

Animal Crossing Visitors FAQ v10

by Firestorm88

Updated on Oct 3, 2003

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

ANIMAL CROSSING

Visitors FAQ

Version 10

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Last Modified October 3, 2003

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1) Introduction
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Copyright Information

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Though at first intended for GameFAQs, the following sites may use this faq:

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

Description of FAQ

This is my first FAQ that I've ever written so sorry if it isn't professional! It is an FAQ about the special visitors that visit the Animal Crossing towns every now and then. It is NOT about special holiday events! So if you came here to learn about Jack or Jingle, you're in the wrong guide! The guide is listed in this format:

Person Name
Day they come at
Time they arrive
Time they leave
What they sell/give
If Copper will talk about them or not

Day 1 is the day they arrive while Day 2 is the second day if they stay for more than one day in Animal Crossing. For example Redd arrives on November 19 (Day 1) at 6:00PM and leaves on November 20 (Day 2) at 6:00PM. The twelve hour clock is used on this FAQ.

History of Updates on FAQ

Oct/03/2003

I added the last quote. KK Slider's alt.

Aug/10/2003

I added the missing quotes (Only KK Slider's alt left now)
I added some more info on Katrina's spells

Mar/31/2003

I added new info on Wisp
I added new info on Old Villagers
I added lots of new info on Katrina
I added new info on Blanca

Mar/12/2003

I finally added the quotes from Gracie!
I got new information on Katrina

Feb/13/2003

I added the Blanca section
I added the Old Villager section
I added the new info on Wisp
I added the new info on Redd

Jan/18/2003

I finished all those spelling mistakes I found out I had!
I finished up Katrina's quotes.

Jan/15/2003

I fixed a mistake on the Gulliver section
I fixed many mistakes with the Wisp section
I fixed a mistake with the Saharah section

Jan/12/2003

I added Neoseeker to my list of sites allowed to use my FAQ

I added the Wisp section

Jan/07/2003

I added the quotes on most of the characters.

Changed the spelling mistake on "Wendell"

Dec/26/2002:

I added new information about the "red rock."

Added "Coming Soon" section

Dec/25/2002

I added the section about Pete

Dec/01/2002:

I finished and submitted this FAQ to GameFAQs.

Nov/18/2002:

I started this FAQ.

Coming Soon

- 1) Quote from Villager on Wisp.
- 2) 2nd Quote from Copper on KK Slider

If you could E-Mail me this info, it'll be appreciated. Thank you!

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2) Main Guide
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Joan the Warthog

Day: Every Sunday
Comes at: 6:00 AM (Day 1)
Leaves at: 12:00 PM (Day 1)
Sells: Turnips
Copper? No

Joan is a female warthog that comes to town every Sunday from 6:00 in the morning to noon. She is there to sell you turnips! What are turnips you ask? Turnips are Animal Crossing's answer to a stock market, only here, it's called a stalk market. On Sunday, you can buy 10, 50, 100 turnips at a time. For each turnip you have to pay a certain price. On any given Sunday it can be different. For example, one Sunday Joan was selling turnips for 79 bells a turnip (100 = 7900) and the next week she was selling for 110 bells a turnip (100 = 11000). It is completely random though there are many theories on the Gamefaqs message boards that might be proved some day. But what do you do with these turnips? That's a very good question. What you do with them is what you do in the stock market. You sell them for profit. Tom Nook buys turnips from you every day other than Sunday. You must check with him everyday to make sure you get the best profit. You check by doing this: Go to Tom Nook and ask him for Other Things; From there you ask for that day's turnip prices. Like Joan he lists his prices as it were for a single turnip. If he is offering over 200 bells a turnip, chances are that Nook will probably not go over that for the

rest of the week and you should sell most if not all your turnips. On Saturday sell all your turnips no matter how much you lose because if you don't sell by the Sunday following the Sunday you bought the turnips,, Nook won't buy them. Turnips spoil after one week! This adds lots of risk to the turnip business but its the fastest way to make money in the game. The highest Nook can buy your turnips is 2000, but that number is very, very rare. One last thing, remember that Joan always moves as she sells on Sunday. So if you find her in Acre F-5, it doesn't mean she'll be there next time you see her, maybe after depositing your items at your house. She keeps you busy for a long time, thats for sure.

Though Copper doesn't tell you when Joan comes to town, he does talk about her.

"By the way, do you happen to know if that sow, Joan, will be here to sell turnips this Sunday? I'm actually interested in dabbling in the turnip market, but sadly, I'm on duty on Sunday mornings. I would like to BUY, BUY, BUY some turnips, too. And then maybe SELL, SELL, SELL them for a profit!"

~Officer Copper

 Gulliver the Seagull

Day: Random Day, Every Week
 Comes at: 6:00 AM (Day 1)
 Leaves at: 12:00 AM (Day 2)
 Gives: Rare Sovenirs from around the world
 Copper? No

Gulliver is a sailor who's sailed throughout the world and other games too! If you see him lying down in the sands along the shoreline, be sure to wake him up. Though you'll have to endure his story about how he was thrown overboard, he'll give you a rare item that you can't get anywhere else. Not even from villagers. Some of his gifts represent real world monuments like his Liberty Statue but others are entirelyly made up like the tiger bobble-head. Now, on how to get these items! If you ever see a seagull looking like he's wearing a Sailor Moon costume, looking dead by the shoreline. Talk to him. Simple huh? Well, if at first he doesn't wake, talk to him again until he does, maybe at different angles. When he wakes up, he'll tell you a far-out tale and give you an item for your troubles. You might want to hang onto the items and not sell them as they are very rare and valuable. There are 21 items that you can only get from Gulliver. They are listed below.

```
#####
#           LEGEND           #
#*****#
#Item - Name of Item        #
#Sell - How much Nook buys it for #
#####
```

Item	Sell
/\/\//\//\//\//\	/\//\//\//\//\
Arc de Triomphe,,,,,,,,,,,,,	2300 Bells
Bottled Ship*.....	840 Bells
Chinese Lion,,,,,,,,,,,,,	1200 Bells
Chinese Lioness.....	1800 Bells
Compass,,,,,,,,,,,,,	320 Bells
Fishing bear.....	680 Bells
Lady Liberty,,,,,,,,,,,,,	2300 Bells
Manekin Pis.....	1300 Bells
Matryoshka,,,,,,,,,,,,,	980 Bells

Merlion.....2300 Bells
 Mermaid Statue,,,,,,,,,1900 Bells
 Moai Statue.....1900 Bells
 Mouth of Truth,,,,,,,,,1900 Bells
 Pagoda.....1280 Bells
 Plate Armor,,,,,,,,,1850 Bells
 Shogi Piece.....1250 Bells
 Stone Coin,,,,,,,,,1400 Bells
 Tiger bobblehead.....580 Bells
 Tokyo Tower,,,,,,,,,1150 Bells
 Tower of Pisa.....2300 Bells
 Tribal Mask,,,,,,,,,1100 Bells

*Tortimer also gives this out to you on Explorer's Day.

Something about Gulliver: He sometimes makes references about places from other games. One such example is when he talks about Pinnacle Rock from Zelda: Majora's Mask.

Copper says nothing about Gulliver.

 Wendell the Walrus

Day: Random Day
 Comes at: 6:00 AM (Day 1)
 Leaves at: 6:00 AM (Day 2)
 Trades: Rare wallpaper not found anywhere else
 Copper? Yes

Wendell is a purple walrus that's always starving for fish. He is known far and wide as Wendell the Wanderer. When the day that he is supposed to come arrives, he will appear in a random acre and walk around. When it is the day, ask Copper about any going-ons to learn which acre he's at then head straight for that acre so that you may get something from him, but remember to bring some fish. Talk to Wendell and he will tell you how hungry he is. Give him a fish to receive wallpaper in return. It doesn't matter what kind of fish you give him so you probably want to catch a sea bass near the shore and give it to him to eat. After he eats (with atrocious eating habits) he'll give you your wallpaper. This wallpaper can only be found from Wendall and no where else, so this is something else you probably don't want to sell. Wendall brings three rolls of wallpaper with him each visit so only 3 people in the same town can get them. He has 18 different types of wallpaper which is listed below:

```
#####
#           LEGEND           #
#*****#
#Wallpaper - Name of Wallpaper #
#Sell      - How much Nook buys it for#
#####
```

Wallpaper	Sell
/\/\/\/\/\/\/\	/\/\/\
Ancient Wall.....	2300 Bells
Backgammon Wall,,,,,,,,	1800 Bells
Basement Wall.....	1825 Bells
Blue Tarp,,,,,,,,	1400 Bells
Classroom Wall.....	1500 Bells
Desert Vista,,,,,,,,	2250 Bells

Garden Wall.....1600 Bells
Industrial Wall,,,,,,,,,,,,,1750 Bells
Lunar Horizon.....1900 Bells
Meadow Vista,,,,,,,,,,,,,2000 Bells
Mortar Wall.....1750 Bells
Music Room Wall,,,,,,,,,,,,,1600 Bells
Office Wall.....1750 Bells
Ringside Seating,,,,,,,,,,,,,2250 Bells
Sandlot Wall.....1700 Bells
Tree-Lined Wall,,,,,,,,,,,,,1850 Bells
Tropical Vista.....2300 Bells
Western Vista,,,,,,,,,,,,,1500 Bells

"Actually, rumors are flying around town about the famed wanderer, Wendell. He has reportedly been seen wandering around in the next town over. I have no reason to doubt these reports. If he is indeed headed for (town), as I suspect... I would expect him to arrive sometime around (date)."

~Officer Copper

"Well, as I recall, Wendell was seen not too long ago in the next town over. I wonder which way he was headed? Wendell has always been a completely unpredictable walrus. Not that one can predict what ANY walrus would do in this day and age. Still, I hope he is doing well."

~Officer Copper

"It may interest you to know there have been sightings of Wendell, the famed wanderer, in (Acre). That is, at least, there have been REPORTED sightings, I haven't had the time to confirm all of them. I saw him myself not too long ago and recieved some fine wallpaper for my trouble. I was off-duty, of course!"

~Officer Copper

Saharah the Camel

Day: Random Day
Comes at: 6:00 AM (Day 1)
Leaves at: 6:00 AM (Day 2)
Trades: Rare carpets not found anywhere else
Copper? Yes

Saharah loves carpets! She just loves them! Even when you go to her to get a carpet, she asks for one in return! She's just like Wendell except for the fact that she gives out carpets instead of wallpaper. A lot of her carpets actually belong with one of Wendall's wallpapers. For example, you can use Saharah's Lunar Surface along with Wendall's Lunar Horizon, or Saharah's Boxing Ring Mat with Wendall's Ringside Seating! One of the greatest things about Saharah is how she tells you which carpet she will give you beforehand. This means that if you want a particular carpet, you can keep talking to her and declining until you get the carpet you want! But the problem with her is that she is much more costly than Wendall. If you want something from Saharah, you should ask Copper for her whereabouts at that time then head straight for her, but be sure to have a carpet and at least 3000 bells with you. To get a carpet from her you must give Saharah 3000 bells plus a carpet of your own. This means that you should only get carpet from her if you want that carpet for yourself, want every item in the game, or if you want to use it for trading. Why? Because Nook does not pay 3000 bells for carpet! And if you want more than one carpet from Saharah, you must pay 3000 bells more! For the first you pay 3000 plus a carpet, then for the second you have to pay 6000 bells

plus a carpet!

These are Saharah's Carpets:

```
#####  
#           LEGEND           #  
#*****#  
#Carpet    - Name of Carpet    #  
#Sell      - How much Nook buys it for#  
#####
```

Carpet	Sell
/\/\/\/\/\/\	/\/\/\/\/\/\
Ancient Tile.....	2400 Bells
Basement Floor,,,,,,	2125 Bells
Boxing Ring Mat.....	2500 Bells
Chessboard Rug,,,,,,	2075 Bells
Classroom Floor.....	1500 Bells
Closed Road,,,,,,	1625 Bells
Concrete Floor.....	1800 Bells
Daisy Meadow,,,,,,	1800 Bells
Lunar Surface.....	2000 Bells
Mossy Carpet,,,,,,	2000 Bells
Music Room Floor.....	1800 Bells
Office Flooring,,,,,,	1700 Bells
Saharah's Desert.....	1800 Bells
Sand Garden,,,,,,	1750 Bells
Sandlot.....	1700 Bells
Sidewalk,,,,,,	1950 Bells
Tropical Floor.....	2050 Bells
Western Desert,,,,,,	1700 Bells

"Well, in today's mail, the police station received something from Saharah, the carpet trader. It was an Application for Permission to Operate as a Door-to-Door Marketer. It seemed to be in order. This particular application requested the permit for (Date). It was summarily approved."

~Officer Copper

"I can officially report that Saharah is within the borders of (Town) for the duration of today. Based on the Application for Permission to Operate as a Door-to-Door Marketer that Saharah submitted, I would hypothesize that she would be somewhere near Acre *-# at this time of day."

~Officer Copper

Gracie the Giraffe

Day: Random Day
Comes at: 6:00 AM (Day 1)
Leaves at: 6:00 AM (Day 2)
"Rewards": Rare Clothes not found anywhere else and cheap clothing
Copper? Yes

One thing you should know about Gracie before reading this: She is not, repeat not, likeable! I hate her, many others hate her, and you probably hate her. Why? Because she is the most stuck up, snobbish person in the game! She's even worse than Phylis! When she comes to your town, you will be told by Copper beforehand. When Copper says things about Illegal Parking, it's time to be met

by one of the worst visitors in the game. When the day arrives, ask Copper about any going-ons just like you would for Wendall or Saharah. He'll tell you about the car that is illegally parked somewhere in the town. Go there, and talk to the annoying giraffe. She will either dis your clothing or your body, then she'll ask you to clean her car! Then a mini mini-game begins: You must tap A as fast to make you hand swing fast enough to make her car clean. If you do a bad job, she'll give you nothing at all. If you do an okay job, you'll recieve some common shirt. If you're really fast and do a great job, she'll give you an ultra-rare Gracie original. A trick that has been here since the days of the SNES, is to get a ballpoint pen with a rounded cap and rub it back and forth over the A button. This is a way to make the hand move very fast, but it also has a very low chance of wrecking your controller. I hold no responsibility if your controller does break because of this technique and you are doing this under your own risk. Gracie stays in the same place throughout the day, so you can come back to her later. Something you might notice is how the girls in the town seem to like her a lot more than the guys. Like the other visitors, Gracie's Clothing cannot be found anywhere else. Below is a list of Gracie's Clothes.

```
#####
#           LEGEND           #
#*****#
#Clothing - Name of Clothing #
#Sell     - How much Nook buys it for#
#####
```

Clothing	Sell
/\/\/\/\/\/\/\	/\/\/\/\/\/\
Butterfly Shirt.....	1800 Bells
Caterpillar Tee,,,,,,,,,	1700 Bells
Citrus Shirt.....	1600 Bells
Cool Shirt,,,,,,,,,	1600 Bells
Coral Shirt.....	1550 Bells
Cow Print,,,,,,,,,	1600 Bells
Crossing Shirt.....	1550 Bells
Fiendish Shirt,,,,,,,,,	1700 Bells
Giraffe Print.....	1550 Bells
Gracies Top,,,,,,,,,	1550 Bells
Grape Shirt.....	1600 Bells
Grass Shirt,,,,,,,,,	1450 Bells
Groovy shirt.....	1600 Bells
Kiwi Shirt,,,,,,,,,	1600 Bells
Ladybug Shirt.....	1350 Bells
Lavendar Robe,,,,,,,,,	1450 Bells
Leopard Print.....	1600 Bells
Melon Shirt,,,,,,,,,	1600 Bells
Orange Pinstripe.....	1250 Bells
Pulse Shirt,,,,,,,,,	1500 Bells
Shirt Circuit.....	1280 Bells
Snow Shirt,,,,,,,,,	1700 Bells
Splendid Shirt.....	1550 Bells
Strawberry Shirt,,,,,,,,,	1600 Bells
Swell Shirt.....	1500 Bells
Tiger Print,,,,,,,,,	1600 Bells
Tin Shirt.....	1600 Bells
Watermelon Shirt,,,,,,,,,	1600 Bells
Zebra Print.....	1600 Bells

"Well, on <date>, the police station will be running our B.I.P campain: Bust Illegal Parkers! <Name>, I hope you have not been involved in any sort of

illegal parking activities whatsoever. Ah! You don't even own an automobile, do you? I must beg your pardon!"

~Officer Copper

"Well, today the police station is running its B.I.P. campaign to Bust Illegal Parkers! We'll get those weasels! There don't appear to be any illegally parked automobiles right now! ... But we remain vigilant!"

~Officer Copper

"I have heard reports that there is an extremely showy car parked somewhere in <acre>. I have actually received several reports on this matter, each more incriminating than the last! The owner's got some nerve, considering our current Bust Illegal Parkers, or B.I.P., campaign! Shameless!"

~Officer Copper

Crazy Redd the Fox

Day: Random Day
Comes at: 6:00 PM (Day 1)
Leaves at: 6:00 PM (Day 2)
Sells: Rare Furniture not sold by Tom Nook
Copper? Yes

Hmmm... Let's See. His first name is Crazy. This is a hint by the designers! Sheesh! This guy comes on a day then sells furniture at HIGH prices! But I'm getting ahead of myself here. Crazy Redd is a furniture salesman that comes at 6:00 PM on a day just like Wendall or Saharah would. You can find out which day he'll be in your town by asking Copper. When he arrives in your town, seek him out and he'll greet you at the entrance to his tent. He'll try to talk you into buying all his items but you shouldn't unless you really want that item or unless the item is from my list that I've compiled for you here. Why? Because of the reason I stated above. His prices are way higher than Nook's. He sometimes sells items for four times more money than they're worth. But after you buy them, you can buy them from Nook for the reasonable price again. The different thing about Redd items is how villagers can also give you his rare and exclusive items! A villager once buried wide-screen tv in my town, and another gave my cousin a lovely stereo! So there are ways to get his items in other ways, but it's highly unlikely. Also, Redd items are wanted by traders on the trading board so it's not a bad idea to have some with you. Just remember that you should have at least 10,000 bells when seeing him to get the most out of his visit. Also, if you buy out Redd's store, he'll leave right away. Like Gracie he stays put after coming in the random spot. Using Feng Shui in your housing will increase the amount of exclusive furniture that Redd sells. Here is the list of exclusive items from Redd. I have also just found out that Redd can steal your stuff/money. It seems to be only when you don't buy anything.

LEGEND #
#*****#
#Furniture - Name of Clothing #
#Buy - How much Redd sells for #
#Catalogue - How much you can order it from the catalogue for after buying#
#Sell - How much Nook buys it for #
#####

Furniture	Buy	Catalogue	Sell	
/\//\//\//\//\//\	/\//\//\//\//\//\	/\//\//\//\//\//\	/\//\//\	
Aiko Figurine.....	3200	Bells.....800	Bells.....200	Bells
Amazing Painting,,,,,	7840	Bells,,,,,2400	Bells,,,,,490	Bells
Backyard Pool.....	3960	Bells.....990	Bells.....247	Bells
Balloon Fight,,,,,	12 000	Bells,,,,,3000	Bells,,,,,750	Bells*
Basic Painting.....	7840	Bells.....1960	Bells.....490	Bells
Bass,,,,,	9600	Bells,,,,,2400	Bells,,,,,600	Bells
Black Bishop.....	11 200	Bells.....2800	Bells.....700	Bells
Black Knight,,,,,	11 200	Bells,,,,,2800	Bells,,,,,700	Bells
Black Rook.....	11 200	Bells.....2800	Bells.....700	Bells
Blue Bed,,,,,	8400	Bells,,,,,2100	Bells,,,,,525	Bells
Blue Table.....	7200	Bells.....1800	Bells.....450	Bells
Cabana Bed,,,,,	8800	Bells,,,,,2200	Bells,,,,,550	Bells
Cabana Chair.....	6400	Bells.....1600	Bells.....400	Bells
Cabin Chair,,,,,	6800	Bells,,,,,1700	Bells,,,,,425	Bells
Cabin Dresser.....	8640	Bells.....2160	Bells.....540	Bells
Classic Vanity,,,,,	10 240	Bells,,,,,2560	Bells,,,,,640	Bells
Classic Wardrobe.....	10 240	Bells.....2560	Bells.....640	Bells
Clu Clu Land,,,,,	12 000	Bells,,,,,3000	Bells,,,,,750	Bells*
Common Painting.....	7840	Bells.....1960	Bells.....490	Bells
Computer,,,,,	7280	Bells,,,,,1820	Bells,,,,,455	Bells
Dainty Painting.....	7840	Bells.....1960	Bells.....490	Bells
Deer Scare,,,,,	7000	Bells,,,,,1800	Bells,,,,,450	Bells
Dice Stereo.....	8600	Bells.....2150	Bells.....538	Bells
Ebony Piano,,,,,	15 200	Bells,,,,,3800	Bells,,,,,950	Bells
Exotic Bed.....	10 160	Bells.....2540	Bells.....635	Bells
Exotic Table,,,,,	9200	Bells,,,,,2300	Bells,,,,,575	Bells
Famous Painting.....	7840	Bells.....1960	Bells.....490	Bells
Flowery Painting,,,,,	7840	Bells,,,,,1960	Bells,,,,,490	Bells
Frog Woman Pole.....	5600	Bells.....1400	Bells.....350	Bells
Golf,,,,,	12 000	Bells,,,,,3000	Bells,,,,,750	Bells*
Green Dresser.....	9820	Bells.....2320	Bells.....580	Bells
Green Wardrobe,,,,,	9200	Bells,,,,,2300	Bells,,,,,575	Bells
High-End Stereo.....	11 000	Bells.....2750	Bells.....375	Bells
Hinaningyo,,,,,	10 240	Bells,,,,,2560	Bells,,,,,640	Bells
Judge's Bell.....	7160	Bells.....1790	Bells.....448	Bells
Kiddie Bed,,,,,	8400	Bells,,,,,2100	Bells,,,,,525	Bells
Kiddie Clock.....	5920	Bells.....1480	Bells.....370	Bells
Lawn Mower,,,,,	11 040	Bells,,,,,2760	Bells,,,,,690	Bells
Letter Cubby.....	9200	Bells.....2300	Bells.....575	Bells
Lovely Armoire,,,,,	8960	Bells,,,,,2240	Bells,,,,,560	Bells
Lovely End Table.....	7200	Bells.....1800	Bells.....450	Bells
Lovely Stereo,,,,,	7920	Bells,,,,,1980	Bells,,,,,495	Bells
Luigi Trophy.....	28 000	Bells.....7000	Bells.....1750	Bells
Modern End Table,,,,,	7600	Bells,,,,,1900	Bells,,,,,475	Bells
Modern Wardrobe.....	10 240	Bells.....2560	Bells.....640	Bells
Moving Painting,,,,,	7840	Bells,,,,,1960	Bells,,,,,490	Bells
NES.....	12 000	Bells.....3000	Bells.....750	Bells
Pinball,,,,,	12 000	Bells,,,,,3000	Bells,,,,,750	Bells*
Quaint Painting.....	7840	Bells.....1960	Bells.....490	Bells
Ranch Chair,,,,,	5600	Bells,,,,,1400	Bells,,,,,350	Bells
Ranch Dresser.....	10 880	Bells.....2720	Bells.....680	Bells
Red Corner,,,,,	27 200	Bells,,,,,6800	Bells,,,,,1700	Bells
Regal Bed.....	12 480	Bells.....3120	Bells.....780	Bells
Regal Chair,,,,,	8400	Bells,,,,,2100	Bells,,,,,525	Bells
Robo-Clock.....	5600	Bells.....1400	Bells.....350	Bells
Saddle Fence,,,,,	8720	Bells,,,,,2180	Bells,,,,,545	Bells
Scary Painting.....	7840	Bells.....1960	Bells.....490	Bells
Steam Roller,,,,,	18 000	Bells,,,,,4500	Bells,,,,,1125	Bells

Super Toilet.....	7920	Bells.....	1980	Bells.....	495	Bells
Tanabata Palm,,,,,	7700	Bells,,,,,	1925	Bells,,,,,	481	Bells
Timpano Drum.....	8400	Bells.....	2100	Bells.....	525	Bells
Turntable,,,,,	10 320	Bells,,,,,	2580	Bells,,,,,	645	Bells
Well.....	10 800	Bells.....	2700	Bells.....	675	Bells
White Bishop,,,,,	11 200	Bells,,,,,	2800	Bells,,,,,	700	Bells
White Knight.....	11 200	Bells.....	2800	Bells.....	700	Bells
White Rook,,,,,	11 200	Bells,,,,,	2800	Bells,,,,,	700	Bells
Wide-Screen TV.....	8800	Bells.....	2200	Bells.....	550	Bells

*NES games can also be given to you in a grab bag if you are the first person in your town to play the game on the free included memory card.

"Strange that you should ask... I have recently acquired a flyer for Crazy Redd's Furniture Emporium. Unfortunately, I will not be off-duty on (Date). I'm dissappointed, but when duty calls, Copper answers! We police officers must make tremendous sacrifices for the good of the animals. ...And the good of the people!"

~Officer Copper

"If I recall correctly, today is the day that Crazy Redd's Furniture Emporium has set up shop. I sure wish I could go take a look at it. I sense that there is more to Redd than just his craziness..."

~Officer Copper

"It has recently come to my attention that Crazy Redd's Furniture Emporium has set up shop in (Acre). Tell me, do you intend to buy anything at that... Establishment? Any intention at all, (name)? If I may offer my opinion, I'd be a little suspicious of anything I found in the paws of THAT individual."

~Officer Copper

K.K. Slider the Dog

Day: Every Saturday
Comes at: 8:00 PM (Day 1)
Leaves at: 12:00 AM (Day 2)
Gives: Music that you can listen to in your radios/stereos
Copper? No

Every Saturday, K.K. Slider plays cool music for you in front of the train station. Actually, K.K. Slider is his stage name. His real name is Totakeke. When you see him, talk to him so that he'll sing for you. While he's singing, the credits will roll. This is the only way to see the credits because there is no end to the game, where most games have the credits. After singing, K.K. Slider will give you a version of the song that you can play at your house. You can also request songs from him. This is when you care about which song you recieve from him. For example, if you really want K.K. Tango, you would tell K.K. Slider that you would like to make a request and then type in K.K. Tango exactly as it is shown. Some songs can only be heard if you request it. All the songs will be listed later. You can only get one song per week per house per character. So if you visit another town on another memory card, you can get another song. You can also get another song if you create another character, but this is sort of like cheating so I wouldn't recommend it. Copper does talk about K.K. Slider but he just does that when no other visitor is visiting soon. There are 55 songs that you can get from him and he's the only source. There is one other source and that is the grab bag that the first person in the town recieves if they're using a memory card. You will recieve K.K. Love Song. This is only for the memory card that is included with the Animal Crossing game disc.

Soulful K.K.
Surfin' K.K.
The K. Funk
Two Days Ago*

*K.K. Slider will only play these if you request them. Remember to type them in EXACTLY!

** K.K. Love Song is included for the first person in the town if you use the memory card included in the game disc. It is in the grab bag.

Though he doesn't tell you when K.K. will arrive, this is what Copper says about him:

"By the way, (name), have you ever recieved any music from Totakeke - I mean, K.K. Slider? If what I heard is indeed true, he has more than fifty tunes in his repertoire. That's a staggering sum! I have even heard there are some tunes he won't play unless you request them. I find this interesting. Just once I'd like to dig those jams - I mean, hear one of those undoubtely well composed songs!"

~Officer Copper

"By the way, do you know if Totakeke - or, I mean K.K. Slider - will be playing his jams this Saturday? His MUSIC, I mean. Will K.K. Slider be playing his MUSIC by the station this Saturday. I wouldn't mind going and listening to his unique brand of talent myself. Yes, that would be quit enjoyable. Unfortunately, I am on duty at 8:00 p.m. The call of duty must be obeyed before the call of wild... music. Still it is unfortunate. I wish I could get music to listen back at my pad - I mean HOUSE.

~Officer Copper

Katrina the Cat

Day: Random Day
Comes at: 9:00 PM (Day 1)
Leaves at: 9:00 PM (Day 2)
Sells: Fortunes that alter the Animal Crossing world for you
Copper? Yes

Katrina is a mysterious fortune-teller that is very weird. When she is about to come to town, Copper will talk about her. Not much is known about this very strange visitor. When the time of her arrival comes, you should go and ask Copper about her whereabouts. He will tell you and you can seek her out. Katrina stays in the same place throughout her visit. When you talk to her, she will tell you a fortune. She has two types of fortunes and both cost 50 Bells. One of them is a normal fortune. When she gives you one of these, nothing special happens and the world is unchanged. If this happens, she will allow you another fortune for another 50 Bells when you talk to her again. The other fortune is a special fortune. If she gives you one of these they will have special effects in the game that last the whole day. Some of them are good and some of them are bad. If she gives you a special fortune, she will not give you another fortune for the rest of the day. The fortunes and the effects are listed below. Remember that how she tells you each fortune is different. (She has wierd ways of telling fortunes that you should see for yourself. It's very hard to explain). If you want to get rid of the popularity increase, just talk to a villager who is in "love" with you repetedly, and they'll say something like "I really wanted to talk to you, but now that I see you, I don't know what the heck I was thinking!". You can now go back to Katrina to get another fortune. Also, if you get a fortune before Midnight on

Day 1, you can get another on Day 2!

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#####  
#                LEGEND                #  
#*****#  
#Fortune   - Name of fortune           #  
#Happening - What happens because of the fortune #  
#Buy       - All fortunes are bought for 50 Bells#  
#####
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Fortune                Happening  
/\ /\ /\ /\           /\ /\ /\ /\ /\ /\  
Popularity Increase.....Some villagers will like you more  
Popularity Decrease,,,,,,Villagers will start to avoid you  
Finacial Increase.....You'll start to find and earn more money  
Rarity Increase,,,,,,,,,You'll start to find and earn rarer items  
Clumsiness Increase.....You'll trip and fall down more
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In the Popularity Increase I've noticed that it's usually animal of the opposite gender that start to like you. In Popularity Decrease, when you talk to an animal, they say things like they're busy or can't talk to you at the moment. Don't worry, if you talk to them again, they'll be normal. In the Financial Increase, you should definitely try and find your shiny spot, which is the gold spot that you can find once a day throughou the village and your red rock which when you hit with a shovel or axe gives out money. Why? Because, the shining spot will most likey give you 30,000 Bells instead or the usualy 1,000 Bells and the red rock will give you more money then usual. The red rock usually gives you seven bags of money if you hit it enough: 100, 100, 100, 1000, 1000, 1000, and 10,000 (13,300 altogether). If you have Financial Increase, you will recieve 100, 100, 1000, 1000, 10000, 10000, and 30,000 (52,200 altogether). Also the red rock cannot be identified with out hitting it first so hit every rock that you see. It changes each day. It's easier to get more money by using the axe. The other two are very self explanatory. Do many jobs if you get Rarity Increase to get good items and if you got very worst one: Clumsiness Increase, the you'll fall down a lot. It's sort of funny at first, but then it's really annoying. Even if you save and quit, these effects stay so watch out! As I have recently found out from a source, you can get rid of the effects from Katrina by leaving and visiting another town, then coming back again! You can even get another fortune! It also works for things such as bee stings and sunburns. Also, as I have recently found out that you can find 1000 Bell money bags in trees Financial Increase and 2 Furniture pieces in trees instead of 1 with the Rarity Increase!

"I have heard that Katrina, the fortune-teller, will be in (Town) on (Date). At least, that's what my partner inside said. He said, "I think..." and didn't sound entirely sure about it. I must admit that nothing about Katrina is absolutely certain. Myself, I'm not sure that's even here real name."

~Officer Copper

"Well, today is the day Katrina, the fortune-teller, is supposed to to come here to (Town). My partner made it sound like he had a few things to ask her. I'd like to ask her if that's her real name."

~Officer Copper

An unsettling - looking tent appeared in (Acre) earlier today If it hoped to escape my notice it failed. I am told it is the tent of the mystical fortune teller, Katrina. ...If that IS her real name. (Name), do you have any intention of having your fortune read to you by this "mystic"? I have heard her predictions are eerily accurate. I would advise you to be careful what you

wish for.

~Officer Copper

Pete the Pelican

Day: Every Day
Comes at: 9:00 AM and 5:00 PM (Day 1)
Leaves at: 9:00 AM and 5:00 PM (Day 1)
Gives: Ummm... Your letters?
Copper? No

Every time you play Animal Crossing, you probably go outside to your mailbox and check what new things you got there right? Museum replies, HRA Ratings, Villagers' rantings... It's all good. Well, one person, more than any other worked very hard to do this for you! His name is Pete. To talk to this hard working soul, you must wait in the area that your house is in even before the bells chime out your town tune to signal the new hour (so 8:59 or 4:59). You will see Pete flutter down in front of the message board. If you have mail, he'll walk towards your mailbox and drop it off. If not, he'll take off again very quickly! So talk to him as soon as you see him. When you talk to him, he will talk about the rumors that circulate around the village about his private life with the postal workers Phyllis and Pelly. You'll be surprised at what he has to say about it! You can only get one answer from him per visit.

"By the way, do you know what happened with Pete, the postal carrier? Is his love still unrequited? I wish to hear that all is well, but as I am unable to leave my post, I cannot ask him directly. If you wait in front of your house at 9:00 a.m. and 5:00 p.m., (name), you might catch him... Yes you could intercept him as he delivers your mail! A brilliant plan. Simple, yet elegantly plotted! Of course... if he has no mail to deliver, you may find yourself waiting for quite a long time indeed."

~Officer Copper

Wisp the Ghost

Day: Everyday
Comes at: 12:00 AM (Day 1)
Leaves at: 4:00 AM (Day 1)
Rewards: Rare items, change of roof colour, or clears town of weeds
Copper? No

Wisp the Ghost is someone I've personally never seen. Why? Because I'm not allowed to stay up until midnight playing AC! Anyway, it's been said that you will have a better chance of seeing him if you have weeds. You will first hear pop-up messages saying "This way" enter the acre that he's in, he will talk to you and tell you to find 5 spirits. You must then go through the town hunting the spirits. When you find the spirits, you have to catch them with the bug catching net. When you get back to Wisp, he'll give you the option of pulling all the weeds from town, getting an item, or painting your roof another colour. The item may be a rare item only acquirable through a special visitor, a gyroid, or even a common item. I'm sorry but that's all the info I have on him! The newest info I have on him is that he isn't there EVERY single day. The amount of weeds also doesn't matter much because you can find him when you have no weeds. Also, the place where the spirits are is random, they might not be in an acre, but when you go back, they will be there all of a sudden. There is also a theory that there is one spirit per each column of

Saharah's Carpet List.....Nintendo Power Vol.162
 K.K. Slider's Song List,,,,,,,,,,,,,,,,,,,,,Nintendo Power Vol.162
 Katrina's Fortunes.....Nintendo Power Vol.162
 Gulliver Souvenir List,,,,,,,,,,,,,,,,,,,,,John Yuan
 Helping me with my doubts about Gracie.....Firecrest
 ,,,,,,,,,,Super Chansey
 Some of the Times.....Nintendo Power Vol.162
 Hosting this FAQ,,,,,,,,,,,,,,,,,,,,,GameFAQs
 Making the Game!.....Nintendo
 Fixing my "Wendell" spelling mistake,,,,,,,,,,,,,Mariah Wendell
 Fixing my mistake about the "red rock".....randythefreak
 Helping me with Wisp,,,,,,,,,,,,,,,,,,,,,Tails101beta
jonny five
 ,,,,,,,,,,Omega Dragoon X
smcallah
 ,,,,,,,,,,bigbear
Mark LaPuzza
 ,,,,,,,,,,vacuum
flgamer823
 ,,,,,,,,,,john c bartnik
 Fixing my mistake about the Saharah quotes...HM Master
 Showing me my spelling mistakes,,,,,,,,,,,,,HyperZero831
 Giving me the last quote on Katrina.....GeibuSan
 Reminding me of Blanca,,,,,,,,,,,,,,,,,,,,,Ecnarf371
 Newest info on Wisp.....OLSONBAY
 ,,,,,,,,,, "ugwump"
 Report on Crazy Redd....."ugwump"
 How to get rid of Katrina's effects,,,,,,,,,,,,,Myke
 New info on Old Villagers.....Luigi Varcetti
 Lots of new info on Katrina,,,,,,,,,,,,,Shadow blackHedgehog
 New info on Wisp.....Shadow blackHedgehog
 New info on Blanca,,,,,,,,,,,,,,,,,,,,,Shadow blackHedgehog
 Quote on Wendell.....Eab1990
 Quote on Gracie,,,,,,,,,,,,,,,,,,,,,Eab1990
 More info on Katrina Effects.....Eab1990
 Fixing a mistake in a Quote,,,,,,,,,,,,,Eab1990