Envelope: Supplies Needed/Suggested -- Post Office, 54 Yellow Pansies, 35 Purple Pansies, 28 White Pansies.

```
      YYYYYYYYYYYYYY
      YPPPPPPPPPPYY
      YPPWWWWWWPPYY
| ` ` ` ` ` | YYPWWWWPWPYY
| P.O. | YYPWWPWPWWPY
| _____ | YYPWWWWPWWPY
      YYPWWWWWWPYY
      YPPPPPPPPPPYY
      YYYYYYYYYYYYYY
```

Smiley Face: Supplies Needed/Suggested -- LOTS of room, 50 Yellow Tulips, 7 White Tulips.

```
      YYY
      YYYYY
      YWYWYY
      YYYYYYYYYY
      YYYYYYYYYY
      YWYWYWYY
      YWYWYY
      YYYYY
      YYY
```

Mickey Mouse: Supplies Needed/Suggested -- LOTS of room, 82 Blue Cosmos.

```
      BBB      BBB
BBBBB BBBB
      BBB      BBB
      BBBB
      BBBB
      BBBB
      BBBB
      BBBB
      BBBB
      BBBB
      BBBB
```

Mario Mushroom: Supplies Needed/Suggested -- LOTS of room, 44 Red Tulips, 31 White Cosmos. (Thanks to NessRevenge13 for this one!)

```
      RRR
      RRRRRR
      RRRRRRWWRR
      RRWWRRWWRR
      RRWWRRRRRR
      RRRRRRRRRR
      WWWWWW
      WWWWWW
```

24) JAPANESE AND NINTENDO REFERENCES:

Japanese References:

In Japan, one of their cultural "quirks" (for lack of a better word) is in their live shows when they have the ladies pick up umbrellas with swirls on them and twirl them around. From the back, the swirls are continuous and can be almost hypnotic -- hence the "Hypno umbrella," an item in AC. Once you have this umbrella, put it in your hands, stand so your character is facing North (away from you), and press the A button. She/he will twirl the umbrella. They can't do it constantly, but the effect is close. Then, turn around so you can see your character's face, and you can see them turn the umbrella using both hands. It's quite cute and the twirling works with any umbrella, rain or shine, and with certain patterns, it can look very cool.

- posted by myself, Pikachu 4 President

Tom Nook gets his name from the Japanese word "Tanuki," meaning raccoon.

- posted by myself, Pikachu 4 President

Nintendo References:

Rescue the bird-sailor (Gulliver) that washes up onshore. Talk to him twice and the first time he will explain how he got there; the second time he'll say he misses his fish in "Hyrule."

- paraphrased from Sephiroth411

He'll also say he wonders if Mary in "Toad Town" is doing OK.

- paraphrased from Quaker Oats

Kappn' will ask if you've ever been to the Hyrulian jail.

- paraphrased from wobbuffet10 and Cassady99

There's a triforce symbol on the back side of Katrina's tent. According to the Fishing FAQ, after catching a loach, your character says, "Do you think it's Hyrulian?"

- paraphrased from Giygas199X

There's a Nintendo parasol with a Japanese symbol on it that means "Nintendo."

- paraphrased from AC

A crocodile with the catch phrase "It's-a-me!" is one of the villagers you may encounter in AC.

- paraphrased from Sam I Am

In one of the animals' houses, if you open a wardrobe/dresser, it may say (something like) "You found 100 Rupees! Too bad they're useless here."

- paraphrased from ProtoBladeX

After talking to Gulliver (the bird-sailor) and getting the item, talk to him a few more times. He may say (something like), "... and then there was the time I fought those giant sea snakes at Pinnacle Rock... oh, wait, that wasn't me!"

One of Kapp'n's songs has the lyrics,
"Oh listen now me boys
With all your trinkets and toys
Yes I know Nintendo
Gives you your joys.
But, lad, I ask ye,
Can a game sing like me?
Mario... Can't croon, bro!
Don't you agree?"

- paraphrased from Miyamoto Wannabe

When you start a new player in a town, sometimes, when Rover is on the phone talking to Nook, he'll greet Nook with this:

"It's-a-me!
Haha! Great impression, huh?
Anyway..."

- posted by Asrman1

Speaking of umbrellas, the "Nintendo parasol" is worth 64 bells. 64... Nintendo 64... Get it? :-)

- posted by tiamold

There is a red shirt with an "M" on it named "Big Bro's shirt" and a green shirt with a green "L" on it named "Li'l Bro's shirt."

- taken from The Official Guide to Animal Crossing by Nintendo Power

Tangy once asked me to help her "get through the maze in the back of her Nintendo Power magazine."

- posted by me, Pikachu 4 President

The Anju and Kaffe shirts are in reference to Zelda VI: Majora's Mask. There is what appears to be a Goron in the bottom left corner of Redd's tent.

- posted by HAWK1010

Sometimes the villagers will ask you to deliver a Pocket Pikachu, a Game Boy, or a Nintendo Power magazine.

- posted by ACTrader

The Octopus Paper is a reference to the Game & Watch games by Nintendo

- paraphrased from Bing147

Gulliver says something about the Karagol Sea. It's from a game boy advance game, Golden Sun.

- posted by drillpeck

The Desert Shirt is the same one worn by Ganondorf and the Gerudo of the desert

in Zelda: Ocarina of Time.

- posted by Crazy C Lea

Gracie has been known to say, "Oh, how nice, you're wearing one of my fashions. That was part of last season's Hyrulian line."

- posted by thom_burr

25) F.A.Q./ADDITIONAL INFORMATION (FOR BEGINNERS AND NOVICES):

All answers given by myself unless otherwise noted. PLEASE do not e-mail me with questions or post on the GameFags AC Message Board until you have read this the WHOLE WAY THROUGH...

About The Game:

Q: Should I buy this game?

A: Yes. Absolutely. Your life won't be complete without it. Seriously. Alright, alright, here's a more detailed answer... It depends. If you work or go to school a lot (and I mean a LOT, like where you wouldn't be able to play the game for days at a time), then try renting it first. Since it works on real time, then the game keeps going even when you stop playing. So if you stop playing for 4+ days or so, sometimes your town will have lots of weeds you'll have to pull, or some of your villagers will move out. This game is good if you don't necessarily need for a game to have a big, advanced storyline. Or perfect graphics (the graphics are great, but a lot of people like perfection.

Q: Is this game like the Sims?

A: It's the same concept (control your own life, meet people, make friends, etc.), except it's about 2,000% better than the Sims because it's so much more detailed. You can control what you say to others. You can create patterns, get original 8-bit Nintendo games that you can play on your GameCube, go fishing, go bug-catching, buy stuff, sell stuff... I could go on and on. Just trust me.

Q: So this game works on "real time"... What's that mean?

A: It means that even when you're done playing and turn off your GameCube, time is passing in your game. If you don't play for a few days, your house may become infested with cockroaches and your villagers will be upset that you haven't come to see them.

Q: That sounds like a lot of trouble for just a game.

A: First of all, Animal Crossing is not just a game, it's a state of mind. It's a way of life. Secondly, it's not so much trouble. Just taking a bit of time to talk to everyone and pull out the weeds in your town is enough to keep most of the villagers happy.

E-Reader:

Q: What's this e-Reader I've heard so much about?

A: The e-Reader is a product from Nintendo that plugs into your Game Boy Advance. Using either the cards that it comes with or cards you buy separately, you can swipe the cards and get new items in Animal Crossing or play old Nintendo games on your GBA. For more information, please check out NHaines's FAQ at http://db.gamefags.com/console/gamecube/file/animal_crossing_gba.txt or log on to Nintendo's website at www.nintendo.com

Q: I have a Game Boy Advance and a GameCube/GBA Link Cable! Now where do I

get the E-cards?

A: Wal*Mart, Fry's (best bet), Target, and basically any other video game store. Beware of clueless game store clerks, though!

Q: Do you have a list of the available e-cards?

A: Of course! Here they are:

Series 1 Character Cards:

- 001 -- K.K. Slider
- 002 -- Rover
- 003 -- Porter
- 004 -- Tom Nook (Nook's Cranny uniform)
- 005 -- Tortimer
- 006 -- Mr. Resetti
- 007 -- Blathers
- 008 -- Sable Able
- 009 -- Mabel Able
- 010 -- Kapp'n
- 011 -- Bob
- 012 -- Mitzi
- 013 -- Punchy
- 014 -- Ankha
- 015 -- Paolo
- 016 -- Teddy
- 017 -- Potia
- 018 -- Peanut
- 019 -- Bliss
- 020 -- Bunny
- 021 -- O'Hare
- 022 -- Bill
- 023 -- Joey
- 024 -- Maelle
- 025 -- Biff
- 026 -- Lobo
- 027 -- Rasher
- 028 -- Pigleg
- 029 -- Rhoda
- 030 -- Plucky
- 031 -- Tad
- 032 -- Drift
- 033 -- Chevre
- 034 -- Bangle
- 035 -- Rowan
- 036 -- Buck
- 037 -- Bluebear
- 038 -- June
- 039 -- Cheri
- 040 -- Apollo
- 041 -- Cube
- 042 -- Flash
- 043 -- Yodel
- 044 -- Faith
- 045 -- Bud
- 046 -- Flossie
- 047 -- Pinky
- 048 -- Nibbles
- 049 -- Dotty
- 050 -- Scoot
- 051 -- Boris
- 052 -- Goose

053 -- Admiral
054 -- Kody
055 -- Pierce
056 -- Puck
057 -- Bones
058 -- Dora
059 -- Spike
060 -- Jane

Series 1 Design Cards:

D01 -- Shine Sprite
D02 -- Jumpman Mario

Series 1 Music Cards:

M01 -- Only Me
M02 -- K.K. Faire
M03 -- DJ K.K.
M04 -- Mr. K.K.

Promotional Cards (found only in issues of Nintendo Power):

PR -- Link Design card

- Series 1 card lists posted by myself, Pikachu_4_President

Series 2 Character Cards:

061 -- Tom Nook (Nook 'n' Go uniform)
062 -- Pelly
063 -- Copper
064 -- Saharah
065 -- Joan
066 -- Jingle
067 -- Redd
068 -- Stinky
069 -- Olivia
070 -- Purrl
071 -- Eloise
072 -- Elina
073 -- Eunice
074 -- Baabara
075 -- Dozer
076 -- Grizzly
077 -- Cookie
078 -- Butch
079 -- Filbert
080 -- Sally
081 -- Doc
082 -- Coco
083 -- Pompom
084 -- Derwin
085 -- Bubbles
086 -- Chief
087 -- Dobie
088 -- Sampson
089 -- Limberg
090 -- Curly
091 -- Lucy
092 -- Ava
093 -- Leigh
094 -- Chuck
095 -- Patty

096 -- Jay
097 -- Midge
098 -- Puddles
099 -- Lily
100 -- Camofrog
101 -- Boots
102 -- Iggy
103 -- Tybalt
104 -- Cyrano
105 -- Yuka
106 -- Elmer
107 -- Peaches
108 -- Vladimir
109 -- Poncho
110 -- Peewee
111 -- Sprocket
112 -- Marcy
113 -- Kitt
114 -- Buzz
115 -- Roald
116 -- Aurora
117 -- Olive
118 -- Franklin

Series 2 Design Cards:

D03 -- Samus's Suit
D04 -- Pikmin Pattern
D05 -- Star Fox Emblem
D06 -- K.K. Tour Tee

Series 2 Music Cards:

M05 -- K.K. Country
M06 -- K.K. Parade
M07 -- K.K. Aria
M08 -- Senor K.K. (with an accent over the "n")

Series 2 Player Cards:

P01 -- Boy (1)
P02 -- Girl (1)
P03 -- Boy (2)
P04 -- Girl (2)

Series 2 Sibling Cards:

B01 -- Resetti Brothers

- Series 2 Character Cards list posted by omnitarian

Series 3 Character Cards:

119 -- Tom Nook (Nookway uniform)
120 -- Phyllis
121 -- Booker
122 -- Wendell
123 -- Katrina
124 -- Gulliver
125 -- Tangy
126 -- Monique
127 -- Kitty
128 -- Opal
129 -- Stella
130 -- Cashmere

131 -- Chow
132 -- Goldie
133 -- Bea
134 -- Ricky
135 -- Blaire
136 -- Gaston
137 -- Claude
138 -- Weber
139 -- Mallary
140 -- Bertha
141 -- Wolfgang
142 -- Chico
143 -- Anicotti
144 -- Truffles
145 -- Cobb
146 -- Betty
147 -- Hank
148 -- Stu
149 -- Belle
150 -- Anchovy
151 -- Otis
152 -- Jeremiah
153 -- Huck
154 -- Ribbot
155 -- Liz
156 -- Velma
157 -- Rolf
158 -- Snooty
159 -- Sydney
160 -- Winnie
161 -- Cleo
162 -- Annalise
163 -- Rex
164 -- Maple
165 -- Hornsby
166 -- Cesar
167 -- Rio
168 -- Carrie
169 -- Mathilda
170 -- Quetzal
171 -- Hopper
172 -- Ursala
173 -- Lulu
174 -- Pango
175 -- Tom Nook (Raffle Day uniform)
176 -- Timmy
177 -- Chip
178 -- Blanca
179 -- Kabuki
180 -- Ellie
181 -- Groucho
182 -- Maddie
183 -- Static
184 -- Snake
185 -- Rocco
186 -- Candi
187 -- Sue E
188 -- T-bone
189 -- Twiggy
190 -- Jambette

191 -- Sven
192 -- Gonzo
193 -- Leopold
194 -- Cupcake
195 -- Queenie
196 -- Friga
197 -- Farley

Series 3 Design Cards:

D07 -- Hero's Tunic
D08 -- Triforce Tile
D09 -- Kirby Wallpaper
D10 -- Resetti's Wrath

Series 3 Music Cards:

M09 -- K.K. Elude
M10 -- K.K. Lullaby
M11 -- K.K. Condor

Series 3 Player Cards:

P05 -- Boy (3)
P06 -- Girl (3)
P07 -- Boy (4)
P08 -- Girl (4)
P09 -- Boy (5)
P10 -- Boy (6)

Series 3 Sibling Cards:

B02 -- Mable & Sable
B03 -- Timmy & Tommy

- Series 3 card lists posted by mdude4

Series 4 Character Cards:

198 -- Tom Nook (Nookington's uniform)
199 -- Pete
200 -- Copper
201 -- Tommy
202 -- Gracie
203 -- Redd
204 -- Jack
205 -- Kiki
206 -- Tabby
207 -- Tom
208 -- Dizzy
209 -- Vesta
210 -- Tutu
211 -- Biskit
212 -- Lucky
213 -- Hazel
214 -- Mint
215 -- Gabi
216 -- Genji
217 -- Freckles
218 -- Deena
219 -- Rollo
220 -- Freya
221 -- Penny
222 -- Rizzo
223 -- Spork

224 -- Hugh
225 -- Egbert
226 -- Oxford
227 -- Bessie
228 -- Piper
229 -- Twirp
230 -- Ace
231 -- Emerald
232 -- Cousteau
233 -- Prince
234 -- Alli
235 -- Billy
236 -- Zoe
237 -- Ozzie
238 -- Ed
239 -- Octavian
240 -- Aziz
241 -- Murphy
242 -- Pudge
243 -- Tiara
244 -- Sandy
245 -- Astrid
246 -- Amelia
247 -- Gwen
248 -- Boomer
249 -- Axel
250 -- Nate
251 -- Bitty
252 -- Gruff
253 -- Huggy
254 -- Valise
255 -- Wisp
256 -- Don
257 -- Rosie
258 -- Woolio
259 -- Daisy
260 -- Pecan
261 -- Pippy
262 -- Pate
263 -- Fang
264 -- Carmen
265 -- Hambo
266 -- Hector
267 -- Petunia
268 -- Robin
269 -- Wart Jr.
270 -- Alfonso
271 -- Nosegay
272 -- Savannah
273 -- Tank
274 -- Louie
275 -- Mr. Resetti

Series 4 Design Cards:

D11 -- Yoshi's Egg
D12 -- Poke Ball
D13 -- Li'l Miser Shirt
D14 -- Kapp'n's Kisser

Series 4 "G" Cards:

G01 -- Copper & Booker

Series 4 Music Cards:

M12 -- K.K. Chorale

M13 -- K.K. Folk

M14 -- Comrade K.K.

Series 4 Nintendo (8-bit) Game Cards:

N01 -- Ice Climber

N02 -- Mario Bros.

Series 4 Player Cards:

P11 -- Girl (5)

P12 -- Girl (6)

P13 -- Boy (7)

P14 -- Girl (7)

P15 -- Boy (8)

P16 -- Girl (8)

Series 4 Sibling Cards:

B04 -- Pelly & Phyllis

- Series 4 card lists posted by myself, Pikachu_4_President

General/Miscellaneous:

Q: What is a "pitfall"? Is it a game?

A: Not in Animal Crossing. A pitfall is an item. It looks like a white circle with a large red exclamation point on the front. Bury it and then you or one of your villagers will fall in it after walking over it. It's meant to be a prank to play on your townsanimals.

Q: What kind of fruits are there?

A: Apples, pears, cherries, peaches, oranges, and coconuts (only found on the island).

- answer by TRDNiteLife

Q: Why does my character have horns?

A: She/he doesn't. It's hair sticking out from underneath their hat.

Q: Why do I keep finding soccer/basket/volleyballs around my village? What am I supposed to do with them?

A: Sometimes, when asking a villager for a favor, they will say they're bored and mention that if they had a ball to play with, they would be happier. It is your job to kick the ball over to them. After you do that, talk to them, and they will thank you. Also, you can kick the ball over to a townsanimal (even if they didn't ask for one) and they will kick it around. You can kick it back and forth between yourself and the villager.

Q: Do you really get presents from your villagers on your birthday?

A: Depends. If they've already asked you what your birthday is and you have been being completely nice to each and every villager (even the not-so-nice ones), you will most likely get presents. My birthday is October 6th, and I got presents from almost every villager in my town. Plus, one of them was even standing outside my house waiting for me with a present that turned out to be an NES game!

Q: What if I get something from someone to return to someone else, but the person I have to return it to has moved?

A: You'll have to go to the town they moved to and give it to them

there.

Q: How many Computer-Controlled Characters can I have?

A: 15, not counting Nook, The Able Sisters, the Post Office staff, or anyone else not living in a house. You can have 4 human characters, but only 1 will be able to play at one time, and you will not be able to see the other human characters in their houses.

Q: What's this "island" I've heard about?

A: You can only get to it using a GameCube/Game Boy Advance Link Cable to link up your GameCube and a GBA. The fishing is better on the island, you can create designs for free, talk to the animals there, and do all sorts of other nifty things that you can't do on the mainland.

Q: What can I do after I pay off all of my house extensions?

A: Donate bugs, fish, paintings, and fossils to the museum.

If you haven't visited the island yet, do that.

Go bug your friends/relatives' neighbors in their towns.

Catch every species of bug and fish in the game (I believe there's 40 for each).

Stare in awe at the statue you've received for paying off your debts.

Work on creating new designs.

Work on getting every item available in the game (this includes all the shirts, in which case it could take you years to collect everything).

Get a new memory card and start another town.

Spread the word about how wonderful this game is. Start a fan club!

- answer posted by myself with help from dman53 and ACTrader

Q: What can I do after Nook closes his store at night?

A: Clean your house.

Catch fish and/or bugs and store them in your house until you can sell them.

Re-arrange your furniture.

Answer your mail.

Dig up all the fossils, etc. and send them to the museum (the Post Office is open 24 hours a day).

Do chores for the villagers that are still awake.

Wake up the villagers sleeping in front of their houses.

Pull weeds.

Cut down trees that are too close together.

Catch bugs and fish and carry them around with you. Talk to villagers and they might buy them for lots of money.

Wake up your villagers. At least six of mine will fall asleep in front of their houses at night. Make sure they go into their houses, because sometimes they'll walk around a bit and then fall back asleep outside.

Q: This game includes Feng Shui, doesn't it? How do I use it to my advantage?

A: Yes, this game uses Feng Shui, the ancient Chinese art of arranging furniture to encourage the flow of good chi (energy) and a happy, healthy life. Using it will earn you more luck in finding items and money. To use it, arrange your furniture like this:

Orange furniture in the North (top of your house) for finding bells and items
Yellow furniture in the West (left of your house) for finding bells and items

Red furniture in the East (right of your house) for finding items
Green furniture in the South (bottom of your house) for finding bells and items

- answer posted by myself with help from Knightshade

Q: Why did you create this FAQ?

A: Several reasons, really. To help out those on the Animal Crossing Message Board, because they asked me to. I also did it for my sister, who hasn't been playing the game nearly as long as I have. And because I wanted to give back to those on the Message Board who have always been so kind and helpful to me.

Q: I'd like to give something back to you for creating this FAQ. What can I do?

A: Drop me an e-mail to say thanks! Just that makes all this work fun and worthwhile. But, if you really feel the need to go above and beyond, I'd like two things: I'm trying to find AC plush dolls. They were only made in Japan. I'm looking for the Tom Nook, Porter, Rover, Girl with net, Boy with net, and Boy with fishing rod. If you have a friend in Japan or something, they might have one. I've tried eBay and ufocatcher.com, but they're too expensive. Also, e-mail me for a list of the e-cards I need to complete my set. Also, I'm looking for anything and everything Animal Crossing (Doubutsu no Mori)-related from Japan. I'm also looking for promotional AC 3-D models from video game/software stores. All items I'd be willing to pay or trade for.

Golden Tools:

Q: How do you get the golden tools?

A: If you have an extra shovel, bury it in a glowing spot. A golden sapling will appear. After a few days, shake the full grown tree and out will fall a golden shovel. After catching one of every type of fish, Tortimer will give you a golden fishing rod. After catching one of every type of bug, you will get a golden net. After keeping your town "perfect" (please see "How do I get a 'perfect town'?") for two straight weeks according to the Well, you will get a golden axe.

Q: What do these golden items do?

A: With the shovel, you can dig up random places and find money bags worth 100 bells. With the axe, it will never break. The golden fishing rod makes fishing easier, the bobber doesn't have to be as close to the fish to get a bite, and it takes longer for the fish to steal your bait. You also get a fish weather vane on your roof. The golden net is two to three times bigger than a normal net, which makes it a little easier to catch bugs. You also get a butterfly weather vane on your house. (Thanks to Loto610 for the golden net information!)

Q: Can I trade or sell golden tools?

A: No.

How Do I...

Q: How do I plant a tree?

A: Plant fruit by digging a hole where there's lots of sunlight (not by a house or around lots of other trees), and click on a fruit in your inventory. Choose the "plant item in ground" option and your character will automatically plant the fruit. Remember not to step on the sapling at all!

Q. How do I write a letter?

A: Pick up some stationary. Click on it in your inventory and choose "write a letter." A keyboard will come up on the screen. All the buttons on the GameCube controller on the screen are labeled. Simply

follow that on-screen picture to see which buttons do what. When done, press the Start button. Be sure you use proper punctuation and that your spelling is correct, or else whoever gets the letter may write back saying they don't understand.

Q: How do I get the present floating around tied to a balloon?

A: Wait for it to land on a tree, then shake the present out of the tree.

Q: How do I catch a bee?

A: It's not as easy as one might think. Try running real fast and then, when they're real close to you, run in a circle. Apparently bees don't turn as well as your character does, and they will keep going straight. Repeat the process, and they will be further behind you. Turn and get your net ready. When they've almost caught you, release the A button.

Q: How do I get rid of a villager I don't like?

A: The easiest way to do it (without having any other memory cards or towns) is to ignore them. Don't write to them, don't do favors for them, and don't talk to them. Ignore them, and eventually they will probably leave.

Q: I shined up Gracie's car 'til it sparkled and she still insulted me and gave me cheap clothing! How do I get a Gracie original?

A: Be sure to tap the button as fast as you possibly can, or even faster than that! A good way to do this is to get a capped pen, set it horizontally on the controller, and kind of "rub" the pen across the controller to make it tap very fast.

- answer posted by Loki 174

Q: How do I talk to Pete?

A: At 9am and/or 5pm, stand in front of the Bulletin Board in front of your house. As the clock chimes, you'll hear his wings pounding as he flies overhead, then he'll land in front of the board. Immediately walk over to him and press the A button like you would talk to any other animal. If he has mail to deliver to your house, he'll talk to you for a bit, then when the conversation's over, he'll walk over to your mailbox, flip the flag up, and put mail in your box, then he'll fly off again.

Q: How do I get an item from/return an item to an animal that's sleeping?

A: Here's a fun little secret I learned while playing Animal Crossing. You know how a townanimal gets mad at you when you push them around? Well, they don't get mad at you if you push them around while they are sleeping. This information comes in very handy when you need to talk to them after their usual bedtime. If the animal has fallen asleep in front of their house, push them far enough away from their house so that you can stand between them and the house. Standing between the animal and their house prevents them from walking inside after you wake them up. Then, simply talk to the animal as you normally would. They will thank you (or yell at you, depending on their mood) for waking them up, and then try to walk into their house. Immediately press the A button to talk to them again, and you can give or retrieve the item.

Q: How do I get a "perfect town"?

A: According to Tips & Tricks magazine, follow these steps to earn a perfect town:

1. Be sure to ask the Well "How are things"? and pay close attention to what it tells you. If it says "In areas where there is very little green..." make sure you plant at least nine trees per acre, except the acre your house is in (B-3), the acre the Wishing Well is in, all of the F acres, the Museum acre and the acre with the large lake (where

fishing tourneys are held). If the Well says you have too many trees, make sure you have less than 16 trees in the acre it specifies. Once you've satisfied the specific acre requirements...

2. Keep track of where trees are by drawing the gridlines for your town on a piece of paper, and putting dots where the trees are. Once you have this information collected...
3. Check to make sure you have 12, 13, or 14 trees per acre, except those mentioned above. These acres are worth two points. If you have nine, ten, 11, 15 or 16 trees in an acre, that acre is worth one point. If you have less than nine or more trees per acre, those acres are worth zero points. If you have trash anywhere but in the Dump, that acre will be worth zero points. If you have three or more weeds in an acre, that acre is worth zero points, unless you have flowers planted in that acre. One flower reverses the negative effect of one weed, two flowers reverses the negative effect of two weeds, and so on.
4. When you reach 34-60 points, you will get the perfect town message from the Well. Maintain your town this way for two weeks (replant dead trees, pick up trash, pull weeds, etc.), and you'll receive the Golden Axe!

Q: How do I make a snowman?

A: Please refer to the "Snowman F.A.Q." in the "Special Event/Holiday F.A.Q." section.

Making Bells:

Q: What are some good ways to make money?

A: Money-wise, the game is pretty balanced. If you are patient, you can collect fruit daily and sell them for money. If you are not quite THAT patient, you can collect shells hourly or so along the beach for a less consistent but reasonable money source. If you want to work for it, and have a low skill level, and no patience, you can catch bugs. Some are very easy to catch. If you have a higher skill level, you should fish. A player good at button timing and speed can quickly land pay dirt after pay dirt by hitting the ocean during off hours of the day. If you want to farm cash, you can plant and maintain foreign fruit, which with some work can become pretty easy and lucrative, although a little time intensive, very simple and reliable. If you enjoy treasure hunting, you can shake trees for minor payoffs and occasional gifts, and occasional bee attacks. If you've got the skill you can turn the bee attacks into opportunities for quick 4500 bell hits as you search. If you like treasure hunting but prefer a more controlled method, and have more patience, you can hunt down the red rock and try to score 13,300 from it. People who mine and mail with sufficient patience will get rewarded with extra fossils that sell for hard cash. Risk-takers can invest their hard-earned bell in trees that just might sprout and triple their investment. SMART opportunity takers will always plant that tree or not, based on the shiny spot's position, surrounding landscape, and whether or not it rained yesterday. Property mongers will sell everything and buy everything to keep the flow of bell up while increasing their item catalog. Travelers can go get foreign deals and profits. Socials will run quest after quest, attaining merchandise and either hoarding all the spoils or selling 90% of it, turning a profit THAT way. The ultra-patient will invest a lot of time in socializing with the villagers, improving the landscape, writing letters, and increasing the town size - happy villagers that like you will have a naturally high freebie return rate (it's true - the better your PR with someone, the better deals and specials you can snag), and a town of 15 villagers that all like you can pay back bigger on a daily basis than anything else. It's the gift that keeps on giving, so long as you give back. And REAL risk takers

can play the turnip market, and try not to lose their shirt as they invest many thousands in the hopes of earning millions.

- answer posted by shockfrost

Q: I'd like to make more money. I've heard about "money trees." What are they, and how do I grow one?

A: After digging up a "glowing spot" with your shovel (you'll know what I'm talking about when you see one), you should get a bag worth 1,000 bells. Plant it in the ground and a little sprout will come up. For the next 24 hours, the tree will be in the sapling stage, so do not run over it and hopefully, if it has lots of sunlight, it will grow into a money tree.

NES Games:

Q: Which NES games can I get and how can I get them?

A: Balloon Fight

Baseball

Clu Clu Land

Clu Clu Land D

Donkey Kong

Donkey Kong Jr.

Donkey Kong Jr. Math

Donkey Kong 3

Excitebike

Golf

Pinball

Punch-Out!!

Soccer

Super Tortimer (a fake NES game, given to you by Tortimer on 4/1)

Tennis

Wario's Woods

You can get these games through presents on your birthday, E-Reader cards, trading, as rewards for helping your neighbors, shaking them out of trees, finding them in the dump or as a lost item at the police station, and the first person to move into town on a brand-new memory card will receive a letter from Nintendo that contains two NES games and a song from K.K. Slider to put into your tape player.

- game list posted by ACTrader

Patterns/Textures:

Q: How do I get my townsanimals to wear my design?

A: Enter the Able Sisters' Design House. Go up to an article of clothing on display, and press the A button. Mabel will talk to you about the design of the clothing, and you'll get a list of options. Choose "Display mine!" and then choose one of your patterns. She will get rid of the current design on display and your design will appear on the article of clothing. Then the other townsanimals may see your design and decide to wear it.

Q: Where can I find more patterns?

A: On a very cool website by ss5joshua at animalcrossing.web1000.com or go to <http://animalxing.com/textures.shtml>. ss5joshua might be kind enough to make a pattern for you if you e-mail him and ask him real nicely. He's a really nice guy; he lets me bug him about making patterns for me. People that let me bug them are cool. T. Cromis (see the link to his website below) also lets me bug him. He will do any design you ask for, and he's very nice. For more texture websites, see the "Helpful Websites" section.

Tom Nook:

Q: I heard that Tom Nook expands his store. When does that happen?

A: After reaching a total of 25,000 bells by buying or selling items, Tom Nook will close Nook's Cranny and re-open the store under the name Nook 'N' Go. After you've spent or made a total of 65,000 bells in Nook's store, he will close Nook 'N' Go and re-open the store under the name Nookway. After his transactions total 150,000 and someone from another village has visited Nookway in your town, he will close his store for the last time and re-open it as Nookington's. Each time he closes his store, he will send you a letter, and you will not be able to buy anything from him for a whole day. However, you will find that each upgraded store includes more items.

Q: Why does Nook keep giving me raffle tickets?

A: Because on the date he tells you, he will hold a raffle. For every five tickets you collect, you get a chance to win a prize at the raffle. Nook will hold the raffle at his store (you won't be able to buy anything on raffle day).

Trading:

Q: How do I trade? Do I need to use the Internet?

A: No, you do not need to use the Internet. If you know anyone that has the AC game and you'd like to trade (or give) an item, go to Tom Nook's store and talk to him. When he asks what he can do for you, choose "Other Things" and then choose "Hear Code." He will ask you the name of the town and the person you want to send the item to. Type in the information and then confirm it with Nook. He will then ask what item you'd like to give. Click on the item in your inventory and then he will give you a password. Write down the password very carefully on a piece of paper and give it to the person you sent the item to. All they have to do to pick up the item is go to Nook's store in their own village and choose "Say Code." Then they will have to type in the password you gave them, and Nook will give them the item. A good place to trade items is on the GameFaqs Animal Crossing Trading Board:
<http://sl.cgi.gamefaqs.com/boards/gentopic.asp?board=575>

Q: I'm having trouble making the codes work. What do I do?

A: Try changing the lower-case L's to capital i's or vice-versa.

What/Who Is...

Q: What's with the animal that sells turnips every Sunday from 6am-12pm?

A: Her name is Sow Joan, and she is a boar. If you buy the turnips, remember what price you bought them at. Then check Tom Nook's store every day and ask him (under "Other Things") what price he'll pay you for your turnips. The idea is to sell them to Nook for more money than what you paid Joan for them. You have a week to do so; if you don't sell them within a week, they will go bad and you won't be able to sell them at all.

Q: Who is Mr. Resetti and why should I not upset him?

A: Mr. Resetti is a mole that will appear if you reset your game. Each time you reset your game or don't save before turning off your GameCube, he will pop up in front of you and lecture you relentlessly and make you feel like a total heel. If that's not bad enough, and you keep resetting or not saving, he'll reset your game himself!

26) F.A.Q. (FOR THE PROS):

This section includes very specific questions, for those who have played

the game a lot and are ready to get down to the nitty-gritty, itty-bitty details. All answers given by myself unless otherwise noted. PLEASE do not e-mail me with questions or post on the GameFags AC Message Board until you have read this the WHOLE WAY THROUGH...

Animal Island:

Q: What do I do on the island?

A: Bury furniture on the island, and leave the golden shovel. When you download the island to the GBA, feed the islander fruit to make him/her happy, then have him/her dig up the furniture. He/she will replace the furniture it digs up with a different piece of furniture, and if the islander is happy the item could be extremely rare. Also, each islander hates one fruit, likes the others, and lives on fruit. When you feed it fruit, it will drop bell bags, ranging from 100 to 30,000. If you find the fruit that the islander loves, 30,000 bell bags will be more frequent. Another thing you can do is leave your net on the island. Every few minutes, something will float past that you can catch. It will be switching between some of these types of items: tool, furniture, treasure chest (give you wallpaper, floor, or clothes), gyroid, pitfall, trash, maybe something else. Whatever the floating object is when the islander catches it is the type of item you'll get. Feed the islander some fruit to make him/her drop the item for you. Another thing you can do is leave your fishing pole on the island. give it to your islander on the GBA, and have him/her go fishing. The islander will catch either trash (heavily lowers happiness), octopus (slightly lowers happiness), a fish (raises happiness), treasure chest, furniture, or gyroid.

- answer posted by link333

Q: I heard you can "duplicate" items using Animal Island. How do I do that?

A: Here are the instructions for duplicated items via the island...

1. Go to island, drop off items there.
2. Leave island, save to GBA.
3. Don't press any buttons on GBA, leave acre when you get back to mainland.
4. Talk to Kapp'n. He will ask you where your island in your GBA went.
5. When he gives you a choice, choose "Another Island"
6. Pick up your items after getting to the island.
7. Press any button on the GBA.
8. Leave the island and don't save the island to the GBA.
9. After getting back to the mainland, leave the acre and come back.
10. Talk to Kapp'n and go to the island.
11. You will find duplicates of the items you picked up in step 6.

- answer posted by Neo Zero

Q: I don't like my islander! Is there some way to get a different one?

A: Believe it or not, there is!

1. Start a town without a memory card that must be deleted.
2. Go to the island (don't name it something dumb, it stays like that)
3. If you like the islander, go on. If not repeat steps 1-2.
4. Get the island on the GBA
5. Go to your real town
6. Go to the island. You should have the island on the GBA.
7. Save your game.

- answer posted by Animal Crossing Dude

Character Information:

Q: Are Pete and Phyllis a couple?

A: According to my sources (Pete himself), they are. Why would he

choose Phyllis over Pelly? That is the eighth wonder of the world...

Q: I really like (insert character's name here), but they're talking about moving! How can I convince them to stay?

A: Keep talking to them. They may say something like "I need your help to move, and if you don't help me... I won't move! So, will you help me?" Say no, and they'll probably stay.

General/Miscellaneous:

Q: When will Tortimer ask me to help him decide where to build a new bridge?

A: When you manage to get 15 characters to move to your town for the first time.

Q: Can you fall in love and get married in this game?

A: No.

Q: Why not?

A: Um... Because your character is human, and your villagers are animals, for one thing.

Q: So?

A: Next question, please.

Q: Do I have to set my GameCube clock back for Daylight Savings Time?

A: Yes.

Q: What's all this talk about "time travelling"?

A: Time travelling is when you purposely set your GameCube clock to a different date or time (say a holiday, for example), usually to get a certain item.

Q: Oh. Isn't that cheating?

A: It's not cheating, per say. That's just one of the options in the game that Nintendo was hoping no one would pick up on (like the Free Passwords). It does, however, take a *lot* of fun from the game. Waiting for each holiday and special event to arrive is part of the whole point to the game. It IS cheating to set the clock ahead just to get a specific item that is only available at a certain time of year or on a certain day.

Q: I fell in a pitfall! What do I do?

A: Press the A button repeatedly.

- answer posted by Anime Ratguy

Q: Does this game have an ending/can you die?

A: No.

Letter-Writing:

Q: Any tips on letter-writing?

A: There is much debate on how to write a perfect letter. Here are the tricks I use, and I almost always get a reply, usually with a gift attached.

- Always spell everything correctly and try not to use big words they won't understand (although some big words are OK, as long as they're spelled correctly!).
- Use the proper punctuation, including periods, commas, hyphens, and apostrophes.
- Try to use their *current* catch phrase.
- Vary the way you start and end your letter (i.e., "To My Favorite Hippo, Biff.... Your Buddy, Leslie").
- Say nice things about other villagers and be sure to use their names.

- When enclosing a gift, mention exactly what it is (i.e., "Here is a flame shirt for you."). Be sure to spell it correctly, including capitalization where given. This will make it more likely that you'll get a gift in return.
- Don't let your sentence run off the page in the middle of a word. Start a new line. This is VERY important!
- Mention specific holidays (as AC would say, such as "Toy Day" instead of "Christmas").
- Don't be crude or mean, or they Pmight get mad.

Q: How long does it take for your villager to reply to you?

A: Some villagers just don't write a whole lot of letters. But for those who do, it will take anywhere from 30 seconds to several hours. To be more specific, if you ask an animal if they need anything done and they ask you to write them a letter, write them a letter, and then go right back over to them and talk to them. They will thank you for the letter and tell you that they've replied, so go check your mailbox. However, Pete only delivers the mail at 9am and 5pm, so you probably won't get any letters inbetween those times unless you send more than five or six letters at a time (then Pete will be paged to make a special delivery).

Patterns/Textures:

Q: Can I mail my designs?

A: No.

Q: Can I sell my designs?

A: No.

Q: How long will it take before my townsanimals start wearing my design?

A: If it's a design they like (try simple ones or ones of a familiar character like Mario) they might start wearing it within a few days. However, sometimes it can take up to two weeks.

Q: How can I get designs I've made to other towns so other townsanimals can wear them?

A: Go to the other town and enter the Able Sisters' Design House. Go up to an article of clothing on display, and press the A button. Mabel will talk to you about the design of the clothing, and you'll get a list of options. Choose "Display mine!" and then choose one of your patterns. She will get rid of the current design on display and your design will appear on the article of clothing. Then the other townsanimals may see your design and decide to wear it.

Turnips:

Q: What do I do with turnips?

A: After you buy them from Joan on Sunday mornings, you can go to Tom Nook's shop (starting Monday) and, after choosing "Other things," choose "Turnip prices." He will then tell you how much he's buying them for. The idea is to sell them for more than bells than you paid for them.

Q: After buying lots of turnips from Joan, can I leave them in my basement without worrying about bugs?

A: Yes. Be sure to sell them by the time Tom Nook's shop closes Saturday night!

27) SPECIAL EVENT/HOLIDAY F.A.Q.:

Wisp F.A.Q. (any night from 12am-4am) --

Wisp is an adorable little ghost who needs your help. He wants you to gather five spirits floating around your town. Grab them with your net, bring them back to Wisp, and he will grant you one wish.

****PLEASE NOTE****: This particular F.A.Q. was written by the great T. Cromis (check out his awesome website in the "Helpful Websites" section!). Without him this F.A.Q. would never have been posted, because so far, I haven't met Wisp. You rock, Cromis! Thanks for all your help!

Preparations:

1. Wisp can come regardless of how weedy your town is, but seems to come more frequently if you have lots of weeds. Wisp does NOT come every night, even if your town is chock full of weeds.

Instructions:

1. Find Wisp. He will be invisible until you get near him. You do not have to bump into him to find the acre he is in. If you are having trouble finding him, try using the "2-pass method." Run horizontally back and forth, first near the top of each acre you are to the far left of the map, then to the right near the bottom of each acre. This is a quick method to scan your whole town, but there's a slight chance you will miss something. For Wisp, a single pass through the center of each acre will probably suffice. When you got to Wisp's acre, you will start to see messages like "That's not where I am, come over here," but he won't appear. When you get the message, zig-zag around IN THAT ACRE until you bump into him, at which point he will become visible.
2. Find the spirits. They are about the size of a weed. They are round at the bottom with a spiral design, and a pointy wavering thingy at the top. They can even drift out to sea before you can catch them, but they will probably drift over the dock so will be able to snag it. To find them all, try using the "3-pass method" (when you run once near the top, once near the center, and once near the bottom of each acre). The spirits stack like stationary, so you only need one slot.
3. After you get the spirits, go back to Wisp (still visible and still in the same acre) to get your reward.

Tips/Tricks:

1. If you save and quit with spirits in your inventory, you will lose them. However, they will scatter back to the town, so you don't need to find Wisp again, just restart your spirit hunt.
2. The weeding choice: nothing exciting happens. He says something like "give me a few minutes." But the weeds are still there. If you just walk into a house and come out, the weeds will be gone. Also, if you save and quit then restart, they will be gone.
3. The item choice: The items are completely random; sometimes you get a shirt, sometimes a rare item. Feng Shui probably helps.
4. You can NOT drop them in your house. If you try to put them in an envelope you get the "You can not mail turnips or living things" message. Author's (Cromis) note: "I never though of spirits as living things. They must be turnips." *lol* You can't donate them to the museum.

Snowman F.A.Q. (starts after snow covers the ground, once a day every day) --

Snowman is the funniest special character in the game. He writes really cute letters and is fun to talk to. Building a Snowman is not as hard as it sounds. It does require patience, though, so follow my instructions carefully! Once you get the hang of it, you'll wish you could build them all year long!

Preparations:

None.

Instructions:

1. Walk around your town and look for snowballs (little white spheres). Sometimes they're well-camouflaged by the snow and it's not uncommon to walk right past them. They can be behind trees or houses sometimes, so watch out and don't kick them into water!
2. Once you've found the two snowballs, think about where they are and determine which one will be easiest to move. For example, if the first snowball is in an acre full of trees, lakes, bridges, or whatever, it will be harder to get that one over to the second snowball, so it's better to push the second one over to the first one.
3. Once you've determined which one will be easiest to roll to the second one, start kicking the snowball carefully and slowly towards the other one. If necessary, stop kicking the snowball and run ahead to check for lakes and trees that you'll have to "steer" the ball around.
4. After a while of kicking the snowball, the snowball will get larger and your character will start pushing it with their hands. You'll notice they will move slower and will have better control over where the snowball goes. This is the best time to push a snowball over a bridge or up a hill.
5. When the two snowballs are in the same acre, roll one of them around until it's as big as you think it can get. Stand next to it with your character facing you. The snowball should be as tall (or a bit taller) than your character, including their hat.
6. Push the second snowball until it's a little bit more than half the size of the bigger one.
7. Push the little ball into the side of the bigger ball, and it should automatically plop itself onto the top of the bigger one. If it doesn't, that means one or both of the snowballs is not the proper size. Adjust the snowballs and try to push them together again.
8. A face will appear on your new snowman and he will begin to talk. If he goes on about how wonderful you are, you know you've done it right. If he tells you he would have preferred to look another way, you know you didn't build him correctly. Try again the next day.
9. Snowman will send you a piece of the adorable Snowman Series in the mail if you built him correctly.

Tips/Tricks:

1. To make it easier, kick each snowball back and forth across the screen until they're big enough to roll by hand. This will make them much easier to control.
2. Go slowly, be patient, and don't rush. A good snowman takes a bit of time.
3. Don't try to kick a snowball downhill. It's easier to roll one up a hill to the one on the upper level than it is to roll one downhill to the lower level.
4. Never kick a snowball into the water. It will melt and, while that looks pretty cool, it means you'll have to run around the map and find both snowballs again.
5. Never kick a snowball into a tree or rock. If it's still small enough, it'll break.
6. Never try to push a snowball between two objects if it won't fit. It will break.
7. I've found that the easiest way to make a snowman is to kick them around until my character starts pushing them, then steer one towards the other. After that I push one around until it gets really big, and then I push the other one around until it looks to be a little bit bigger than half the size of the bigger one. If one it gets too big, I roll it around on a brown spot until it shrinks a little.
8. Never push the big snowball into the little one. The little one is supposed

to be the head, and the big one will be the body. Always make sure you push the little one into the big one.

9. No matter how big ("mega Snowman") or small ("snowboy") the snowman is, as long as it is proportionate, you will get the furniture. (Thanks to Jamie for reminding me of this!)
10. When you construct a snowman over a spot where something is buried, the spot will disappear and the item buried there will appear in the lost and found (thanks to crynyd for pointing this out!).

Igloo F.A.Q. (starts after snow covers the ground, lasts from 10am-10pm) --

After snow covers the ground, you will notice that one of your villagers has built an igloo. If you step inside the igloo and talk to the villager, they may offer to play a game with you. Depending on their personality, villagers will play different games with you. Each type of personality will always play the same games. There are seven (eight, counting the DUMMY item) special items you can only get from an igloo resident, so try to collect them all! The items are:

Chowder (bubbles and boils)

Crab Stew (bubbles and boils; you can turn the hotplate on and off)

DUMMY (white triangular table-looking item with red Japanese characters on it; seems to be a dummy item that the creators forgot to take out of the game)

Fireplace (fire crackles inside, and you can put stuff on it like a table)

Igloo Model (which has a light that you can turn on and off)

Sleigh

Snow Bunny (does nothing, but it's cute!)

Snowboard

Snowy Tree Model

Preparations:

1. If you've paid off your house, take your money to the Post Office and deposit all but 3,000 of it. (Keep taking out 3,000 bells each time you want to play an igloo game.) You don't have to do this, but it's wise because your townsanimal can't make you pay 90,000 bells if you don't have 90,000 bells with you!
2. Make sure you have at least 3,000 bells on you.
3. If you want to sell an item, make sure it's in your inventory. If you don't want to sell an item, take it out of your inventory. You don't have to, because you can refuse to sell an item, but it's easier if you don't have it on you to begin with.

Instructions for...

"Very Sweet" characters:

To buy an item: They will play the 5-card game. They will say five items and their prices, one by one, and with each one you can decide whether to buy it or not. If you haven't bought an item by the time they get to the fifth item, you have to buy the last item, no matter what it costs (it will never cost more than you have). This is the best game to get furniture and igloo items from, because you're always guaranteed to get an item, and sometimes you can get things cheaper than at Nook's!

To sell an item: They will have four cards; each one has a price written on it. Whichever card you choose, they will pay you however much is written on the card for your item. If it's only ten bells, they will trade you an item for your item.

"Nice" characters:

To buy an item: They will play the 4-card game. You choose between four cards. If, on the first try you choose the same one they picked, you have to buy the

item with all your money. If you pick a different card, they will lower the price and you get to play again.

To sell an item: They say a low price; then they will ask you to choose their right or left hand. If you guess the same one they picked, they'll buy the item for the low price. If you choose a different hand, they'll raise the price and you get to play again.

"Kind and Quiet" characters:

To buy an item: They will play the peach/pear/apple game. Guess if they are thinking of a peach, pear, or apple. If you guess right, you get an item for free. If you guess wrong, you'll have to buy the item for over 1,000 bells, or buy another item for less than 500 bells.

To sell an item: They will try to buy an item of yours for a low price. You can sell your item by saying "Stop!" or say "Next!" if you refuse. If you say "Next!" they may raise the price, not buy anything, or buy it for a low price anyway.

"Athletic" characters:

To buy an item: They will play the wrestling game. You have to guess which move they used to beat you. Their face will turn red and you'll hear a "pow!" sound as if they'd just hit you. During the first two rounds, you have two choices. During the third and final round, you'll have three choices. One wrong guess and you have to buy the item they told you about at the beginning of the game. Usually they will give it to you for a low price.

To sell an item: Pick one of three cards. They will react to it. You can either keep that card based on their reaction and you'll have to sell your item for the specified price, or you can choose to pick another card.

"Moody" characters:

To buy an item: They will play the lucky card game. You will have a choice of three cards. One card is lucky, one is so-so, and one is unlucky. If you choose the lucky card, you will get an item for free. If you choose the so-so card, you'll pay a somewhat fair price. If you choose the unlucky card, you will have to pay up to 3,000 bells for the item.

To sell an item: The townsanimal will think of a number between one and nine. Your job will be to guess if the number they're thinking of is more or less than five. If you guess right three times in a row, they will buy your item for 3,000 bells or more. If you guess right two times in a row, they will buy your item for a little over 2,000 bells. If you guess right once, they will pay around 1,500 bells. If you guess wrong on the first try, they will pay less than 500 bells.

Tips/Tricks:

1. The 5-card game is the easiest game to play. You always get an item, and it's not hard to collect most (if not all) the igloo items in one day. If you have a villager that plays this game (or another game that you like), play all day long as long as you have the money!
2. The igloo disappears at 10pm. If you want to play after it's supposed to close, make sure you have several items in your inventory and around 10,000 bells with you. Run into the igloo with your items and money before 10pm. Talk to the igloo resident. If they don't play a game with you, stay in the igloo and watch them walk around for a bit. Then try talking to them again. You can do this all night as long as you don't run out of money to buy things. It does require time and patience, though, so feel free to brush your teeth, put your PJs on, etc. in between talking to them!

Tortimer's Lighthouse Request (sometime in first couple months of the year) --

Tortimer is the world's hardest working tortoise (hey, how many turtle mayors do you know?), and he needs a break. So it's off for a vacation for him,

with a simple job request for you. He asks you to turn on the Lighthouse every day while he's gone some time between 6pm and 10pm.

Preparations:

None.

Instructions:

1. Go to the Lighthouse any time between 6pm and 10pm. Walk around to the side you can't see (it will always be North side).
2. Walk in the door (you won't be able to see the door; just trust me, it's there) by pushing the control stick down.
3. You will be inside the Lighthouse, where you will see a life-saving ring on one side and a switch on the other.
4. Walk over to the switch and press the A button. Your character will flip the switch.
5. You do not need to turn the Lighthouse off. It will turn itself off some time in the morning.

Tips/Tricks:

1. If you have more than one person living in your town, either one of you can turn the Lighthouse on. Each person who helps with the Lighthouse task will get a gift from Tortimer.
2. You *must* turn on the Lighthouse every single day in order to get your present from Tortimer.
3. The Lighthouse will not be open during any other time of the year, and it will not be open before 6pm or after 10pm on the days you are supposed to turn it on.

Halloween/Jack F.A.Q. (October 31 at 6pm - November 1 at 1am) --

On Halloween night, from 6pm October 31st to 1am November 1st, a mysterious person with a Jack-o'-Lantern for a head will appear in town. All of your villagers will be dressed like Jack, too. Your job is to find the real Jack and give him a piece of candy. In return, he will give you a piece of the only-available-once-a-year Spooky Series furniture collection. After you receive the item, put it in your house and head out to find Jack again.

Preparations:

1. Buy all of Nook's candy every day as soon as he starts selling it (about two weeks before Halloween). Keep it in dressers, wardrobes, or other storage devices (like the office locker) in your basement.
2. Fill your letter inventory with old letters.

Instructions:

1. Put one piece of candy in your inventory, and put a piece of candy in each old letter you've saved. Make sure you don't have anything important in your inventory.
2. Head out to find Jack; try to avoid all your other townsanimals, who will be dressed as Jack and will be chasing you to get a piece of candy.
3. If a villager catches you, give them some candy. Replace the candy you gave the villager with a piece from an old letter, and keep going.
4. Once you find Jack, give him a piece of candy. He will give you furniture. Immediately, take the furniture he gave you and drop it off in your house. That way, if you run out of candy or don't have any with you when you get caught by a villager, they won't turn your piece of Spooky furniture into a Jack-o'-Lantern!
5. Repeat steps 1-4 until you run out of candy.

Tips/Tricks:

1. To get a Jack-o'-Lantern or Jack-In-The-Box (not necessary to complete the

Spooky Series), put something in your inventory that you don't really care about. Then, allow yourself to be caught by a villager, and don't give them any candy. They will "trick" you by turning your inventory item into a Jack-o'-Lantern or a Jack-In-The-Box.

2. The real Jack will never chase you, so if you see a "villager" standing still, that's the real Jack.

Harvest Festival/Franklin F.A.Q. (Fourth Thursday of November, 3-9pm) --

Definitely the easiest holiday to get furniture from. Franklin is a turkey who is desperate to be rescued from his fate as the town's Harvest Festival dinner. It is your job to save his life.

Preparations:

None.

Instructions:

1. Talk to Tortimer to receive your Harvest Festival gift.
2. Find Franklin and he will give you instructions on what to do.
3. Head to the Wishing Well and find the fork and knife lying on the banquet table.
4. Pick up the knife and fork using the B button.
5. Find Franklin again and he'll take the knife and fork from you and give you a piece of furniture from the Harvest Series.
6. Repeat steps 3-5 to collect the whole series, then you can get duplicates and sell them to Nook to make some money.

Tips/Tricks:

1. Franklin will usually be hiding behind a house, building, or tree, so look carefully.
2. Usually Franklin will be in one of several common spots. For example, in my game, he would often hide behind the Museum or a particular tree. Don't hesitate to check behind a spot where you've found him before.

Jingle F.A.Q. (December 24 at 8pm - December 25 at 1am) --

Jingle is a reindeer who travels around the world on Christmas Eve delivering toys to all the good girls and boys. From him you will receive pieces of the Jingle Series.

Preparations:

1. Make sure you have a lot of very different-looking outfits.

Instructions:

1. Find Jingle and talk to him until he gives you a gift.
2. Walk to a different acre and change into an outfit that looks very different from the one you were just wearing. It can also be an outfit you designed (thanks to FJG088@aol.com for pointing this out).
3. Find Jingle again and talk to him twice to receive another gift.
4. Continue until you've collected the whole series, or until Jingle decides he doesn't want to give out any presents any more (whichever comes first).

Tips/Tricks:

1. After talking to him five times, you don't have to leave the acre anymore; you can even change right in front of him! At some point he'll recognize you, and then you're done unless you have another human character to use. (Thanks to bkc56 for this tip!)

28) HELPFUL WEBSITES:

Here are some really helpful sites that will aid you on your journey through your Animal Crossing life. If you visit an independent site, please be sure to tell its creator that Pikachu 4 President sent you!

Animal Crossing Newsletters:

http://www.geocities.com/animal_crosser/

My newsletter, including cool downloads, games, screenshots, patterns, advice, merchandise news, and much more!

Cromis's Animal Crossing newsletter can be obtained by e-mailing him at t_cromis2@yahoo.com and putting SUBSCRIBE CROMIS' BULLETIN in the subject line

Animal Crossing on GameFaqs:

<http://s1.cgi.gamefaqs.com/boards/gentopic.asp?board=12178>

Animal Crossing Message Board

<http://s1.cgi.gamefaqs.com/boards/gentopic.asp?board=575>

Animal Crossing Trading Board

Fishing:

http://db.gamefaqs.com/console/gamecube/file/animal_crossing_fish.txt

Deflux's Fishing FAQ

Free Passwords:

<http://acblink.cjb.net/>

BLINK7441's "Universal Codes" Site

General Animal Crossing Information:

www.animal-crossing.com

Nintendo's Official Animal Crossing Website

www.animalxing.com

Very informative and helpful site (also has textures/patterns)

<http://Jcink.com>

15 Easy Ways To Make Bells by jcink

Miscellaneous:

www.nintendo.com

Nintendo's Official Website

photos.yahoo.com/animal_crosser

Pikachu 4 President's (that would be me!) Photo Gallery (with screenshots!)

<http://www.accentral.net/catalog.php?user=2771>

Pikachu_4_President's Online AC Catalog

<http://animalxing.suddenlaunch.com>

Justin's Animal Crossing Forum (for trading and miscellaneous)

Patterns/Textures:

animalcrossing.web1000.com

ss5joshua's Patterns Site

http://www.geocities.com/t_cromis/index.html

T. Cromis's Patterns Site

<http://ickster.tripod.com/textures/>

More patterns/textures

www.war3.com/warlock/actrading
DK Jr., Mario, Kirby, and other patterns

<http://ickster.tripod.com/textures/>
Green Latrine's Texture Site

http://www.boomspeed.com/ranma_neko/
Ranma's Texture Site

http://www.boomspeed.com/ranma_neko/peveus.html
Peveus's Texture Page

<http://www.vgmaps.com/Other/SpecialStuff/index.htm>
The Online Video Game Atlas, which includes lots of really nice AC textures
(and an awesome Super Smash Bros. movie)

http://www.pbase.com/jokey665/animal_crossing_textures
jokey665's Texture Site

Town Themes:
http://animal-crossing.com/popup_melody.jsp
Melody Maker (lets you try out your own tunes!)

29) THANKS:

Thank you to all the members of the Animal Crossing Message Board. You have inspired me, helped me, and become my "extended villagers." I wish you all the best in your AC lives. Thank you for being so kind to me.

A special, personal thanks to my wonderful boyfriend, Brian (a.k.a. zardo_00), for encouraging me, supporting me, putting up with me, and helping me finish this long-awaited FAQ.

A heartfelt thanks to the readers of this FAQ. If I can help just one person, or get just one person to love this game as much as I do, it was all worth it.

Big thanks to CJayC for making these little communities possible. Without you, we'd have to search far and wide for our information, and do you know how much precious time that takes away from our game-playing?

Major "thank you" to my sister, Stephanie, for helping me proof-read this FAQ and for making me feel like it is actually helping someone!

Thank you very much to those who helped me with the character information, including: Stephanie (my sister), omnitarian, espeon2000, Miyamoto Wannabe, Gmana7286634, sonicinmobius, ness445, briwhohuntselves (who collected most of the catch phrases, actually, and the personality descriptions), cjkirby, jcink, tinyboy21 alberto strikes back, babaloulou, animalcrossingman, Forsaken Being, darklao, FifthMeadow, zora32, NessRevengel13, Animal Crossing Dude, yueske, Avlanchesf49, Nagna zul, cf is best, AnimeJet, Toan Dark Cloud, IsaacofPainu, kappn3, jack925, Golden Son, Metaknight3000, porksoda, iluvgamecube, Dirk Gently, Bing147, Marth11, zeldafanatic15, kupop, DaSSBMasta, tbone9012, SSTwinrova, Zeldas Majik 101, Acidpickle, GoldDean, Shadow Dino, Prof Elvin

Gadd, Hjjf 309, deadmon, Secret240, xphile30, PrincessToadstool SevenYearOld, hyperporygonguy, sheikzelda, marbear758, Rabid Frothing Kirby, Toan Dark Cloud, LegatoBluesummers520, Trilly, Blade Echidna, DA boy reborn, Elekid 34, DarkDraconis, CubeKnight, Pikachu4u, wolfpiper, Draugluin, Samus Sedai, captain colorado, Omega DragoonX, Geno64, andypham007, MB Shafter, gijinkagato, Golden Hero, and deblaey.

A warm thanks goes out to T. Cromis and BTB for helping me get this FAQ formatted correctly.

Other thanks go to: hypershadowmanx, harry349, without a cause, IVIiles Prower, and Abhishek for fixing minor mistakes I made!

30) DISCLAIMERS (And Other Stuff I Have To Put):

This FAQ is copyright 2002 by Leslie (a.k.a. Pikachu 4 President on the AC Message Board). You may not post this FAQ anywhere else without my permission. Please e-mail me at animal_crosser@yahoo.com for my permission to post a link to this FAQ on your website (you may NOT alter it in ANY way). If you do not get my permission, from what I've read, GameFags will do everything and anything short of coming to your house and dragging you to court. This FAQ is meant to be printed out and used for individual use ONLY.

Pikachu 4 President is not responsible in any way/shape/form if the reader of this FAQ should suddenly become so addicted to this game that they lose their job, mate, house, and/or ability to function within normal society.

31) COMING SOON... AND UPDATES, TOO!:

Coming Soon...

More Animal Island Info
More Special Event/Holiday F.A.Q. (as they happen)

Updates:

November 30, 2002, version 6.0 --
Added more Character Information in the Characters section
Added Jingle Bells and Sound of Music to Town Themes section
Added "Pika Picks" to the K.K. Slider's Songs section
Added more Things To Make Your Townsanimals Say
Added to the Making Bells part of Tips/Tricks section
Added about 30 codes to Free Passwords section
Added Mario Mushroom in Flower Arranging For A Pretty Town section
Added E-Card List in the E-Reader part of F.A.Q. (For Beginners And Novices)
Added to the General/Miscellaneous part of F.A.Q. (For Beginners and Novices)
Added Jcink's "15 Easy Ways To Make Bells" link to the Helpful Websites section
Added Justin's link in the Helpful Websites section
Fixed formatting

December 2, 2002, version 6.0.1 --
Added more Character Information in the Characters section

December 4, 2002, version 6.0.2 --
Added more Character Information in the Characters section

Added information on the golden net in the F.A.Q. (For Beginners and Novices)

December 16, 2002, version 6.5 --

Added more Character Information in the Characters section (phrases are done!)

Added Snowman info in How Do I... part of F.A.Q. (For Beginners And Novices)

Added Animal Crossing Newsletters links to Helpful Websites section

December 20, 2002, version 7.0 --

Added more Character Information in the Characters section

Added about 25 more codes to Free Passwords (making this FAQ over 100 pages!!)

Added Tree-Planting info to Tips/Tricks section

December 22, 2002, version 7.0.1 --

Added more letter-writing tips to the F.A.Q. (For The Pros) section

January 12, 2003, version 7.5 --

Added and fixed some Character Information in the Characters section

Added and fixed some Town Themes in the Town Themes section

Added more Things To Make Your Animals Say

Added about 40 new codes in the Free Passwords section

Added Gulliver's "Toad Town" reference to Japanese and Nintendo References

Added Special Event/Holiday F.A.Q. section!

January 15, 2003, version 7.5.1 --

Added Bamboo Robe and Mammoth Skull codes to Free Passwords section

January 16, 2003, version 7.5.2 --

Added about 30 more codes to the Free Passwords section

Added another "rock trick" (this one by Kapps187) to the Tips/Tricks section

Added another "rock trick" (this one by bkc56) to Tips/Tricks section

Added a tip/trick (by bkc56) to Jingle F.A.Q. in Special Event F.A.Q.

January 16, 2003, version 7.5.3 --

Added Gracie's Top, Blue Stripe Knit, Diner Uniform, and Snowman Table codes

January 17, 2003, version 7.6 --

Added T. Cromis's "Wisp F.A.Q." to the Special Event/Holiday F.A.Q. section

January 20, 2003, version 7.6.5 --

Added and fixed some Character Information in the Characters section

Added ways to duplicate items and get a different islander to F.A.Q. (for Pros)

Added Tortimer's Lighthouse Request to Special Event/Holiday F.A.Q.

January 27, 2003, version 7.7 --

Added Series 2 Design, Music, Player, and Sibling cards to e-Reader card list

February 2, 2003, version 8.0 --

Added seasons to get different outfits in the Clothing section

Added about 100 new codes to the Free Passwords section

February 5, 2003, version 8.5 --

Added about 85 new codes to the Free Passwords section

February 17, 2003, version 9.0 --

Added and fixed some Character Information in the Characters section

Added Rock Around The Clock to Town Themes section

Added about 25 codes to Free Passwords section

Added another tip to Snowman F.A.Q. in Special Event/Holiday F.A.Q. section

March 13, 2003, version X --

Added some Character Information in the Characters section
Added many more and re-arranged the Town Themes to the Town Themes section
Added more Things To Make Your Animals Say
Added about 65 new codes in the Free Passwords section
Added Gracie's "Hyrulian" reference to Japanese and Nintendo References
Added all Series 3 cards to e-Reader card list
Added catching bees to How Do I... part of F.A.Q. (For Beginners And Novices)

April 1, 2003, version X.0.5 --

Added about 25 new codes in the Free Passwords section

May 6, 2003, version X.1 --

Added information about May windsocks to the Calendar section

Added about 65 new codes to Free Passwords (making this FAQ over 200 pages!!)

Added "How do I get a 'perfect town'?" to F.A.Q. (For Beginners And Novices)

@-}-----~THANKS FOR READING!-----{-@

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