

Animal Crossing FAQ

by MGreen

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

This is a FAQ for Animal Forest Plus (Doubutsu No Mori Plus), ver. 0.02

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<http://www.gamefaqs.com>.

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mmmmmmmmmmmm right-hand edge, you are using a monospaced font.
iiiiiiiiiiiiii This FAQ looks far better viewed in a monospaced font.
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12345678901 to view this file.

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1 - INTRODUCTION, AND QUESTIONS THAT HAVE ACTUALLY BEEN ASKED FREQUENTLY

Hitori Yori Futari,	Two people are better than one,
Futari Yori Yonnin,	Four people are better than two,
Yonnin Yori Takusan.	A crowd is better than four.
Doubutsu no Mori +	Animal Forest Plus
Purasu ni natte	Various bonuses make
iroiro purasu.	this the "plus" version.

Animal Forest Plus is an original GameCube title by Nintendo. The idea is simple: your character has just moved to a new village and needs to make a life there. The game is then about getting through life: talking to new people, working jobs and making money, expanding your house, etc.

It's similar to "The Sims" or (for those who remember it!) "Little Computer People", except that you completely control a single specific person instead of just being an observer or influencing force.

The game has several unusual features. First, it's synced to the real-time clock, meaning that the village in the game reacts to the real time and date. (This also means it's more of a "pick up for a moment" game than a "play all evening" game.) The "Hitori Yori Futari" bit refers to another feature: if several people share the same GameCube and several of them play, they can interact with each other - with hostility or otherwise.

What about the memory card?

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AF+ comes with a memory card included in the box. This is included because the Animal Forest Plus save file is 57 blocks - enough to scarf down an entire memory card otherwise. The memory card included is 59 blocks big, the remaining 6 blocks being taken up with an invisible file which acts as a "signature" for AF+, provided a slightly different start condition for every copy.

Note that the items determined by the signature on your initial memory card come from a fixed set, and all items in that set are available in the game eventually regardless of your signature - you just won't get them so easily. Nintendo have, however, manufactured some promotional memory cards which have signatures which reveal special items which cannot be gotten in the normal course of the game. These promotional cards are not among those included in the game boxes and it's likely that they won't be available to importers.

Can you play this game if you don't know Japanese?

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I DO NOT recommend importing this game if you don't have at least some knowledge of Japanese. It will be very hard to work out what is going on and it may feel a bit pointless and dull to play. On the other hand, if you are learning Japanese this game may not be too hard to read (given a good dictionary and some grammar understanding) because it's all in kana.

So why are there menu translations and "select the xth option" in this FAQ if you think the player should be able to read Japanese anyway?

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Because there's a BIG difference between "being able to read Japanese" and "being able to read Japanese without extra effort". You'll still need to read the Japanese spoken to you by characters, but we can at least avoid everyone having to translate all the basic stuff from scratch.

Is this game coming out in the US/Europe?

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There is no official statement on this, but there are a few positive signs. For example, Super Smash Brothers mentions a US version of the game.

Can you customise/choose your character?

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Not really. There are no stats or anything like that in the game, so there is nothing to customise (apart from your outfit). On the other hand, this means you can PLAY your character any way you like.

Can you beat people up and steal stuff in this game?

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No and no. You can't take stuff from other people's houses (although you can barge in while they're standing outside and use their stuff). And no, you can't brain anyone with the spade, hack anyone up with the axe, etc.

Nothing is happening in the game. What do I do?

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Remember that the game is in real-time. Sometimes there just isn't that much going on in the village at the moment. So if you get bored, go save and shutdown and play another day and it's very likely that lots of things will have changed.

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2 - GETTING STARTED  
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Initial screen

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From the initial screen, all you can do is press start.

If it's your first game, the dog guitarist (Totakeke) will appear and interview you in a voice that might remind you of Captain Blood on the Amiga.

First he warns you that some features aren't active if you're the only player on the Cube. Then:

First question: Do you want to start right away or configure?

Top answer: Start now

Bottom answer: Set up

If you choose "Start now", skip ahead to the train sequence. If you choose "set up", he asks several setup questions, one of which is to do with sound and one is to do with how the animals speak.. unfortunately I didn't translate it all first time and it seems you can't get back to it later.

On later games, a random character will greet you, and will first ask you if you want to start right away (Top: Yes, Bottom: No), then ask you to choose your character (pick the name, or the bottom option to start a new character).

If you say you don't want to start, they'll offer the menu:

- Change the sound setting
- Change the vibration setting
- Go to menu 2
- Cancel

Menu 2 is a little scarier:

- Delete a character
- Reset the village
- Adjust the clock
- Never mind!

Note that if you say "Never mind!", it will return to the "Start or

set up" choice, so you can say "set up" again to get back to the first menu.

On the train

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The first person you meet is the "strange cat" (mishiranu neko). He asks questions which set your character (and the game) up:

"Excuse me, can you tell me if I have the right time?"

(He announces the time off your Cube's system clock)

Top: That's right.

Bottom: No, that's off.

(Note: the game refers to midday as "0 PM"!)

"Do you mind if I sit here?"

Top: Sure, go ahead.

Bottom: No way!

(I don't know what happens if you say No..)

"What's your name?"

(Enter the name your character will have in the game. See section 3 for the text entry controls.)

"Interesting name, aha! What do you think of it?"

Top: It's cool!

Middle: It's cute, isn't it?

Bottom: You got it wrong! (Returns to name entry)

The game now guesses at your gender based on your answer to the previous question. If you said your name was cool, the game guesses you're male. If you said your name was cute the game guesses you're female. It then asks if it's right:

Top: You're right!

Bottom: No, I'm not a (girl/boy)!

"Where are you going?"

Type a name for the village the game will take place in. The Japanese "-Mura" ("Village") is automatically appended, but the rest of the name need not be in Japanese. Then confirm:

Top: Yep!

Bottom: You're wrong!

"Why are you going there?"

Top: I'm moving house.

Bottom: None of your business!

"Do you have somewhere to live there?"

Top: I'm not sure.

Bottom: ?

The cat will look shocked (you're going to move somewhere and don't know where you'll live!?) then go and phone Tanuki to meet you at the station in the village. It then comes back, says a few pleasantries, and leaves.. and soon the train arrives.

At the village

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Your train will now pull into the station of the village you named. Use the analogue stick to move around, and walk outside the station.

Tanuki will meet you, show you around a bit, and then take you to the square.

Go up to a house door and open it (by pressing A). There will be almost nothing in the house at the start of the game, so just go in and come out. As you come out, Tanuki asks:

Do you like this house?

Top: Yea, it suits me.

Bottom: It's not very good.

If you choose the bottom option, you can walk into another house around the square (there are four). At the start they'll all be the same and the only difference is what location you live in.

If you choose the top option, Tanuki asks you to confirm (Top=yes, Bottom=No) and then sells you the house you picked. He'll tell you the price, which will be something like 19800 Bells, and your inventory screen will pop up to (automatically) give Tanuki all the money you have, which will be about 1000 Bells. Tanuki will look shocked and then agree that you can owe him the rest and pay it back by working at his store. That done, you are free to wander as you will.

3 - CONTROLS

During standard play:

- ANALOGUE STICK - Moves you around.
- A - Use object/site.
- B - Pick up object, or hold down as you move to run.
- Y - Open inventory.
- X - Open map (once Tanuki has given it to you)
- C-stick - Move camera.

On the inventory screen:

Use the analogue stick to move the cursor around and press the A button to open the menu for an object. For most objects this will be:

- Move
- Drop
- Cancel

Items like clothes and food can be eaten/worn by "move"ing them onto your model at the top of the screen. The main block of objects is what you're carrying; the subblock to the right is for "letters". The three icons on the right change between the three inventory categories (?); the pencil icon on the left lets you apply skins to clothing. Choose it and a list of skins will appear, then choose whether you want to skin your outfit or your umbrella.

When entering continuous text:

- Y BUTTON - Cycle character set
(Hiragana -> Symbol -> Katakana -> English -> Numbers)
- X BUTTON - Add Kana accents / Change english case
- A BUTTON - Insert selected letter / move to subwheel
- B BUTTON - Delete character
- DIGITAL STICK - Move entry cursor
- ANALOGUE STICK - (top half) Select from wheel;

3 - YOUR HOUSE AND ITEMS

While inside your house, you can configure items there. To move items around, approach them and hold the A button. Note the direction your character is facing. You can move the item by moving forwards and backwards (in your character's perspective) and rotate it by moving left and right (in your character's perspective). To use items in the house approach and tap A quickly: if you hold A you may try and move the item, and get a flashing X sign which indicates it can't be moved. This does NOT mean it can't be used!

While inside your house you can choose items from your inventory to add to your house. Most house items appear as leaves in your inventory; choose them and choose the second option from the menu while in the house and they'll turn into items. Pressing B near an item will turn it back into a leaf and add it to your inventory. Some other objects change too; for example, dropping clothing in your house will create a clothing stand.

Your house at the beginning has several features:

WRITING DESK - This lets you write a diary, effectively. Select it and use the stick to pan through calender pages, then press A to select a day and write an entry. Pawn symbols on the days show the days on which you played the game.

STEREO - This lets you listen to music, once you've obtained some.

LIGHT - Press Z to turn the lights on and off while you're in the house.

MAILBOX - Approach the mailbox outside your house and press A to check your mail. It will appear as a separate box similar to that used for your inventory. Any mail you have will be automatically moved into your inventory if there is room for it. To read a letter, select it in the inventory and choose the top option; if the letter has a gift enclosed, there will be a picture of a gift-box next to to the letter in the inventory. Pick the letter and choose the third option and the gift will become a seperate object; drop it in your main inventory and then select it and choose the second option.

CARETAKER - The wobbling flowerpot-man like device outside your house is actually the caretaker. Approach it and press A to get the following menu:

- Save the game
- Deposit an item
- Go to menu 2
- Goodbye

Menu 2 is:

- Skin the door
- Set a message?
- Go to menu 1
- Goodbye

SAVE THE GAME: Exactly that. You'll be asked by a random character if you want to save and quit (top option) or just save (bottom option).

The character will then fill the speechbox with coloured text and an arpeggio will play while the save is carried out (which takes a while!) Note that you are obliged to save whenever you want to stop playing the game. If you just power off or reset, then next game an angry mole called "Reset-kun" will appear and yell at you as soon as you leave your house for the first time. (This is to discourage you from just resetting the console to escape negative consequences if things go wrong.)

DEPOSIT AN ITEM: The caretaker keeps an item cache for you, and you can also sell items using your house as a store. Choosing this item opens your inventory with the cache available for you to put items into. When you place an item, the Caretaker gives you three options:

- Item is available free
- Item is for sale for a price
- Item is for storage/display only

SKIN THE DOOR: Change the appearance of your door. Gives three options: (top) Set a skin, (middle) Remove current skin, (bottom) Cancel.

SET A MESSAGE: I'm not sure what this does, but it could be something to do with the message given to other players when they try and enter your house.

You can also obtain new items to add to your house or to use. These include:

CARETAKER DUMMY - That's not what it is, but I'm not sure what to call it otherwise. It's a dummy that looks like the caretaker and makes a regular noise. There are different models available that go ping, bang, ratatat, or similar.

CARPET - Don't drop this in your house - instead, select the option from the menu in inventory and you can reskin your house's floor and walls.

CHAIR - Uhm, exactly that. Move onto it to sit on it.

CLOTHING STAND - These are created when you drop clothes in your house. You cannot use them, but you can pick them up to make them back into standard clothing items in your inventory.

DARUMA - A red spherical item with a face at the front. The face has two empty, white eyes. USING it will fill in or blank out the first eye. This is a traditional Japanese good luck charm; the idea is that you fill the first eye in when you have decided on something you want, and then fill the second one in when you get it.

FAMICON - Otherwise known as a NES. Each one allows you to play one NES game.

MYSTERY BAG - A bag with two kanji on the side. Contains a mystery item; open it in the inventory screen to see. Note: you must open it while NOT in your house.

NET - Lets you catch ??.

RETRO-STEREO - Just like the standard Stereo, but bigger.

SPADE - Allows you to dig up star points, plants, etc. Use A while the spade is equipped. Using A on an existing hole will fill it in again.

TOTEM POLE - Exactly that, if you want one of these ugly great things in your house, go ahead..

4 - AROUND THE VILLAGE

The village you're in is represented by a grid divided into squares. The game will smooth-scroll as you move around within each square, but will push-scroll (ie, only scroll when you hit the edge) between the squares. Around the village you will find:

MAP BOARDS: Walk into one of these and hit A to see the map. You only need this until Tanuki gives you a map of your own. The symbols on the map board are:

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In blue, this is a house. The PC's houses are the four in the square; all other houses are NPCs. In red, this is Tanuki's shop.

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The garbage dump. Random items show up here quite often, so if you want to be a scumbag scavenger you can go get them.

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The post office.
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The shrine.

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The museum.

Nevermind.

If you ask "Any lost property?", the dog will tell you how many lost items there are. If you go into the police box, you can look at the lost property and take it for yourself!

TREES: You can shake trees with the A button, and items may drop from them (sometimes even bags of money!). Fruit gathered from trees can be sold to Tanuki for 100 bells each. The trees in your village will normally bear only one type of fruit. If you manage to obtain a seed for a different type of tree, that bears fruit of a different type to the village default, then Tanuki will pay *500* bells each for the alternate fruit!

STAR POINTS: There are star-shaped points around the map. Buy a spade from Tanuki and you can dig these up. You can find Bells, fossils, or - uhm - caretaker dummies(!?)

PEOPLE'S HOUSES: All the NPCs have houses around the village. You can go into their houses, but normally there won't be anything useful there (no, you can't steal stuff from them) and you can talk to them. What they say varies constantly, but there are some patterns.

SHRINE: This gives you several options, but I haven't gotten any of them to do anything.

5 - EVENTS, JOBS, SEQUENCES

Tanuki's Jobs

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At the start of the game the main source of jobs will be Tanuki, for whom you will do jobs to pay back the money for your house. To get a job, just go to Tanuki's shop and talk to him. When you have completed the job, return to Tanuki for payment and the next job. Note that he won't actually give you any money because all the money you earn will be put into paying back your house. However, until Tanuki's jobs are complete some options will not be available to you: you cannot buy or sell from Tanuki or from Able Sisters, and other people will not give you jobs.

One warning: I strongly recommend that you WRITE DOWN the job that Tanuki gives you, because if you forget it between games Tanuki won't repeat it that day.

The jobs he'll give you are as follows. (This is the order I got them in but I'm not sure it's fixed.)

- The outside of the shop is dull. Plant some seeds around it. You know you got this job if loads of seeds and plants appear in your inventory. Just walk around the shop and drop them all near to it. Note: if you have less than 10 open slots in your inventory, Tanuki cannot give you this job because you don't have enough space to hold all the plants. If he won't give you a job, try dropping items until you have 10 free slots.
- Take an item (a leaf) to someone. Tanuki gives you the grid coordinate, and the person's name (in colour) to take it to. Just take the item and give it to the person. When you go back to

Tanuki, he'll give you a map as well as your payment.

- Send somebody a letter. He'll give you a sheet of writing paper and tell you who the letter needs to be written to (in colour). Select the writing paper in your inventory and choose the second option. Then choose the person Tanuki named, write the letter (I don't know if you have to say anything specific) and take it to the post office to send it. (WHY anyone uses mail in a village in which everyone lives in walking distance I have no idea, but..)
- Go and talk to everyone. This means just the standard houses - you don't have to go to service buildings. Note that after this it seems you can ask any character, not just Tanuki, if they have any work they need doing.
- Take an item to somebody. The name is given in colour. I got two of these.
- Write a notice on the bulletin board about the shop. Just go to the bulletin board and write on it. The general consensus is that you don't have to write anything specific.
- After this, the part time job is completed, and your character will run outside of the shop and do the Nintendo Victory Wave. You still need to pay back your house by earning money elsewhere in the village. You do not give the money directly to Tanuki, though, instead you pay it in at the post office. Go to the post office, choose the second option, then choose how much you want to pay. Paying off your loan is another Victory Wave moment.

#### Absolute Timed Events

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[Note: You can adjust your GameCube clock to make these events happen quicker. Thus, if you want, you can fast-forward through several years to get all your New Year's Day presents at once and buy everything in sight. If you did this I would be inclined to wonder why you actually bothered playing the game at all ;) but there it is.]

1/1: On 1/1 of a year, you'll get a letter from your parents wishing you a Happy New Year and all health and fortune, and enclosing 10000 Bells! There will also be a notice on the village board from Tanuki wishing everyone a happy new year (and telling them to buy stuff from his store - every inch the businessman, isn't he?).

BIRTHDAY: At some point, somebody will ask you when your birthday is (if you get a date entry box with a present in the corner, that's what's happening). Once the game knows this, on your birthday, you'll get a letter and a present.

CHRISTMAS: On 24/12 of a year, near the evening, a reindeer in a Santa costume will appear in the village. If you talk to him, then on 25/12, you will get a letter from Santa with a gift item attached. (Balloon Fight?)

Relative/Repeated Timed Events

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TOTAKEKE: The dog guitarist, Totakeke, will play outside the station at 8pm every Saturday. You can go and listen, or buy music from him.

TSUNUKI: Tsunuki is the competitor to Tanuki. His shop (Fox Furniture) will only come to the village occasionally. When he is coming, he will write you a letter telling you the date he's arriving on.

TREASURE HUNTING: Each day, a random spot on the map is picked and a set of radiating lights will appear there. Dig at that spot and you will find a bag of 1000 Bells.

FOR WHOM...: The village bells ring on the hour. They chime out the village song.

HAPPY ROOM ACADEMY: Tanuki will tell you about these people. They grade rooms in houses based on how well they are laid out and coordinated, based on taste and Feng Shui. Once they're active, they'll send you letters telling you what your current score is and how to improve it. Of course, they are more impressed by more expensive and hard-to-get items (why did you THINK Tanuki told you about them!? ;) ) The first letter you get from them will just be a "welcome" letter.

#### Circumstance Events

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ANIMAL ISLAND: If you plug a Gameboy Advance into the GameCube with a link cable, then a ferry will appear with a ferryman who will take you to a separate island. You will have a second house on this island. Also, by talking to the ferryman and choosing the first option both times, you can download the game Animal Island (a "mini" Animal Forest Plus") to the Gameboy Advance! The only thing to beware of here is, that you cannot turn your GBA off while playing Animal Island on it because the game will be stored in RAM only.

Uncategorised events

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DARI 1: Dari (the pig) has once buried an item near a house and left a notice on the board saying he has done so.

DARI 2: Dari has also been sighted hanging out in an igloo? with a barbecue? far from his house.

#### Ai-No-Kotoba

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"Ai No Kotoba" is a hidden system for obtaining Famicom cartridges. To use it, you must go to the Nintendo website at the following address:

http://www.nintendo.co.jp/ngc/gafj/fami_pre/

You MUST have Japanese viewing software in your browser. If you don't, install the Japanese Language Support from Microsoft, or install NJWIN CJK (from <http://www.njstar.com/>).

On the page given, click the bottom link, and then use the interface provided to enter your character's name and the name of the village. Use the radio-buttons to choose which one you're entering, and the links to the right to choose the alphabet to enter with (rightmost one is English) If you make a mistake, click the leftmost command button to clear the current entry. When you're done, click the rightmost command

button and the next page will have some Japanese text in a white box at the top.

Write that Japanese text in a letter to somebody in the town and.. umm, well, actually, nothing will happen. Anyone know what I'm doing wrong?

6 - CONCLUSION AND CONTRIBUTORS

Well, this is the moment where I beg for contributions.. because of the real-time nature of AF+, it will be IMPOSSIBLE for a single person to write a full guide, so please send me what you know to the address at the top of the FAQ. Please do NOT send any of the following:

- Requests for information (everything I have is here already)
- Messages stating you have information but not giving that information (I can only deal with private e-mail about once a week, so if I have to write back and say "Yes, can I have the info please", the updates are slowed down a lot. If it's relevant, isn't in the FAQ, is textual and is less than 100k, just assume I want to know it.)

The following people have contributed to this FAQ (all e-mail addresses are humanised for antispamming) and are all due significant kudos for the fact:

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