## Animal Crossing Fossil FAQ

by Andrew Testa
Updated to v2.00 on Oct 14, 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.

```
The Unofficial Fossil FAQ for.
==-=-=-=-=-=-=-=-=-=-=- A N I M A L C R O S S I N G =-=-=-=-=-=-=-=-=-=-=-=--=
\begin{tabular}{|c|c|c|}
\hline & \multicolumn{2}{|l|}{: : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : : '\#\#\#: : : : '\#\#: : : \#\#:'\#\#\#\#:'\#\#: : : : '\#\# : : : : '\#\#\#: : : : '\#\#: : : : : : ': : : : : : : : : :} \\
\hline & \multicolumn{2}{|l|}{} \\
\hline & & ;'\#\#:. \#\#:: \#\#\#\#: \#\#:: \#\#:: \#\#\#\#'\#\#\#\#: : \#\#:. \#\#: \\
\hline & & '\#\#:: : \#\#: \#\# \#\# \#\#:: \#\#:: \#\# \#\#\# \#\#:'\#\#:: : \#\#: \\
\hline & & :\#\#\#\#\#\#\#\#\#: \#\#. \#\#\#\#:: \#\#:: \#\#. \#: \#\#: \#\#\#\#\#\#\#\#\#: \\
\hline & & \#\#.... \#\#: \#\#:. \#\#\#:: \#\#:: \#\#:. : \(:\) \#\#: \#\#.... \#\#: \\
\hline & & \#: \#\#: : \#\#:'\#\#\#\#: \#\#: : : : \#\#: \#\#: : : : \# : \\
\hline & & \\
\hline & & . \\
\hline & \multicolumn{2}{|l|}{} \\
\hline & &  \\
\hline & &  \\
\hline & & \(:\) \# \#\#\#\#\#\#\#: \# \# : : : : \#\#:. \#\#\#\#\#\#: : \#\#\#\#\#\#:: \#\#: \#\#\#\#\#\#: \#\#:'\#\#\# \\
\hline & & : \#\#.. \#\#:: \#\#: : : \#\#: :.... \#\#: ..... \#\#: \#\#:: \#\#, \#\#\#\#: \#\#: : \# \\
\hline & & : \#\#: \#\#:: \#\#:: \#\#:: : \# \#:'\#\#:: \#\#:'\#\#:: \#\#: \#\#:: \#\#:. \#\#\#: \#\# \\
\hline & & \\
\hline
\end{tabular}
```



```
::::::::::'##::::::: ##:::: ##: ##:::..:: ##:::..::: ##:: ##
::::::::::'######::: ##:::: ##:. ######::. ######::: ##:: ##::::::':::::::::::: :
::::::::::'##...:::: ##:::: ##::..... ##::..... ##:: ##:: ##
```





```
: : : : : : : : : : : : : : : : : : : : : :'######## : : : :'### : : : : :'####### :' : : : : : : : : : : : : : : : : : : : : : : : 
:: : : : : : : : : : : : : : : : : : :'##. . . . : : : ''## ## : : :'##. . . ##' : : : : : : : : : : : : : : : : : : : : : : : 
:: : : : : : : : : : : : : : : : : ' ## : : : : : : :'## : # # : : ## : : : : ##' : : : : : : : : : : : : : : : : : : : : : : : 
:: : : : : : : : : : : : : : : : : :'######: : ''##: : : . ##: ##:: :: ##' : : : : : : : : : : : : : : : : : : : : : : : 
:: : : : : : : : : : : : : : : : : : : :'##... : : : : #########: ##:'## ##' : : : : : : : : : : : : : : : : : : : : : : : :
```




```
:: : : : : : : : : : : : : : : . . : : : : : : : . : : : : . . : : . . . . . . : : : : : : : : : : : : : : : : : : : : : :
```

$\qquad$

Where something happens whenever you are there are not.

COPYRIGHT NOTICE:
This file is Copyright (c) 2003 Andrew Testa. All rights reserved.


This is my information for CJayC to know.
|I N F O R M A T I O N C H A R T|









This is a section that most guides have.

| \|SPACING TEST| |
| :---: |
| \| ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNO |
| 10123456789012345678901234501234567890123456789012345678901234567890 |
| \| ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNO |
| 10123456789012345678901234501234567890123456789012345678901234567890 |
|  |
| ! @ \# \$\% $\chi^{*}$ () -_ $=$ |

If the above text is lined up on top of each other then reading will be like
reading a book．On the other hand，if it isn＇t，then you will have a hard time reading this document．


```
=====/ /| |/ /=================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\=========__|_|_|_===
===/ /_| / /===============|ツ C H A P T E R # 3 - M | | ======
```





```
    ===============
```

This is a Table of Contents that will allow you to go through the guide with ease．



```
|-----------------------------------------------------
```

| CHAPTER \#03:......... : TABLE OF CONTENTS:..:\%100|

| CHAPTER \#04:..........:INTRODUCTION:....... : \%100|

| CHAPTER \#05:..........:WHAT YOU NEED:...... : \%100|
|------------------------------------------------------1| |
| CHAPTER \#06:.......... :METHODS:............ . : \%100|
|----------------------------------------------------------1|
| CHAPTER \#07:.......... :AFTERMATH:........... : $\% 100$ |
|-------------------------------------------------------1
| CHAPTER \#08:.......... : MUSUEM: . . . . . . . . . . . . : \%100|
|------------------------------------------------------1
| CHAPTER \#09:..........:SELLING PRICES:.....: \%100|
|------------------------------------------------------1
| CHAPTER \#10:..........:EXTRAS:............. : \%100|
|------------------------------------------------------1|
| CHAPTER \#11:.........: LEGAL DISLAIMER:....:\%100|
|------------------------------------------------------1|
| CHAPTER \#12:......... : CONTACT ME:......... : \%100|
|------------------------------------------------------1
| CHAPTER \#13:.......... $\operatorname{CREDITS:............~:~} \% 100$ |
|------------------------------------------------------1|
| CHAPTER \#14:.......... $\operatorname{CONCLUSION:.........:~} \% 100$ |


$=====/ \bar{l} \mid=/==============================================================1$



$=/ /==1 \backslash \ldots /=============\ \ldots \quad /=====1 / 2$


Hey！I am back in my next FAQ for Animal Crossing！This one is completely a－ bout fossils．The reason why I decided to make this FAQ is the fact that there was no FAQ（pun not intented）on GameFAQs．I then went to Animal Crossing and tried to get fossils．I did not find out how to until the very last minute．I was digging madly and say a little $X$ in the dirt．Curious $I$ dug it and got a fossil．I FINALY caught onto it！I then caught every fossil many times and sold them．Now I am making this FAQ to help the people like me that did not know how to do this．＾＿＾

What are fossils you might ask？They are fossils from the dinosaur age that are still buried with in the ground of your town．Some are big and some are small．Why get them？Well，Blather gives you good rewards for donating them to to the musuem（more about that later）．You can also sell them to Tom Nook for some big money（more about that in the selling prices section）．

I am getting a little ahead of myself now．So here art thou FAQ．．．

```
===== /\ | / / ___/
====/ /| |/ /==================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\====== _|_|_| | ====
===/ /_| / /================| ツ C H A P T E R # 5 v|===_| | ====
==/___/ /___============|_ W H A T Y O U N E E D _l====_l_|_l ====
=/ /==| \____/===============\_______=====_ _ | ===
```



So you were intrigued by the awesome introduction，right？Well，you don＇t have to go right and say that it was the money that you wanted．So now you want to get fossils but you don＇t know what you need to get fossils．This is the sec－ tion that will tell you how to get them．

## ANIMAL CROSSING GAME：

You need the game to be able to play！

## SHOVEL：

The shovel is the most basic item that you need．You need it to actually dig． It costs 500 bells and will be around on the first couple of days in Tom＇s shop．To find out in－depth how to go to my Bell FAQ．

## GOOD EYES：

I think that one needs to have good eyes to see the X －dirt mark．Once you find the first dirt $X$ you will want to run around and find more．But if you do not have good eyes then you will not be able to see the dirt mark．

TIME：
It might be easy finding some but you will need some time to find all of the dirt X＇s for that day．


This is directly from my Bell FAQ because it was very comprehensive yet it was short．I don＇t think that CJayC should not put my FAQ up for this reason be－ cause this was exactly 1 KB and very short．It has the information right here so they don＇t have to scroll through my other FAQ．

Tom Nook is the raccoon that you meet right after you get off the train. You buy one of his houses and our in debt $(18,800$ bells) to him. He makes you do a part-time job at the store! This section covers all the jobs he will give you.
$\qquad$
JOB 1
-------

Once you get to Tom's he will give you a job and uniform. He will then either say you need 10 free spots of space for his next job or give you 10 bags and pots of flower/soil. If he said you needed 10 free spaces then go to your house and dump your things off. Do this by pressing $Y$ then going to the item and pressing drop. If you have enough spaces then he will give you the flowers. You then go outside and plant them. To do this pick a spot then press $Y$ then go to the plant you want and finally go to plant. You will then plant it. Do these 10 times then go back to Tom's for more jobs.
-------
JOB 2
-------

This is one of the hardest and easiest jobs around. You have to go around town and meet everyone. To do this simple go to the town map (located near the train station) and make a list of all the people you need to meet. Then go to every person and mark him or her off as you goes along. This makes life a lot easier because if you miss someone you know whom you missed. The animals will come out of their houses automatically when you go into their acre. Talk to them once them go to the next. After talking to everyone some back to Tom.

JOB 3
-------

Tom will give you a delivery to an animal in town. Take the delivery and go to the town map (located near the train where you first came) and find out where he lives. Then, take it to him. talk to him and in will say something like Delivery or something. Click on it and your inventory will go up. Then chose the item that Nook (tom) gave you and gives it to him/her. She will thank you. You will then go back to Nook's shop.
-------
JOB 4
-------

Nook will give you some paper and tell you to right a letter to someone. Therefore, you go to your inventory and click on the paper that Nook gave you. Then go to write letter. Choose the animals name that Nooks told you right to. Then right a letter saying that you want him/her to come to Nooks shop. Finally, go to the post office (go to the town map by the train station and look for it) and send it by giving it to the postmen. Then go back to Nook's shop.

JOB 5
-------

Nook gives you an ax to deliver to the animal that you just sent the letter to. Go to them (you know the drill) and give it to them. They will thank you for the letter that you sent them and then you will go back to Nook's.

The easiest job of all! Go to where the square is that you live in and go to the message board in the middle. Then put a message in stating to go to Tom Nook's shop to get great deals on items.

Then after that you can go to my FAQ and look at the others ways to make money!

After getting money wait until the Shovel is for sale in Tom Nook's shop. To do this go to his shop and see if it is there. It costs 500 Bells.

Now that you have your shovel you are ready. What you do is look around for a little one square X-patch of dirt. It could take a little while to find a X-patch but they do exist.

Once you find it get out your shovel and press 'A' to dig. Then, if it actually was a $X$ dirt patch you will obtain a gyroid, fossil, or a piece of furniture.

They have about 5 X-dirt patches a day in Animal Crossing. The next picture is a zoomed up shot of a dirt patch.
$\qquad$

| $\backslash$ |  | / |
| :---: | :---: | :---: |
| 1 \} |  | / |
| \| |  | / |
| \| | \/ |  |
| I | / / |  |
| \| | / | $\backslash$ |
| 1 |  | $\backslash$ |
| \| / / |  | $\backslash 1$ |

As you can see, the $X$ is not perfect. IT IS FOR A REASON! The patches in the game are not very straight. They all look the same, however. The next picture is of a whole acre and a $X$ dirt mark.
| | | | | | | | | | | | | |
_ - _ _ _ - _ _ - _ _ - -
| | | | | | | | | | | | | |
_ _ _ _ _ _ _ _ - _ _ _ -
| | | | | | | | | | | | | |

- _ _ _ _ _ _ _ _ - _ - -
| | | | | | | | | |X| | |
-     -         -             -                 -                     -                         -                             -                                 - 

| | | | | | | | | | | | | |

-     -         -             -                 -                     -                         -                             - 

As you can see the diagram states that the X will be small and hard to see. This is of a whole acre.

The X -dirt patches cannot be in bushes but they can be behind trees.

If you want me to put it simple, look, find, dig, and repeat. Though it is not simple and this is very blunt it is short.

```
===== / | = /
```

$\qquad$

``` \(1==========================================================1\)
====/ /| |/ /=================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\======_l__ |_|_|_|====
===/ /_| / /===============1ツ C H A P T E R # 7 % _ | | | ======
==/ / ============== | A F T E R M A A T H
=/ /== | \
```

$\qquad$

``` \(============1\) AF T ER MATH ＿ \(1==\) \(-1\) ／＿／＝＝＝1
```

$\qquad$

``` \(/==============\\)
``` \(\qquad\)
``` \(/====\) ｜\(====\)
```

$\mid=====================================================1$

``` \(==============\)
```

So you got tons of fossils and you want to know what you want to do with them？ Well，you could sell them at Tom nooks for a hefty price．

BUT I would give them to Blather at the Musuem for a number of reasons． Namely，you can get a big gallery of them and show them off to your friends． That isn＇t what most people get them for when they go to the musuem．Instead， they give them to blather for special items！

After giving all of your items to the musuem go to Nook＇s and sell them．You can find prices here and in the selling prices section．

Amber 1，200 Bells

Ammonite 1，100 Bells

Apato Skull 5，000 Bells

Apato Torso 4，500 Bells

Apato Tail 4，000 Bells

Dinosaur Egg 1，400 Bells

Dinosaur Track 1，000 Bells

Mammoth Skull 3，000 Bells

Mammoth Torso 2，500 Bells

Plesio Skull 4，000 Bells

Plesio Neck 4，500 Bells

Plesio Torso 4，500 Bells

Ptera Skull 4，000 Bells

Ptera Left Wing 4，500 Bells

Ptera Right Wing 4，500 Bells

Stego Skull 5，000 Bells

Stego Torso 4，500 Bells

Stego Tail 4，000 Bells

T－Rex Skull 6，000 Bells

T－Rex Torso 5，500 Bells

T－Rex Tail 5，000 Bells

Tricera Torso 5,000 Bells

Tricera Tail 4,500 Bells

Trilobite 1,300 Bells
 or look at the one you have and see where it is. It should be entitle 'musuem'. Then go there and Blather, the musuemist, will give you a full conversasion about it. It is very boring and it will bore you in about a second. After pressing 'A' rapidly to get through the conversation he will ask you to donate a item. If you try to donate a fossil that you found he will tell you to mail it to the musuem because he can't overlook it. So you then get the option when you mail letters to mail to the musuem. Get a piece of paper at Nook's shop if you don't have one and address it to the musuem. The game will then ask you to write the letter. You do not have to write anything if you do not want to. It is not manditory. After writing it when you go to your inventory you will see the letter. Put the fossil that you found to the letter by grabbing it. Now go to the post office and mail it.

But before you mail it you must recieve a letter from the musuem. After sending the letter they will send it back with the fossil. Now you can bring it to the musuem and talk to blather. He will ask you to donate it.

When you donate it he will talk about it if it is important. After, he might give you a special item. Here is the list of the fossils.

Amber

Ammonite

Apato Skull

Apato Torso

Apato Tail

Dinosaur Egg

Dinosaur Track

Mammoth Skull

Mammoth Torso

Plesio Skull

Plesio Neck

Plesio Torso

Ptera Skull

Ptera Left Wing

Ptera Right Wing

Stego Skull

Stego Torso

Stego Tail

T-Rex Skull

T-Rex Torso

T-Rex Tail

Tricera Skull

Tricera Torso

Tricera Tail

Trilobite

Print this out and once you have a fossil, cross it out lightly so you can
still see it but you know you have it.


After getting all of your fossils in the musuem go to Tom Nook's and sell them for mad prices! Here is the list of the Fossils and there prices.

Amber 1,200 Bells

Ammonite 1,100 Bells

Apato Skull 5,000 Bells

Apato Torso 4,500 Bells

Apato Tail 4,000 Bells

Dinosaur Egg 1,400 Bells

Dinosaur Track 1,000 Bells

Mammoth Skull 3,000 Bells

Mammoth Torso 2,500 Bells

```
Plesio Skull 4,000 Bells
Plesio Neck 4,500 Bells
Plesio Torso 4,500 Bells
Ptera Skull 4,000 Bells
Ptera Left Wing 4,500 Bells
Ptera Right Wing 4,500 Bells
Stego Skull 5,000 Bells
Stego Torso 4,500 Bells
Stego Tail 4,000 Bells
T-Rex Skull 6,000 Bells
T-Rex Torso 5,500 Bells
T-Rex Tail 5,000 Bells
Tricera Skull 5,500 Bells
Tricera Torso 5,000 Bells
Tricera Tail 4,500 Bells
Trilobite 1,300 Bells
This is another list that sorts it out a better way.
Display Piece Nook's Price
---------------------------------
Ammonite }110
Dinosaur Egg 1400
Dinosaur Track 1000
Trilobite 1300
Dinosaur Body Part Nook's Price
Apato Skull 5000
Apato Tail 4000
Apato Torso 4500
Mammoth Skull 3000
Mammoth Torso 2500
Plesio Neck 4500
Plesio Skull 4000
Plesio Torso 4500
Ptera Left Wing 4500
Ptera Right Wing 4500
Ptera Skull 4000
Stego Skull 5000
```

| Stego | Tail | 4000 |
| :--- | :--- | :--- |
| Stego | Torso | 4500 |
|  |  | 5500 |
| Tricera | Skull | 4500 |
| Tricera | Tail | 5000 |
| Tricera | Torso |  |
|  |  | 6000 |
| T－Rex | Skull | 5000 |
| T－Rex | Tail | 5500 |

That concludes the selling prices section！


```
====/ / | | /==================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツツ \ ======================
===/ /_| / /================|ツ C H A P T E R # # | M M | =======10==========
==/ / / ============== |
    E X T R A S
=/ /==| \__/================\
```

$\qquad$

```
                            C================
/_/=== |__l
```

Well，what do you want to know？After making the big money what do you want？ Do you want more money using the shovel and such？Well，read on！

## GYROIDS

When digging for fossils you might find a gyroid．These gyroids are pretty useless BUT they sell for 828 Bells．That is a pretty good price！If you are like me and have 15 in your basement then you should go sell them now！This is the list that NOA4EVER got me．

| Gyroid | Oid－Set |
| :---: | :---: |
| Mini Alloid | Alloid |
| Mega Alloid | Alloid |
| Tall Alloid | Alloid |
| Mega Bovoid | Bovoid |
| Tall Bovoid | Bovoid |


| Mini Bowtoid | Bowtoid |
| :--- | ---: |
| Mega Bowtoid | Bowtoid |
| Bowtoid | Bowtoid |
| Tall Bowtoid | Buwtoid |
| Mini Buzzoid | Buzzoid |
| Mega Buzzoid | Buzzoid |
| Buzzoid | Buzzoid |
| Tall Buzzoid | Clankoid |
| Mini Clankoid | Clankoid |
| Mega Clankoid | Clankoid |
| Clankoid | Croakoid |
| Tall Clankoid | Croakoid |
| Mini Croakoid | Croakoid |
| Mega Croakoid | Croakoid |
| Croakoid |  |


| Mega Dekkoid | Dekkoid |
| :---: | :---: |
| Dekkoid | Dekkoid |
| Wee Dingloid | Dingloid |
| Mini Dingloid | Dingloid |
| Mega Dingloid | Dingloid |
| Squat Dingloid | Dingloid |
| Dingloid | Dingloid |
| Tall Dingloid | Dingloid |
| Mini Dinkoid | Dinkoid |
| Maga Dinkoid | Dinkoid |
| Mini Drilloid | Drilloid |
| Mega Drilloid | Drilloid |
| Drilloid | Drilloid |
| Tall Droploid | Droploid |
| Mini Echoid | Echoid |
| Mega Echoid | Echoid |
| Tall Echoid | Echoid |
| Mini Fizzoid | Fizzoid |
| Mega Fizzoid | Fizzoid |
| Mini Freakoid | Freakoid |
| Mega Freakoid | Freakoid |
| Mini Gargloid | Gargloid |
| Gargloid | Gargloid |
| Tall Gargloid | Gargloid |
| Mini Gongoid | Gongoid |
| Mega Gongoid | Gongoid |
| Gongoid | Gongoid |
| Tall Gongoid | Gongoid |
| Mini Harmonoid | Harmonoid |
| Mega Harmonoid | Harmonoid |
| Harmonoid | Harmonoid |
| Tall Harmonoid | Harmonoid |
| Mini Howloid | Howloid |
| Mega Howloid | Howloid |
| Howloid | Howloid |
| Mini Lamentoid | Lamentoid |
| Mega Lamentoid | Lamentoid |
| Lamentoid | Lamentoid |
| Tall Lamentoid | Lamentoid |
| Mini Lullaboid | Lullaboid |
| Mega Lullaboid | Lullaboid |
| Lullaboid | Lullaboid |
| Tall Lullaboid | Lullaboid |
| Mini Metatoid | Metatoid |
| Metatoid | Metatoid |


| Mega Nebuloid | Nebuloid |
| :---: | :---: |
| Squat Nebuloid | Nebuloid |
| Nebuloid | Nebuloid |
| Tall Nebuloid | Nebuloid |
| Slim Nebuloid | Nebuloid |
| Mega Oboid | Oboid |
| Oboid | Oboid |
| Tall Oboid | Oboid |
| Mini Oombloid | Oombloid |
| Mega Oombloid | Oombloid |
| Oombloid | Oombloid |
| Tall Oombloid | Oombloid |
| Mega Percoloid | Percoloid |
| Tall Percoloid | Percoloid |
| Mini Plinkoid | Plinkoid |
| Mega Plinkoid | Plinkoid |
| Plinkoid | Plinkoid |
| Mini Poltergoid | Poltergoid |
| Mega Poltergoid | Poltergoid |
| Poltergoid | Poltergoid |
| Tall Poltergoid | Poltergoid |
| Mini Puffoid | Puffoid |
| Mega Puffoid | Puffoid |
| Tall Puffoid | Puffoid |
| Mini Quazoid | Quazoid |
| Mega Quazoid | Quazoid |
| Quazoid | Quazoid |
| Tall Quazoid | Quazoid |
| Slim Quazoid | Quazoid |
| Mini Rythmoid | Rythmoid |
| Rythmoid | Rythmoid |
| Mini Rustoid | Rustoid |
| Rustoid | Rustoid |
| Tall Rustoid | Rustoid |
| Mini Sproid | Sproid |
| Mega Sproid | Sproid |
| Sproid | Sproid |
| Tall Sproid | Sproid |
| Mini Sputnoid | Sputnoid |
| Mega Sputnoid | Sputnoid |
| Sputnoid | Sputnoid |
| Tall Sputnoid | Sputnoid |
| Mini Squelchoid | Squelchoid |
| Mega Squelchoid | Squelchoid |
| Squelchoid | Squelchoid |
| Mini Strumboid | Strumboid |
| Mega Strumboid | Strumboid |

Strumboid
Strumboid
Strumboid

Mini Timpanoid
Mega Timpanoid Timpanoid

Tall Timpanoid

Mini Tootoid
Mega Tootoid
Tootoid

Mini Warbloid
Warbloid
Tall Warbloid

Timpanoid
Timpanoid
Timpanoid
Timpanoid

Tootoid Tootoid Tootoid

Warbloid
Warbloid
Warbloid

ROCKS
I recently learned this from a friend．He said that if you get your shovel and go to a rock and hit it with your shovel the rock might turn red and money will pop out．Do it 3 times to get all the money out of it．That is for the day．You can＇t do more then 1．The first time you get sacks of 100 ，the second you get 1000，and the third you get 10000．Yes 10K bell sacks！But I heard from him you have to be fast！

## CORRECTIONS：

In your $F A Q$ section 10 it says If you hit a red rock you will get money．Do this 3 times to get all of it．This is wrong．You actually hit it 7 times to get all of the money．The complete amount of money is 13,300 Bells．
FROM STEVENDUDE

## CORRECTIONS：

look you find the rock，hit it 7 times to get 3100 bags， 31,000 bags and 1 10,000 bag，that is the truth．It appears once a day in different towns． FROM THE WORLD WANDERER

## CORRECTIONS：

Once a day，a random rock will be the one you want to hit with your shovel． Hit it three times and 3100 bell bags will come out，however，keep hitting it as many times as you can before it fades back to gray（you will here the classic Mario 1－up sound for each extra bag）．Each of those bags will be worth 1000 bells．

FROM FREEK4GOOD
＊＊＊GOT MORE SEND THEM IN！MY EMAIL ADDRESS IS TESTAALT＠AOL．COM＊＊＊


```
====/ / | | /================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツ\=====================
===/ /_| / /================| | C H A P T E R #11 v|=======11==========
==/ ___ /___=============|_L E G A L D I S C L A I M E R_|===================
=/ /==| \
/_/=== |__l
```

| I N S H O R T |


IYou know the drill．This document is copyrighted by me and cannot be ｜reproduced in anyway without the complete consultant of me．My name
|The ONLY website this document can be hosted at is currently GameFAQs.com. IIf you think this FAQ/Walkthrough is really good and you want to post it on $\mid$ |your site then email me. If I tell you you can then go for it. If I tell youl lyou can't then you can't. If you see this document anywhere on the Web |besides GameFAQs.com then please tell me. I will be very greatfull!
_-_-_-_-_-_-
| U S A G E |

|This FAQ/Walkthrough is for personnal usage ONLY. You must not use
|this FAQ/Walkthrough for profitable purposes either. If you want to luse parts of this walkthrough, please, contact me before you do for my |approval.
| O T H E R | - O H R

IYou can't put this guide on your NON-PROFITABLE or NON-COMMERCIAL |website either. Also, don't alter or change this document in ANY way, | |shape, or form. All I am trying to say is don't use this guide for | |ANYTHING before you contact me. So, please don't plagiarize. Thank You | leveryone for following these guidelines.
--------------------


| M A G A Z I N E S |
| :-- |
| I also exclude ANY magazine to use this guide and the same rules apply for |

```
-----------------------------------------------------------------------------------------
    ------------------------------------
| C O P Y R I G H T N O T I C E |
|-------------------------------------------------------------------------------------
| This file is Copyright (c) 2002 Andrew Testa. All rights reserved. |
```

| B E F OR E Y O U R E A D |

| I know that I might be a little harsh but I have seen people "rip off" |
| guides before and do not want it to happen to me. With that said I have |
| just one more little thing to say:

| IF YOU DON'T UNDERSTAND THIS LEGAL DISCLAIMER THEN DON'T READ THE DOCUMENT!।
I D O Y O U W A N T T O U S E T H I S L E G A L D I S C L A I M E R ? |
| ---- might think that this legal disclaimer is enormus and want to use it forl
lone mat
|there great guides. To do so, you must e-mail me beforehand. If you do not ।
｜then I am sorry to say that that is considered plagirism and you will be｜ ｜punished．

This sentence ends this small legal disclaimer．


```
====/ / | | /=================/ツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\=======================
===/ /_| / /===============| M C H A P T E R # 12 M |=======12==========
==/__/ /____===========|_ C O N T A C T M E _ | | | ==================
=/ /==| \____/===============
/_/=== |
```

This section labeled＂Contact Information＂is self explanitory．To be blunt，in this section you will find out how to contact me．What would you need to contact me for，you might ask？Well，if $I$ made a mistake in this document I want to know about it．Mistakes include anything thay you can think of that $I$ did not put into this guide or spelling errors（that $I$ tend to make a lot）．If you find any of these things please do not hesitate to tell me．When you do tell me I will give you complete credit．This means that $I$ will put in what you said and then credit you at the beginning of it．For spelling errors，the corrections will be made and you will be put into the acknowledgements section． You can also tell me things that do not fall under these two things．

So，now you know what you can ask me for and how you will be credited，let me tell you my E－mail address．My E－mail address is TestaALT＠aol．com．This is an e－mail address that $I$ have had for four years now and $I$ plan to keep it．Please DO NOT talk to me on AIM．Only talk to me via e－mail．If people start flooding me on AIM I will be forced to close my buddy list．AIM is NOT for anything．I will not juggle information that you give me via AIM．I will tell you to use my E－mail．

So，if you have anything to add or contribute to this file，do not hesitate to e－mail me．If it bad information that is not correct or something that is already in this document do not exspect a responce．If it is usefull then I will respond to it．The responce will most likely be to thank you for something that $I$ did not pick up on earlier．

For questions that are not in this walkthrough，I urge you to use the message boards at GameFAQs．com．If you want，you can e－mail me about a question that IS NOT in this walkthrough．I will be glad to tell you the answer and the question that was not in this walkthrough will be in it in the next update．

If the version for this document is marked＂FINAL＂，that means that this document has all of the information in this game．If $I$ have forgotten something，I still urge you to e－mail me about the information．I might not reply back in this e－mail，however，because I will working on another project or whatnot．Please follow these simple rules！

Thank you for reading this document！You can see my other work at：
－＞http：／／gamefaqs．com／features／recognition／23249．html＜－
$\qquad$

A B O U T T H E A U T H O R．．．
－－－－－－－－－－－－－－－－－－－－－－－－－－－－－
［As of January 23，2003］
I am a 13 year old student that lives in the outskirts of Monterey．Yes，you heard right．I am only 13 years of age．But that is besides the point．In my
free time I like to play sports, play video games, and write FAQs. I like to play basketball and baseball. I love making FAQs and I do not want to stop until my death. I like making them and it is a lot of fun. I urge you to make FAQs because it is very enjoyable and increases your writing ability drastically. And that about wraps it up!

THANKS FOR READING!


$===/ / \_|/================| 川$ C H A P T E R \#13 v|======13=========
$==/ \ldots \quad / 1 / \ldots============1$
C R E D I T S
_ | ==================
$=/ /==1 \backslash$ / ===============\} $\qquad$ / ===================== /_/===1_


The golden rule of GameFAQs is crediting. That will be done here.
-CJayC is always first in my credits section. I always thank him for making a great site and hopefully posting my FAQ.
-My Family for being supportive and being my family.
-Chuckie for bringing me into this game and being a great friend.
-Hang Me 2003 for having someone to talk to.
-Devin Morgan for creating his FAQs. Then I looked at his FAQs and found the proper way to make FAQs.
-Astroblue for telling me that $I$ am a n00b and that gave me the determination to make this FAQ.
-NOA4EVER for the gyroid list and the other selling fossil list.
-Dethminion for being a good friend, giving me some good ideas, and partly chipping in for the legal disclaimer.
-Dell for making this pretty cool and nifty laptop.
-I originally got the idea from Kao (I think that is his name) for the space testing that $I$ made bigger.
-Panasonic for making the T.V. that I played this game on.
-My teachers for not being _totally_ annoyed by me for sleeping in class because I stayed up all night making this guide. (quit a few actually)
-Metapd for making a good proccesor.
-ACA for telling me about the proccesor.
-Hang Me 2003 (again) for telling me how to correctly format my FAQs.
-Me for making this FAQ.
-You for reading this FAQ.
$=====/ \square \mid=/$ $\qquad$ / $============================================================$

$===/ / \_\mid / /==============1 ツ \quad$ C H A P T E R \# \# $4 \quad$ M $\mid======14=========$
$=/ \ldots \quad / / \ldots \quad$ C O N C L U S I O N $\quad==========1 \quad 1 \quad \mid=================$
$=/ \quad /==1$ $/=============\$ $\qquad$ $/=================$


This is my guide for gamefaqs and I hope you liked it. It should have been informative and critique! If you have anything to add just email me! My email Address is TestaALT@aol.com! Always remember:
"A battle is won before it is even started"- Piccolo

> -Andrew
=-End of File-=

This document is copyright Andrew Testa and hosted by VGM with permission.

