

Animal Crossing Bell FAQ

by Andrew Testa

Updated to v20.0 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.

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Animal Crossing Bell FAQ
For The Nintendo GameCube
Version 20.0 (Last updated 2/15/2003)
By TestaALT (TestALT@aol.com)

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S p a c e T e s t i n g

ABCDEFGHIJKLMNPOQRSTUVWXYZABCDEFGHIJ | If the text to the left is lined up
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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ | line up correctly.

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S m a l l N o t e s

This document is best viewed at any pixels. It only has a 79 character width and therefore can be seen on almost any computer monitor. This is why CJayC wanted the width to be 79 characters. Another note, if you want to put this document in a processor so that you don't have to boot on the internet to get it then I urge you to do so. Just follow the legal disclaimer. And, when you put it on your computers hard drive, let it be a text processor such as Notepad. Even though Notepad is normal, it will work. Put on wordwrap and adjust the width of the window to the end of the line above. This will be 79 characters per line and therefore allow you to view this document at its best form. Going on to more notes, I would like to state that if you are looking for a certain thing press "Control" and "F" at the same time. This will bring

up find. From here, type in the thing that you want to find and press find. It should bring you to where you would like to go. And that about wraps up the Small Notes section.

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=====
1.00 Introduction
=====

This FAQ covers the basics of the game and how to get much money for it. I have found some critical ways to make money! After playing for some days I decided to make a FAQ on money because that is your basic goal (more on that later). I hope these ways serve you well in this game and life.

=====
2.00 Contact Me
=====

This section labeled "Contact Information" is self explanatory. 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 that 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:

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-> http://gamefaqs.com/features/recognition/23249.html <-
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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!

== 3. Legal Disclaimer ==

I N S H O R T

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is Andrew Testa and my mom is a attorney at law.

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| B E F O R 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!

| 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 ? |

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| then I am sorry to say that that is considered plagirism and you will be |
punished.

This sentence ends this small legal disclaimer.

=====
4.00 Basic Goals
=====

Every person that plays Animal Crossing knows that one of the better objectives in the game is getting money. This money can be used like in real life! You can buy almost anything you want (including Nintendo games)! Even though I know that a lot of Animal Crossing Veterans (is that how you say it?) are

reading this I am focusing this FAQ towards the Newbies who need money. I am doing this because I new how those newbies felt when they came to gamefaqs and saw all of those cool items and said "I'm going get that money and be a pro at this game"(little did they know that the local currency was Bells...). This is to ALL people whom want/need money in A.C. (animal crossing).

=====
5.00 Before You Read
=====

This is just a reminder that there will be spoilers in this FAQ! Though these spoilers are very small and will most likely not reveal the story of the game!

ALSO

I am listing the ways to make money in chronological order. This means that I am going to list the ways to make money when you have the proper tool and/or you have enough neighbors. Don't be alarmed when you see how to fish, find, and catch money!

=====
6.00 Tom Nook's Jobs
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Tome 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.

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.

JOB 6

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.

This ends the Job section! hopefully you have at least 500 bells to spend. DON'T go to the post office and deposit it! Keep hold of the money!

=====
7.00 Needed Items
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To get the items needed for this FAQ you must get the money needed and go to Nook's shop. Then buy a shovel, a bug net, and a Fishing pole. This will run around 1500 bells but don't worry! In the next section I will tell you little odd jobs you can do to get the money!

=====
8.00 Odd Jobs
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This section is dedicated to little odd jobs that you need to do to get money without using tools. This is also a good pattern to use every day that you play to get money. Think of it as your daily routine!

First off, shake the trees that have fruit. These fruit sell for 100 each! Sometimes, you can get a different type of fruit that sells for 500 bells. This type of fruit is called "native fruit". After shaking all of the trees sell them to Tom. This should at least get you 600 bells.

Second off, you can go to the beach (located south) and pick up all the shells that you find and sell them to Tom. You would be surprised on how much money you can make! Just pick up as many shells as possible and sell them to tom at his shop. This should score you to at least 1500 bells but if you are still having money problems read on.

Deliveries! Yes you can do deliveries and pick ups for animals! Talk to any animal and ask them the first choice. They will give you a job or say that they can't think of anything right now. Get the goods to the proper person and you will get a reward. Sell the reward unless it is essential for your house and you like it a lot!

Sometimes, an animal will ask you things other than to deliver an item to another villager, or return one they lent out. Villagers might also tell you to send them a letter, kick a ball to them, or catch a fish/bug and give it to them. The rewards for these jobs are normally higher than just returning lost items, so try your best to do them. Also, you are not given a choice on whether or not to do these. These will come up whenever you ask for an odd job, and you have about 3 days to do them. If you run out of time, the villager will simply ask for a different task. Last para. submitted by: Mbrocket756

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9.00 Sea Shells

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One of the easiest ways to make money without any work, this section covers sea shells!

First off, go to the beach and pick up every sea shell you can and sell it to tom. Keep doing this until there aren't any sea shells left. Repeat the pattern for mad results!

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

Second off, you can find more sea shells by walking around and picking up items that you see. This is far by the shortest section because they didn't base money completely on sea shells.

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10.00 Bug Catching

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This is a pretty big section in this FAQ because this is one of the best ways to make bells. I will not list the bugs because you can see them in the Insect Catching FAQ and it doesn't really matter except that you our catching a good bug. This section covers how to get a bug.

1. Find the bug that you desire. make shore it costs a lot because you don't want to go out on a limb for nothing!
2. If you our in an area that has water you our not in luck! Insects tend to go into the water! Check to see if you are near water!
3. HOLD down A and walk up to the desired bug. He will probably go away but before he does, try to get him by holding of A. If it fails then run up to him and press A. Keep repeating until he is caught.
4. Go to Nooks and sell it for some Money!

Bee's our another story, though!

1. To get a bee shake a tree and a hive might come down.
2. You then equip your net!
3. You will probably only get 2 swipes of the net so that it last!
4. Wait until the bees our almost at you. Then press A and you will catch them!
5. GOOD JOB! Go to Nooks and sell them for 4,500 bells!

Pillbugs are another story...

To get a pillbug to come out:

1. Get an ax or shovel.
2. Find a rock.
3. Hit it with your tool.
4. If you are lucky a pillbug will come out then capture it using that strategy above.

Mole Crickets are another story...

To get a mole cricket:

1. Follow the cricket noise that you hear.
2. When it gets really loud and when you go into another area it gets softer, start digging!
3. Luckily, a mole will pop up.
4. Capture it then sell it to nook

Ants are another story...

To get a ant:

1. Buy a candy at nooks
2. Drop the candy on the ground
3. After days bugs will start to eat the spoiled food.
4. Capture the Ants!

Cockroaches are another story...

SAME AS ABOVE^^^^^^Also: You can find cockroaches on flowers. I know this because I found one on a flower. It was worth 5 Bells. Last 2 sentence submitted by:SergeitheCat

=====
11.00 Fishing
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Fish are probably the best way to make money in this game! This is also the reason why I made this FAQ! I hope this section is very useful for your money needs!

Fish Catching ways our:

1. Find a fish.
2. Equip your Fishing pole.
3. Cast your line directly at the fish.
4. The fish MIGHT nibble or he might bite. If he nibbles you will feel a faint vibration and the fish will tug on the bait (its red) a little.
5. The fish will, somewhere before 5 nibbles, try to get the bait. When this happens there will be a splash and the bait will go under water.
6. Here is your cue. to press the A button and reel him in!

7. Do other strategy below for mad bells!

Firstly, go to the beach where you have 3 acres of land and beach. This will be the place you spend all of your fishing at so get used to it!

Secondly, well, if you don't have a fishing rod already get one at nooks for 500 bells! it is a real deal for how much you our going make!

Thirdly, go to the middle section of your acres and see if a fish is there. If one is then cast your line and attempt to get it using the Strategy above.

Fourthly, when you get the fish, go to the only acre you haven't been at. If done correctly you should still be near water and there might be a fish there. If there is then catch it!

Fifthly, go to the opposite side of the middle acre and see if a fish is there. If one is then catch it! After that repeat steps 1-5 until you have a full inventory. Then sell the to Tom!

To NEVER get a article of trash instead of a fish equip 15 separate letters and, after you catch the fish, click on the paper then combine the paper. Do this 11 times and get 11 fish! You can also throw out the fishes you don't want!

Do this and only accept items over 3,000 bells. It should take a good half-hour but you will get lots of money! Sell them to tom to get mad cash!

Also wait till it is raining and do the process above. You have the chance of getting a Coelacanth, which is worth a whopping 15K bells! This could be one the best ways to get cash! These fish have huge shadows!

?You catch the Coelacanth at 4:00 PM.? Last sentence submitted by:SergeitheCat Tell me if this is true!

I have SOME fish, bell and season info.

Fish	Bells	Season
Stringfish	15,000	dec. to Feb. i think
Small Bass	120	all year
Bass	300	all year
Large Bass	3,000	all year
Carp	300	all year
Coelacanth	15,000	all year, but only on snowy and rainy days
Sea Bass	120	all year
Bitterling	1,300	?
Pond Smelt	300	?
Crucian carp	120 or 200	all year
Koi	2,000	all year?
Pale chub	120	?
Brook Trout	?	all year?(I've only been playin since christmas
Barred Knifejaw	5,000	?

12.00 Turnip Market

Just like the stock Market, the turnip market is an investment! You could make thousands or lose thousands!

On Sunday morning between 8 and 12 look around the town for a Joan (a horse like person) that sells turnips. She will be selling them for a price in, which should be cheap (Between 0-100). After getting all you can afford wait until tomorrow and talk to tom. He might be buying turnips for Hundreds (to make a profit or 100+) If he is then sell them all! If he isn't then wait a day and try again. On Saturday you have to sell the turnips or they will spoil! This is a great but very risky way to make bells!

=====
13.00 GBA Trick
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The island is the best way to make money in the entire game. I personally have made over 100,000 with only 15 fruit. Here is what you do:

- 1) Get the GBA cable.
- 2) Find out which islander you have.
- 3) Find out what that islander's favorite fruit is by checking the Tips/Tricks FAQ.
- 4) Get a LOT of that fruit (all your items, and those envelope slots wouldn't hurt)
- 5) Go to the island, drop ALL the fruit and then transfer your island to the GBA.
- 6) Now, give all the fruit to the islander, non-stop, in a sort of buffet style.
- 7) Now, return to the island on the GCN and collect your spoils.
- 8) If done correctly, you should have some 100 bags, some, 1,000 bags, some 10,000 bags, and around 2 or 3 30,000 bags. If you don't think that's a lot, think of what the fruit is normally worth. NOTE: Your islander really likes candy, but they hate mushrooms (mine does, anyway, and I have read nothing to cancel that notion).

Submitted by: ibjeremy@cfl.rr.com

=====
14.00 Fossils
=====

Here is a better description of fossils and their prices: Every day, you can dig up 3-5 fossils in your village. Look for spots in the ground that look X or star shaped. Dig in those spots to find fossils. After getting fossils, send them to the museum attached to a letter. The letter doesn't have to say anything, but the first time you get a fossil, you won't be able to send it out until you have received a letter from the museum. In a few days, you should receive letters back from the museum with dinosaur bones attached to them. Here is a list of fossils and their 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

Digging up Gyroids. You can dig up around 3 of these starting the morning after it rains and sell them to Nook for 828 Bells a piece.

Submitted By: Micheal

=====
15.00 Extra
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The section is solely based to the tons of people who have emailed me and wanted to put something in. You will all get full credit, here.

You can take the lazy way of getting a cockroach by letting food spoil, or you can do it how it was meant to be done: 1. Grab your net
2. Find a tree with a bug
3. You will eventually catch a cockroach

Note: They look similar to other bugs on trees so catch every one you see until you find one

Also, Don't let your furniture sit around in one place because someone told you cockroaches will appear. YOU CANNOT CATCH THEM! You can only squish them!

If you want to plant a tree, put in a good spot (not directly by your river, etc.). You will know when you have picked a good spot if the tree matures. If

the leaves droop down that means it will never grow and counts as a weed. If it matures a little but remains that way, it is believed to count as an actual tree but will never grow any money. You will know when a tree will never mature if it remains in the same stage for about 10 days. If it is as big as the other trees, it will produce money if you buried money. But, if you want a perfect town, try not to plant trees diagonally beside each other. Just a useful tip!
-Credit to: ZuluZach

It is a great way to double your money.

You need:

- to have payed off all your debts for the post office to let you use it as a bank
- a second mem. card with at least 3 blocks of space left. Make sure it DOES NOT have a town in this second one.

First, put all of your money in the bank/post office and make sure you have nothing in your inventory. Second, go to the train station. There, talk to Porter. He will ask you if you want to travel. Say yes. After he saves, take out your second mem. card. Start up, and play your character again. You will have no money, no items, nothing. Not even your face! Go to the post office and take out all the money. Drop it all somewhere. Save at your Gyroid. Then, put the second mem. car in again, and play again. The villager will say, "huh? _____ was on a trip and he/she want's to come back? You will have to overwrite the town!" Say 'fine with me.' Then, pick up all the bells from the ground, and go to the post office. You will still have the money in there! So, you doubled your money. Easy.

By: Videogamemaster5

EMAIL:

Dear Andrew:

Hello. I've looked at your Bells F.A.Q. at GameFAQs and I know of one other way to make bells. You can quote me, if you'd like. Here it is:

If you have a character who has completely paid off his or her house and all of the expansions upon it and now have a permanent savings account at the post office and you also have an extra, unused memory card, there is a trick you can do.

The town this character is in will, of course, be on the card in slot A. Put the blank memory card in slot B. You will use this for what the game refers to as "travel data". When you want to try this trick, make sure you leave everything you have on you behind, as these things will disappear when you do this. I believe some or all may come back when you're all done, but I'm too paranoid to find out, myself, so you might not want to take any chances. Just leave whatever letters, bells and items you don't want to lose behind. Board the train at the train station. Since the card in slot B is empty and, therefore, hasn't got a town on it, you will get on the train but not end up at another town. When you get on the train and it leaves town, the game will end. Do not be alarmed. Just simply remove the travel data card from slot B (trust me) and "press Start" as it tells you to at the intro screen.

If you had left the card in slot B and started, it would pick up where you left off. You would get off of the train and continue where you left off, not having gone anywhere or done anything. What would be the point? Believe me when I say that that is not what you want. You remove the card, as I said, from slot B and then start the game. Whatever character is there to greet you and get you started will become alarmed. They will say, "You're supposed to be out travelling!" or something to that effect. Pay no mind. Tell them you want to proceed, anyway. The game seems to not know what to do about it, so it just lets you get started. Once you get going, instead of getting off of the train as you otherwise would have if the card were in slot B, you'll start out by coming out of your house, as you usually do, because the card is not in slot B to continue where you left off. You should notice a difference in your

character, though.

My character's skin seemed all warty and her eyes and mouth were just empty black holes. It was rather unnerving. She looked pretty scary. Anyway, don't worry about that. It's just temporary. Take your character to the post office where you should have something in the way of savings. Withdraw as much as you want to and take it out of the post office. Go and drop the bags of bells somewhere. When you're all done with that, go back to your house and tell your gyroid assistant that you'd like to save. Proceed as normal. Remember to save and quit, though. You again find yourself at the familiar "press Start" intro screen.

Before pressing start, put the travel data memory card back into slot B. When you start, they'll ask you if you want to use the data in slot B. You tell them yes. You see, when you were the weird-looking character who went to the post office and then saved, they saved your information to slot A. Now, continuing with the card in slot B, they'll continue on from what they last remembered when you had both cards in use. You will start by getting off of the train now as if you'd been on it all along. However, when you go to where you left your bells, not only will they still be there, but your bank account will not have decreased. The bells you removed from your account are still in your account and outside! Isn't that nice? Do that as often as you'd like.

Anyway, that's my big story. I'm sure many other people have stumbled upon this by accident, but many people probably don't know and could use that information. Trust me, it works. I hope it helps you. Take care.

Sincerely,

Rain

EMAIL:

A few things I couldn't find in the faq on money making.

- Shaking trees for random money bags and 1 piece of furniture per day
- the glowing gold spot gives 1000 bells (1 per day) and supposedly you can plant a money bag to get triple return (haven't seen it work yet though)
- one rock per day will give bells when hit with shovel - turn red , have few secs to keep hitting it, first 3 bags are 100 bells, afterward they are 1000 bells

(my best was 7 bags for 4300).

- city dump and cops for some free items.

- have a piece of furniture, wallpaper, and carpet in your inventory - talk to a villager - option two repeatedly - eventually they will want to trade or to buy an item from you, or give you something for free. Most will get annoyed with you before offering this again. You're hoping for free items or for them to buy items from you. Generally they will pay more than Tom when buying and often 3000 bells.

- one of the special errands (like fish and ball) that a villager can ask for is non-native fruit.

- I've also heard but haven't seen first hand that if you get the golden shovel you can dig up money at random.

(bury a shovel in glowing 1000 bells hole, will make a gold tree which will bear golden shovels, you'll need two shovels for this, one to be buried and one to bury with)

an update on the golden shovel, I've gotten one and it works!

I dig at random and I randomly get 100 bells.

Also I was wrong about the red rock, I hit it 7 times again and on the 7th hit I got a 10,000 bell bag.

so 7 hits gave me 13,300.

Teao

EMAIL:

shaking trees can result in bells falling outta them and plus the gold spots in the ground reap bells and in addition to that you can plant a seperate bag of 1000 bells into the gold spot you dug up and a money tree may grow (it can't be the same bag of bells). the money tree grows 3 bags of 1000 bells each. and

last but not least there is a random stone in town that can on occasion be hit with your shovel to create the original mario effect when he bumped his head on a brick and you kept getting coins depending on how fast you hit it.... if you keep hitting the stone with your shovel bags of 100 bells will come out making that old mario sound effect... if you do it fast enough the last bag will be 1000 bells.

Thanks to Xfoliate.

EMAIL:

Here's a way to get lots of money in Animal Crossing.

1. Change the date to January 1st
2. Go to your mailbox and get \$10,000 from home.
3. Save and repeat 1&2 for lots of cash

Thanks to

XTreme318!

EMAIL:

To Have

Mad Bells, Try to earn 30000 bells, and find a shiny hole that no one will step on, and make sure that it has a lot of sun shining to it, dig it and bury 30000 bells into it, it will become a money tree. Then after adjust your clock to 3 days and go to your save (whoever you want to pay your loan with) and go to your money tree. There will be 3 bags of 30000 bells and will add up to 90000 bells, you will get very rich. Every day there is a shiny hole. Thanks to Plazer!

EMAIL:

If you set the clock to about 1 am you can check all the trees for beetles. (Mainly the giant stag beetle) And if your pockets are full, just clutter your house and basement w/ them. CREDITS TO ICYSUN

EMAIL:

this is about the red rocks that appear once a day. If you're REALLY lucky, possibly have to have the golden shovel, the bell bags will all be the next higher one! That means you get three 1,000 bell bags, 3 10,000 bell bags, and one 30,000(!) bell bag! I swear, it happened to me once. Thanks, please make my name when you quote this "Blackbelt Bobman," it's my GameFAQ's username. CREDITS TO BOBMAN 45

One good way to make bells is by planting an orchard. Either visit lots of different towns and pick fruit for yourself, or, if you value your residents, have freind mail them to you using Tom Nooks code mail system, (talk to tom, ask for more options, use 'hear code' to send, and 'say code' to receive). Plant the fruits, and when/if they yeild more, plant them again, repeat this untill you have a massive orchard. Its a good idea to plant your orchard close to Toms store so that you can pick and sell them easily. Only plant foreign fruits! Native fruits only give you 100 bells each. That's 1500 bells per load. If you plant foreign fruits, then you get 500 bells each, thats 7,500 per load. If you have a big orchard, you can easily turn out 50,000 bells each harvesting day. They also provide foreign fruits for when your animals ask for them. If you can't seem to get many foreign fruits, talk to your animal freinds. They will sometimes offer a foreign fruit. BUT IT NO MATTER HOW MUCH IT COSTS. Unless its rediculus like 100,000 bells, but then, its probably worth 100,000 bells so you might want it anyway.

If you still can't find any fruits, e-mail me at ????????@hotmail.com with your town name and charecter name. If I get your message I will try to respond within days with the Tom Nook Codes (see above) for each fruit in my town. Including Pear, Peach, Cherry, and Orange. Thanks, (please don't flood my inbox ;)) CREDITS TO mrelmo92

EMAIL:

Here's a trick with selling fruit that I just used

today. Make sure your mail is empty, then write ten blank letters to the Museum. Fill the letters with fruit (as well as your normal item spaces) for a total of 25 fruit. You can then travel to another town and make a profit of 12,500 Bells rather than only 7,500. You can then use the blank letters for more fruit in the same process or to send fossils to the Museum for money. CREDITS TO MARCHING

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16.00 Special Thanks
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To you for reading this piece of junk FAQ(Lol)

-Mr. CjayC for creating such a prolific Website to catch my attention and make this FAQ. Thanks man you our an awesome person!

-My brother for sleeping right now (lol it is 1 in the morning) and making me a gammer

-My mom for buying this copy of Animal Crossing even though it was my money I couldn't drive to EB...

-My Dad for building my new house thus giving me more room to play AC and make this FAQ.

-Nintendo for creating such a prolific game to catch my attention thus making me to make this FAQ...

-MSpauch for telling me about tons of errors! Sea Shells should be another section. Our for Are. The list goes on and on. Thanks!

-Mrocket756 for telling me about the horse-like person being Joan and telling me about lots of other things that have already been told. Also about the deliveries!

-Teao for tons of information!

-SergeitheCat for telling me about how you can catch the 15K fish at 4:00PM and you can find Cockroaches in flowers.

-Big thanks goes to Rain for supplying me with the great way to make money in the extra section.

-Thanks to Xfoliate for lots of information!

-Micheal for telling me about digging up fossils.

-ZuluZach for telling me about cockroaches and telling me about making a extras section.

- ibjeremy for telling me about the GBA Trick. He gets 100% credit for it. Also he told me _first_ about other people having different types of fruit.

-Videogamemaster5 for the awesome way to make money. Located in the extra section.

-To all newbies for forcing me to make this faq!

-To Me for creating this wonderful FAQ full of information and love...

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17.00 Conclusion
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This FAQ should list every way to make money! If it doesn't then please tell me some! Also if you have any insect or fish checklists (bells can sell for and season) I would be GREATLY appreciated! Thank you for reading this FAQ! My email Address is TestaALT@aol.com and AIM is TestaALT. Beep me anytime!

-Andrew (no Alias, sorry)

Animal Crossing Name: Andrew (No space)

Animal Crossing Town: Hawaii (No space)

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