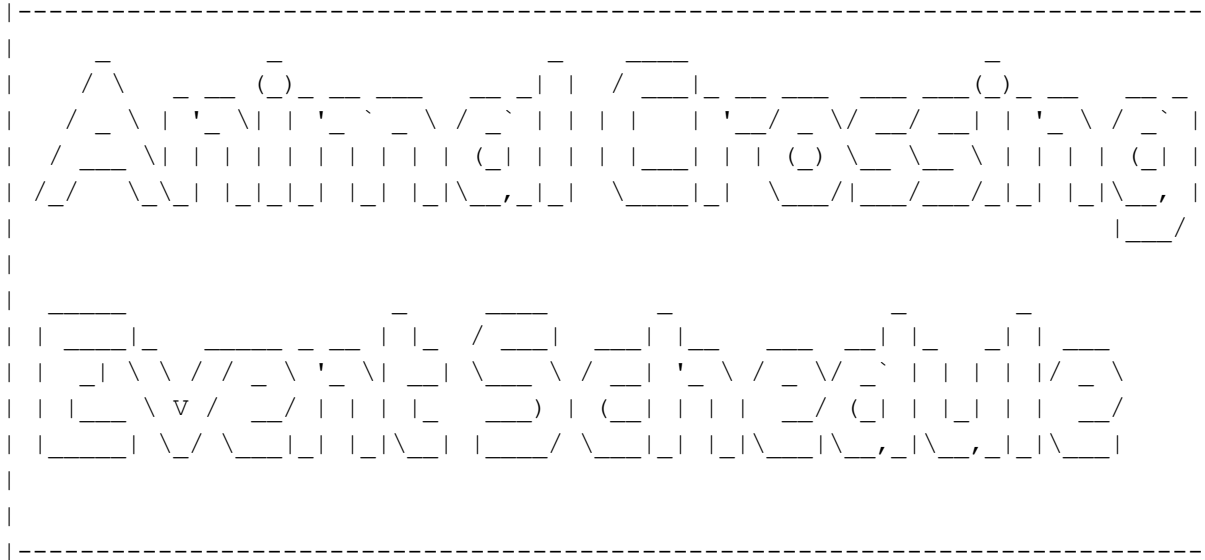


Animal Crossing Event Schedule FAQ

by Omega DragoonX

Updated to v1.8 on Mar 5, 2003

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



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|               ==Event Schedule FAQ==                |  
|               In-Depth Animal Crossing FAQ           |  
|               Animal Crossing for Nintendo Gamecube  |  
|               Written By: Andy Pham                  |  
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|               Version 1.8                            |  
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Version History

++++
+ Current Version +
++++

Version 1.8: 2/21/03
- Added more information
- Changed ASCII

++++
+ Past Versions +
++++

Version 1.0: 1/6/03
- Started FAQ

Version 1.1: 1/9/03
- Fix few errors
- Added the Random Visitors Section.
- Finished Special Thanks Section

Version 1.2: 1/11/03
- Added Tortimer ASCII art
- Change title fixed errors

Version 1.3: 1/21/03
- Very small update

Version 1.4: 1/22/03
- Fixed LOTS of errors

Version 1.5:
- Changed ACSII

Version 1.6: 1/31/30
- Added random events
- Made changes

Version 1.7: 2/8/03
- Fixed Section Dividers

I. Introduction

Welcome to the world of Animal Crossing. There are a lot of events in this game so this FAQ will explain them all to you.

(Note: If you happen to find mistakes or want to contribute please E-mail me and I will give you credit.)

II. January

+January 1st: New Years Day 6:00am-11:00am+
Item(s) Received: New Diary and a Fortune

From 6:00am-11:00am your villagers will be at the wishing well. If you want to make a wish, talk the villager who is in the front of the line. You can talk to the mayor to receive new diary. You can also talk to Katrina to get a fortune which will cost 50 bells.

Tip

If you want to gain more bells change the clock to Jan 1st. Your "mom" will send you 10,000 bells.

III. February

+February 2nd: Groundhog Day 9:00am+

Item(s) Received: One of these:

- Cosmos Model 1
- Cosmos Model 2
- Cosmos Model 3
- Pansy Model 1
- Pansy model 2
- Pansy model 3
- Tulip model 1
- Tulip model 2
- Tulip model 3

Your villagers will come to the wishing well at 7:00am, at 8:00am Mr. Resetti will come out and at 9:00am the mayor will give you a flower model.

+February 14: Valentine Day+

Item(s) Recieved: Random items

The villagers of the opposite gender will send you letters with gifts in them. Some people might not get any.

IV. March

+March 21st: Sports Fair 9:00am-5:00pm+

Item(s) Received: Spring Medal

During the Sports Fair there are four events. The events are Gymnastics, Foot Race, Ball Toss and Tug-of-War. All of these events last for 2 hours. Gymnastics starts at 9:00am and ends at 11:00pm. The Foot Race starts at 11:00am and ends at 1:00pm. The Ball Toss starts at 1:00pm and end at 3:00. The Tug-of-War starts at 3:00pm and end at 5:00pm. You can talk to the mayor to get the Spring Medal.

V. April

+April 1st: April Fools Day+
Item(s) Received: Super Tortimer

Not much to do today. Talk to your villagers to hear funny stories of the past. You can talk to the mayor and get Super Tortimer which is a April Fools NES game.

+April 5th-7th Cherry Blossom Festival+
Item(s) Received: Pink Tree Model

During the Cherry Blossom Festival all your trees will turn pink. There will be a three day feast at the well. Talk to the mayor and receive the Pink Tree Model.

+April 22nd: Nature Day+
Item(s) Received: Tree Model

Just talk to the mayor at the well to get the tree model.

VI. May

+May 1st: Spring Cleaning+
Item(s) Received: Dump Model

Just talk to the mayor at the well to get the Dump Model.

+Second Sunday of May: Mother's Day+
Item(s) Received: Lovely Phone

Talk to the mayor at the well to get the Lovely Phone. This is not part of the Lovely Series but is it optional. Use it and you will get the Dial-a-Psychic Hotline. It will just give you a fortune.

VII. June

+Second Friday of June: Graduation Day+
Item(s) Received: Tailor Model

Go the well talk to the mayor to get the Tailor Model.

+Third Sunday of June: Father's Day+
Item(s) Received: Locomotive Model

Go the well talk to the mayor to get the Locomotive Model.

+Every Sunday of June: Summer Fishing Tourney 6:00am-6:00pm+
Item(s) Received: Angler Trophy

Chip the beaver will be the one holding the Fishing Tourney. The main object is to catch the largest bass. The only basses he accepts are the Small Bass, Bass and the Large Bass. Some of your villagers will be

there to compete with you so watch out! If you happen to win you will get a prize in the mail. Find the mayor somewhere in your town and get the Angler Trophy.

VIII. July

+July 4th: Fireworks Show 7:00pm-9:00pm+
Item(s) Received: Bottle Rocket

This event is at the lake in your town. Crazy Redd will also be here. He is selling Balloons, Fans and Pinwheels. If you find the mayor talk to him and you will receive a Bottle Rocket.

+Random Day in July: *Your Town* Day+
Item(s) Received: Train Station Model

This event is on a random day of July. If you want to know the exact day, check your diary. Find the mayor and receive the Train Station Model. (Note there are 15 different kinds of Train Station Models)

+Every Morning in July: Morning Aerobics 6:00am to 7:00am+
(Starts July 25th and Ends August 31st)
Item(s) Received: Exercise Card and Aerobics Radio

Officer Copper will be holding this event in the morning. Talk to the mayor and receive the exercise card. If you come back here everyday and talk to the mayor you will get your exercise card checked. If you get it checked 14 times you will receive the Aerobics Radio.

IX. August

+August 12th: Meteor Shower 6:00pm-9:00pm+
Item(s) Received: Telescope

Go to the lake and see an amazing meteor Shower. Find the mayor and you will get a telescope.

+August 21st: Founder's Day+
Item(s) Received: Weed Model

This day is celebrated for the mayor of your town. If you find him he will give you a Weed Model.

X. September

+First Monday of September: Labor Day+
Item(s) Received: Shop Model

Find the mayor at the well and he will give you a Shop Model.

+September 23rd: Sports Fair+
Item(s) Received: Autumn Medal

This is basically like the Spring Sports Fair. During the Sports Fair there are four events. They are Gymnastics, Foot Race, Ball Toss and Tug-of-War. All of these events last for 2 hours. Gymnastics starts at 9:00am and ends at 11:00pm. The Foot Race starts at 11:00am and ends at 1:00pm. The Ball Toss starts at 1:00pm and end at 3:00. The Tug-of-War starts at 3:00pm and end at 5:00pm. You can talk to the mayor to get the Autumn Medal.

+Random Day of September: Harvest Moon 6:00pm-9:00pm+
Item(s) Received: Moon

Every single year the event always changes the date. If you want the exact day check your diary. Go to the lake in your town to see the moon's reflection. Talk to the mayor and get the moon.

XI. October

+Second Monday of October: Explorer's Day+
Item(s) Received: Bottled Ship

Just talk to the mayor and receive the Bottled Ship.

+October 31st: Halloween 6:00pm-1:00am+
This part was taken from my FAQ at <http://acblink.cjb.net/>

On Oct 31st Jack will come to visit you town. The first few weeks Tom Nook will be selling candy so buy LOTS of candy if you want all the Spooky series. When it's time put all of your candy in your letters so your villagers can't take them from you. This will be difficult because your villagers are wearing the exact same thing Jack is wearing and will chase you so they can get candy from you. If you have a shirt in your inventory and talk to your villagers without giving them candy they will turn you shirt into a patched shirt. If you have furniture in your inventory they will turn it into a Jack-o-Lantern or a Jack-in-the-box. You can tell if it's the real Jack because he will never chase you. Jack will appear in a random acre in your town so you'll have to search really hard. Once you find him, give him a piece of candy and he will give you an item from the Spooky series. Repeat these steps until you have all the items.

Spooky Series

- | | |
|--|---|
| <input type="checkbox"/> Spooky Bed | <input type="checkbox"/> Spooky Table |
| <input type="checkbox"/> Spooky Bookcase | <input type="checkbox"/> Spooky Vanity |
| <input type="checkbox"/> Spooky Chair | <input type="checkbox"/> Spooky Wardrobe |
| <input type="checkbox"/> Spooky Clock | <input type="checkbox"/> Spooky Carpet |
| <input type="checkbox"/> Spooky Dresser | <input type="checkbox"/> Spooky Wall |
| <input type="checkbox"/> Spooky Lamp | <input type="checkbox"/> Jack-o-Lantern (Optional) |
| <input type="checkbox"/> Spooky Sofa | <input type="checkbox"/> Jack-in-the-box (Optional) |

II. November

+The first Tuesday of November: Mayor's Day+
Item(s) Received: Well Model

This day honors the mayor. Talk to him at the well and receive the Well Model.

+November 11th: Officer's Day+
Item(s) Received: Police Model

This day honors Officer Cooper and Booker. Go to the well and talk to the mayor to receive the Police Model.

+Fourth Thursday of November: Harvest Festival 3:00pm-9:00pm+
Item(s) Received: Cornucopia

This part was taken from my FAQ at <http://acblink.cjb.net/>

On the fourth Thursday of November Franklin will come. When it's time for the festival go to the wishing well and talk to the mayor to receive the Cornucopia. Once you gotten that go to the table and take your knives and forks. Talk to a villager who is not at the festival. He or she will tell you which column (A, B, C, D, E or F) he is in. Talk to another villager that will tell you what row (1, 2, 3, 4 or 5) he is in. Once you know exactly where he is go to that acre and find Franklin. You should be able to find him because he is always hiding behind something. Once you find him let him have your knives and forks and he will give you Harvest furniture. Repeat these steps until you have all the Harvest series.

Harvest Series

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- | | |
|--|--|
| <input type="checkbox"/> Harvest bed | <input type="checkbox"/> Harvest Sofa |
| <input type="checkbox"/> Harvest Bureau | <input type="checkbox"/> Harvest Table |
| <input type="checkbox"/> Harvest Chair | <input type="checkbox"/> Harvest TV |
| <input type="checkbox"/> Harvest Clock | <input type="checkbox"/> Harvest Rug |
| <input type="checkbox"/> Harvest Dresser | <input type="checkbox"/> Harvest Wall |
| <input type="checkbox"/> Harvest Lamp | <input type="checkbox"/> Cornucopia (Optional) |
| <input type="checkbox"/> Harvest Mirror | |

+Fourth Friday of November: Sale Day+
Item(s) Received: Market Model & Grab Bags

When Nook opens he will be selling Grab bags. The price will depend on the year so if it's 2003 it will be 2003 bells. They will contain clothes, wallpaper, carpet, furniture and pinwheels. Crazy Redd will also be here at 6:00pm. Talk to the mayor at the well to get the Market Model.

VIII. December

+December 1st: Snow Day+
Item(s) Received: Snowman

Even though it is Snow Day you won't get any snow. You can talk to the mayor at the well to get the snowman.

+December 23rd: Toy Day+
Item(s) Received: Boys will get a Miniature Car and Girls get a Dolly.

Talk to the mayor and depending on if you're a boy or a girl you will

get something different.

+December 24th: Christmas Eve 8:00pm-1:00am+

This part was taken from my FAQ at <http://acblink.cjb.net/>

Of all the events I would have to say this is the hardest one. On the 24th Jingle will come to town. For this event you will need a lot of outfits! First you must find Jingle 5 times. Jingle is in a random acre in your town. The first time you find him the talk to him then leave the acre. Find him again and he will ask you a question. Answer it and leave the acre to find him again. Find him again and answer the question and leave the acre to find him again. Once you find him again he will ask another question but with the two choices you picked before. See the chart below to see what you get.

- Big Things-Jingle Furniture
- Foldable Things-Jingle Shirt
- Woven Things-Jingle Carpet
- Printed Things-Jingle Wall

Once you receive your gift change you clothes and talk to him again. He will think that you are a different person and give you a question. Answer it and push Jingle to the edge of the acre so when you change acres you should be able to see him. Change acres and quickly come back. Talk to him and receive your gift. Repeat these steps until Jingle finds out you're tricking him.

 Jingle Series

- | | |
|---|--|
| <input type="checkbox"/> Jingle Bed | <input type="checkbox"/> Jingle Sofa |
| <input type="checkbox"/> Jingle Chair | <input type="checkbox"/> Jingle Table |
| <input type="checkbox"/> Jingle Clock | <input type="checkbox"/> Jingle Wardrobe |
| <input type="checkbox"/> Jingle Dresser | <input type="checkbox"/> Jingle Wall |
| <input type="checkbox"/> Jingle Lamp | <input type="checkbox"/> Jingle Carpet |
| <input type="checkbox"/> Jingle Piano | <input type="checkbox"/> Jingle Shirt |
| <input type="checkbox"/> Jingle Shelves | |

+December 31st: New Year's Eve 11:00pm-1:00am+

Item(s) Received: Noisemaker

This event will be held at the lake. There will be a countdown clock. Once it is midnight, get ready to party! Find the mayor somewhere around the lake to get the Noisemaker.

 XIV. Random Visitors

This section will tell you about the special visitors. This will tell you what they sell, when they come. There are 8 special visitors in all.

 K.K. Slider

Every Saturday 8:00pm-12:00am

Songs Received: K.K. Songs

K.K. Slider will come to your town at 8:00pm. He will be near the Train Station. He will ask you if you have any request or want a certain song, if you don't he will just play a random song.

K.K. Songs

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

* means K.K. will only play these songs if you request them.

Saharah

Random Day 6:00am-6:00am (The next day)
Item(s) Gives: Carpets

When Saharah the carpet trader comes to your town ask Copper to find out where she is. If you want a carpet then give her 3,000 bells and one carpet. If want a certain one keep refusing her offers until you get the one you want. If you like another one you'll have to do the same thing except now you pay her 6,000 bells. Remember her carpets aren't tradable.

Saharah's Carpets

Ancient Tile	Concrete Floor	Saharah's Desert
Basement Floor	Daisy Meadow	Sand Garden
Boxing Ring Mat	Lunar Surface	Sandlot
Chessboard Rug	Mossy Carpet	Sidewalk
Classroom Floor	Music Room Floor	Tropical Floor
Closed Road	Office Flooring	Western Desert

Wendell

Random Day 6:00am-6:00am (The next day)

Item(s) Gives: Wallpaper

Wendell is a walrus who loves fish. When he comes ask Copper to find out where he is. Once you find out go to that acre but remember to bring a fish with you. When you find him give him the fish and he will give you wallpaper. The wallpaper he gives you is all random. He only brings three wallpapers per visit so only three different people will get wallpaper. Remember his wallpapers aren't tradable.

Wendell's Wallpaper

Ancient Wall	Garden Wall	Office Wall
Backgammon Wall	Industrial Wall	Ringside Seating
Basement Wall	Lunar Horizon	Sandlot Wall
Blue Tarp	Meadow Vista	Tree-lined Wall
Classroom Wall	Mortar Wall	Tropical Wall
Desert Vista	Music Room Wall	Western Vista

Gulliver

Random Day of the Week 6:00am-12:00am

Item(s) Gives: Rare Furniture

Gulliver is a seagull who appears on the beach (acre F). If you see him, be sure to talk to him. Keep talking to him until he wakes up. He will thank you by giving you a rare item that looks like something you would see in real life. Remember these items cannot be traded.

Gulliver's Items

Arc de Triomphe	Manekin Pis	Plate Armor
Bottled Ship	Matryoshka	Shogi Piece
Chinese Lion	Merlion	Stone Coin
Chinese Lioness	Mermaid Statue	Tiger Bobble Head
Compass	Moai Statue	Tokyo Tower
Fishing Bear	Mouth of Truth	Tower of Pisa
Lady Liberty	Pagoda	Tribal Mask

Crazy Redd

Random Day 6:00pm-6:00pm (The next day)

Item(s) Sells: Rare Furniture (Can only be gotten from Redd!)

When Redd about to come to your town he will send you a letter. Redd is called CRAZY for a reason. He sells furniture for HIGH prices. The lowest price I've seen was around the 7,000's. The highest I've seen was 28,000 just for a Luigi Trophy! You shouldn't buy these items unless you want it or trying to get every single item in the game.

Crazy Redd's Furniture

Aiko Figurine	Judge's Bell
Amazing Painting	Kiddie Bed
Backyard Pool	Kiddie Clock
Balloon Fight*	Lawn Mower
Basic Painting	Letter Cubby
Bass	Lovely Armoire
Black Bishop	Lovely End Table
Black Knight	Lovely Stereo
Black Rook	Luigi Trophy
Blue Bed	Modern End Table
Blue Table	Modern Wardrobe
Cabana Bed	Moving Painting
Cabana Chair	NES
Cabin Chair	Pinball
Cabin Dresser	Quaint Painting
Classic Vanity	Ranch Chair
Classic Wardrobe	Ranch Dresser
CLU CLU Land*	Red Corner
Common Painting	Regal Bed
Computer	Regal Chair
Dainty Painting	Robo-Clock
Deer Scare	Saddle Fence
Dice Stereo	Scary Painting
Ebony Piano	Steam Roller
Exotic Bed	Super Toilet
Exotic Table	Tanabata Palm
Famous Painting	Timpano Drum
Flowery Painting	Turntable
Frog Woman Pole	Well
Golf*	White Bishop
Green Dresser	White Knight
Green Wardrobe	White Rook
High-End Stereo	Wide-Screen TV
Hinaningyo	

Katrina

Random Day 9:00pm-9:00pm (The next day)
Fortune(s) Gives: Fortune

Katrina the fortune teller will come on a random day in your town so when it's time ask Copper to find out where she is. If you pay her 50 bell she will give you a fortune.

Popular-Villagers will like you more than usual.
Unpopular-Villagers will hate you more than usual.
Lucky Finances-Find more money than usual.
Lucky Material-Find more rare items than usual.
Bad Luck-You'll fall down

These fortunes will end when she leaves your town.

Joan

Every Sunday 6:00am-12:00pm

Item(s) Turnips

Joan the boar will come every Sunday to your town. She will be selling you turnips. Joan is in a random acre so you'll have to search hard. The turnips prices are always random. You can buy them in 10's, 50's and 100's. If the price is 49 bells and you buy a 100 pack you pay 4,900 bells. Nook will buy turnips Mon-Sat. You must sell them by Saturday before they spoil. Everyday Nook will buy them at different prices. To see the prices talk to him, pick other things and then Turnips Prices. Remember always buy low and always sell high!

Gracie

Random Day 6:00am-6:00am (The next day)
Item(s) Rewarded: Rare Clothes

Gracie the MEAN giraffe is a fashion animal. You know when she comes to town when Copper says something about BIP. When she arrives ask Copper to find out where she is. Once you find her she'll ask you to clean her car. To clean it you have to press the A button FAST! If you do a so-so job you'll get a regular common shirt. If you do a poor job she will leave the acre and you will have to talk to Copper to find out where she is. If you do a great job you get a rare Gracie shirt.

Gracie's Shirts

- | | | |
|-----------------|------------------|------------------|
| Butterfly Shirt | Grape Shirt | Shirt Circuit |
| Caterpillar Tee | Grass Shirt | Snow Shirt |
| Citrus Shirt | Groovy Shirt | Splendid Shirt |
| Cool Shirt | Kiwi Shirt | Strawberry Shirt |
| Coral Shirt | Ladybug Shirt | Swell Shirt |
| Cow Print | Lavendar Robe | Tiger Print |
| Crossing Shirt | Leopard Print | Tin Shirt |
| Fiendish Shirt | Melon Shirt | Watermelon Shirt |
| Giraffe Print | Orange Pinstripe | Zebra Print |
| Gracies Top | Pulse Shirt | |

Wisp

Everyday 12:00am-4:00am
Reward Received: Random Item, Pull all weeds or Repaint your roof

Wisp will come everyday to your town. You will have a better chance of him coming if you have lots of weeds. The Wisp is invisible so look at every single acre. If someone named ?????? talks to you it will most likely be the Wisp. Keep looking in that acre until you bump into him. He will then ask you to capture 5 spirits with your bug net. They could be anywhere in your town. The spirits are fire-like orange eyes. Once you get them all go back to the acre where you found Wisp. He will then reward you with a random item, (almost anything) pulling all your weeds or repaint your roof.

XV. Random Events

These events happen a certain time around the year. Some will happen in a certain month. Note: This section is not yet complete.

Lighthouse

Sometime in January and Febuary 6:00pm-10:00pm

Item(s) Rewarded: Lighthouse Model, Chocolates

Sometime in January the mayor will be at the wishing well. He will ask you to turn on the lighthouse for 1 week. This job starts the next day. You can go in the lighthouse at 6:00pm-10:00pm. If you turned it on for a week then the mayor will come to your house and give you the reward. Sometime in Febuary he will ask you again and you will get chocolate.

Birthday

Your birthday Whole day

Item(s) Received: Birthday Cake, NES game and other random items

Sometimes a villager will ask when your birthday is. They will ask you if you use the second option. (Ex: I'm bored) When it's time the villager who asked you your birthday, will be in front of your house and he or she will give you a NES game. Other villagers will also send you your gift in the mail. Your "mom" will give you a birthday cake in the mail.

Bridge

Once you get 15 villagers

Item(s) Received: A Bridge

When you have 15 Tortimer will be standing by the stream at your town. He will ask you if you want to build it there. You can choose "I'll sleep on it" if you're not sure.

Snowman

December 25-Mid Febuary

Item(s) Received: Snowman Series

Snowballs will appear on the ground on the 25th. Everyday there are two snowballs. They will break if you push them into something, into the water or falling off a cliff. If they break they will regenerate and appear into a different area. Once you have two make the first one as big as you can. Then make the other one about half of the first one. Then push your second snowball onto the first one. If you did this right the snowman will say good things and there should be a letter in the mail for you from.

Igloo

After Jan 1st
Item(s) Received: Igloo Items

< M o r e I n f o m a t i o n w i l l b e a d d e d l a t e r . >

XVI. Legal Disclaimer/Contact Me

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- www.gamefaqs.com
- www.ign.com
- www.gamespot.com
- www.neoseeker.com

If you would like to use any information or have questions please contact me at andypham007@yahoo.com

XVII. Special Thanks

- CJayC for posting my FAQ and making a GREAT website!
- Nintendo for making Animal Crossing!
- BIG thanks to Firestorm88 for letting me use his FAQ!
- Nintendo Power (NP) for giving me some info.
- Qwascrows for finding an error.
- game_raider for finding an error.
- Big thanks to BTB for telling me what to fix!
- Big thanks to Sasha Slutsker for telling me what to fix.

This FAQ was made by.....

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