



Animal Crossing Community Newsletter

July 2018 - Issue 2

Hello! Welcome to the 2nd Issue!

Hey y'all! PenguinGeek here! Welcome to our 2nd issue of our lovely newsletter made by all of us here on the staff and SPT! Sorry about the delay! I guess our newsletter got lost in the wind, eh? Thanks a lot Pete! It is July, so you know what that means: warm weather, ice-cream, a 3DS in hand (or a Wii remote or GameCube controller!), and a glass of nice, cool lemonade. We are thrilled for all of y'all to spend your summer days hanging with us on ACC!



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Behind the Scenes: Anatomy of an ACC Event

Brought to you by: Dimentio95



Have you ever wondered what work goes into the events the Media and Events SPT host? This is an inside look at the process of creating the 2018 Summer Party!



Hosting a site event is always a big undertaking for the Staff and SPT, and involves work by several people to plan activities and rewards, outline new site features, and prepare the site in time for the event. Here's a timeline of how it all came together for our most recent event:

- May 3** The first thread proposing the event is created, ideas for the games and activities of the event begin, and new holiday avatars are proposed.
- May 10** The dates of the event are locked in place for June 20 - 24.
- May 13** A feature update sets the emotes and banner to appear at the correct time.
- May 21** Photography of characters for the set of special party avatars begins.
- May 27** The first batch of proposed holiday avatars is revealed to the Staff and SPT.
- June 1** Tentative hosts for the game Tours, WiFi Buddy activities, and Stream are determined.
- June 4** The video-games and times for the live-streaming are set in place.
- June 19** At 10:08pm the holiday avatars are set up to go live on the site in time for the event, and threads begin being posted at 11:50pm.
- June 20** The party begins with an Admin announcement at 1:02am.
- June 24** The event ends, with Staff members sending out over 80 profile badges that people earned during the party!

As you can see, it can take some time to get everything in place before an ACC event like the Summer Party is ready for takeoff! It takes a lot of brainstorming, posts, and teamwork to prepare all of the features and activities we want to have in the event in time. All of this hard work finally pays off when the event begins, and the community gets to enjoy all of the content we've been working on. We hope you've enjoyed the 2018 Summer Party and this inside look at how it was created!

Interview with Bbykat51



Brought to you by: asho28, GabeEB, DaBraxMan & Bbykat51

*Ever wonder how it feels to be a Moderator? We interview **Bbykat51**, one of the newest members of the team, who joined the ACC Staff in September of 2017. As a Moderator, she has been helping to monitor and improve the site. Explanations aside, let's get into the interview!*

How did you find ACC and what made you start using the site?

My niece told me about the great guides on ACC for AC:CF. After reading the guides, and after several months of playing, I actually lost the site for awhile. When I found ACC again, I decided to sign up and add ACC to my favorites in my PC, so I'd never lose ACC again! ACC and the members here have been a tremendous help throughout the years. I'd like to add that the members of ACC have become like a second family for me.

What are your favorite things to do on ACC?

I like to read the Creative Writing board, I check the forums and answer or read all of the PT's that I've been invited to and belong to. I think some of those are Buddy Threads.

Do you have any special memories of something you've done with your buddies on ACC?

My memories with my buddies on ACC? Well, before we lost the internet access for AC:CF, my friends and I would have fun playing different games, including Hide and Seek and Sumo Wrestling (you make a grid of patterns and around the outside you bury pitfalls. The idea is to have two players in the middle and they try to push the other player into a pitfall. It was a lot of fun!) Then there was one where we dug holes in lanes and each player tried to fill in all their holes before the other players. You just needed enough room to make them, but so much fun. These games brought us a lot of laughter. We also made use of the timer and had fishing and bug hunting contests!

With New leaf, we still can do Hide and Seek, but going to the island and doing the tours is fun too! In fact, it's so much more fun to go on a tour and compete with your friends! Sometimes we just visit each other, catching up, and finding out how everyone is doing.

What was your reaction to being asked to become a Moderator?

When I was first invited to join the Staff, my reaction was like "Who, me??! Wow!" Then I had to think about it for awhile. "Would I have the time to do this?" "Well I do spend a lot of time on the site now, so, why not?" So long story short, I decided that since I do like to help people on ACC, it sounded like a natural extension of my time here.

Was it an easy transition from not being on Staff to becoming a Moderator?

I've been getting a real education about all the hard work it takes to keep ACC running smoothly and my admiration for all the Staff here has gone up quite a few notches! I still have a lot to learn, but everyone has been so supportive of my efforts, I'm not quite as intimidated as I was at first, being the only non-Staff member to become a Moderator in my class for this year's new Mods. I want to give extra thanks to Jarikira for the extra help she has been giving me.

What do you enjoy doing away from ACC?

Away from ACC, I play AC:NL or PC games. I'm also an avid reader, I like to draw occasionally, and I like to watch some of my favorite streamers on Twitch.Tv.

Reading is a wonderful hobby! What are some of your favorite books or book series?

My favorite two authors are Anne McCaffrey and Clive Cussler. Anne wrote a lot of books, but my most favorite was her series about the Dragon Riders of Pern. I have almost all of the books she wrote. I also like the adventure stories written by Clive Cussler. His series on Numa and the characters he portrays are so good and exciting! In fact, I got my sister-in-law hooked on his books too!

Have you tried Pocket Camp? What are your thoughts on it?

I did try Pocket Camp and thought it was cute, but since we don't have unlimited access, I had to take it out of my phone. Every time you accomplish something it downloads more data and it was taking up too much space. It was cute, but really, I couldn't get into it. I'm too impatient having to wait for things to progress, like working with Cyrus.

If you were stuck on a desert island and could have three things with you, what would they be?

Hmm.. What to have on a desert island? 3 things... A fire starter (presumably I could have a fire)... A pot to boil water or cook food, hoping both would be available... And a waterproof tarp that could catch condensation or even rain water, and double as a covering. Also lots of prayers that I'd be found and rescued soon!

Enjoyed finding out more about Bbykat51? Want to ask some more questions? Post your questions in the Ask The Staff sticky on the Site Suggestions Board and Bbykat51 can respond for you! Don't miss next issue where we interview another Staff member and find out what their role involves.

Game of the Issue: The True Return of the 3D Platformer

Brought to you by: Devin2600

Super Mario Odyssey for the Nintendo Switch is one of those games that comes along once every 10 or so years. Similar to how *Super Mario 64* set the standard for 3D platformers in 1996, *Super Mario Odyssey* reinvents what it means for a game to be a true 3D sandbox platformer. Only Nintendo could find a way to bring new life into the Mario franchise which is now 30 years old and counting.



The ability to “capture” characters with your new hat sidekick, Cappy, is the main new gaming mechanic added to the franchise. By throwing Cappy you can control different enemies and characters that you normally wouldn’t be able to walk around as. Capturing different characters allows you to solve different puzzles, look for certain collectables, or just explore and have fun on your own time. Cappy can also be used to throw at things and to jump off of. A final monumental change seen in *Odyssey* is the main collectable, (previously called Power Stars) which now takes on a moon looking shape and is referred to as a Power Moon.

There are about 16 total Kingdoms in this game (some more fleshed out than others), but they leave you with more than enough interesting and explorative gameplay than ever before. Out of all of the kingdoms I believe that the Sand Kingdom and Metro Kingdom are my overall favorites (excluding a certain post-game kingdom). These two kingdoms really stood out to me as truly

expansive worlds that are jam packed with moons and collectables to find. Don't get me wrong though, most of the kingdoms are quite large and fun to traverse through. The Metro Kingdom specifically pays tribute to Mario's 30+ year history in the most dazzling way possible. As for the Power Moons, there are dozens upon dozens in each level and they are addicting to hunt down. Some are harder to discover and might involve some strategic thinking, while others might be more "out in the open".



Some big changes to the Mario formula have been introduced as well. Gone is the archaic system of "lives". Now if you "die" you only lose 10 coins. But trust me, you're going to wish you could have those 10 coins back, as they can be used for many things throughout the game. Coins can be used to buy outfits for Mario to wear and stickers for your ship, ironically named the "Odyssey". The outfits in this game, while not directly influencing how you play the game, are a nice addition and add some nostalgia to this overall charming game.

Super Mario Odyssey is in many ways the best looking Mario game to date. The clean and crisp graphics are very pleasing on the eye and help make each world seem more alive than ever before. What makes the experience even better is that the game runs at a flawless 60 frames per second (in both handheld and docked). The only downside is when playing on the go it is definitely harder to make out things on the Switch's small 6.2" screen, as this game is so vast. For this reason I definitely recommend playing *Odyssey* on a TV.



Like its predecessors, *Super Mario 64* and *Super Mario Sunshine*, this game has an incredibly high amount of replay value. There have been times I've caught myself playing for hours on end, not even realizing that hours have passed. The post game is also something worth mentioning. I wasn't expecting nearly as much post-game content as there is. A number of kingdoms become unlocked after the final battle, and each kingdom gets an expanded number of moons to find as well. In fact, some of my favorite kingdoms that I did not mention earlier become unlocked after you "beat" the game. Not to give too much away, but the one I've been avoiding mentioning is a very obvious "throwback" to a very popular game in the series that fans, new and old, will enjoy.



The only real downside to *Odyssey* is moon variation. Once you've gotten very far into the game you begin to notice quite a bit of repetition. A lot of the moons become duplicates of similar tasks you did countless times before. This isn't a huge deal, but it does cut down on the

experience a little, and moons don't appear to have any lasting appeal like in previous games (such as *Mario 64*).

Overall, *Super Mario Odyssey* has reinvented the Mario franchise yet again. It has given a much needed breath of fresh air to the video game industry. Its jam packed worlds and fun mechanics set it apart as yet *another* historic game in Nintendo's arsenal. Without a doubt this game will be talked about for years as Nintendo's true step into 21st century gaming. I highly recommend this masterpiece to be added to any gift list. That is why we are awarding *Super Mario Odyssey* an astonishing 95/100.

Amiibo Story!

Brought to you by: kikicat

Hey man, it's *Totakeke* again and I just got back from checking out your responses on my "K.K. wants to know" thread. I'm totally digging your answers by the way. **zandyboi** and **tapdancer** say *Wild World* is their favourite *Animal Crossing* game but **BulbasaurLover** said *Animal Crossing: GameCube* because it has a special charm to it. Totally understand, man. **asho28** says *City Folk*. I mean, free bus rides for life right? I'm back to my curious self and as summer approaches my friends and I are travelling all over the globe to explore and go on vacation! Are you travelling anywhere this summer? Let me know [here](#) and feel free to share pictures, I totally dig pictures man. Who knows where the summer will bring us, me and my guitar that is. If you would like to be included in the next issue of *Amiibo Story* our theme is going to be "pets", so all you have to do is PT **kikicat** a photo of any of your amiibo with your pet. Pretty rad, eh? Well, I'm off for now but I look forward to seeing those summer vacation posts and pet pictures, ciao for now, cool cats.



Pelican Post

Brought to you by: DaBraxMan

Hello, all! It's your friendly mail carrier, Pete! Unfortunately, due to unforeseen complications, I couldn't deliver your letters. I sincerely apologize for any inconvenience this may have caused, but I'm gonna have to ask you to send in your letters again. I definitely won't be flying this time...those naughty kids and their slingshots... Write soon! By the way, check out the bottom to see who'll be receiving letters this time...

Please send us your letters to submit.accnewsletter@gmail.com. In the subject of the e-mail, please type "Pelican Post" followed by your username. Please limit your letters to only a few lines long, and make sure you write ONLY to this issue's recipients. You can include multiple letters in an e-mail though, if you'd like. We may not be able to answer every letter, but we'll try to answer several of your submissions in the next issue! Thank you all!

THIS ISSUE'S RECIPIENTS:



Lottie's Happy Homes

Brought to you by: DaBraxMan

Hey, tiger! Remember me? I'm Lottie, and I work with the Happy Home Academy. You might know my uncle Lyle or my boss, Tom Nook. In the last issue, I asked everyone to send in some Happy Home submissions, but something went wrong! I'm REALLY sorry about all this, but I'm gonna have to ask you to send in your submissions again. But don't worry! We'll still be focusing on our last theme so you won't have to go through all that trouble of redecorating – you can just re-send us your old photo! In case you forgot (or you didn't submit last time and would like to this time), **we're looking for a room for the outdoorsy type!** We're only looking for single rooms, not homes – and you can decorate your outdoorsy interior in any Animal Crossing game of your choice! We'll accept RVs as well!

Please submit a photo of your room to submit.accnewsletter@gmail.com. Our judges will include our favorite submissions in the next issue! Only one submission per contestant, please, and we ask that you include "Happy Home Contest" in the subject of the e-mail. Please include your username in the e-mail somewhere too, so we know what fantastic designer we're dealing with!

I look forward to seeing your submissions, and I'm sorry again about the trouble!

Happy designing!



Franklin's Fantastic Food

Brought to you by: KaterCeasie

Hello everyone! Franklin here again, coming to serve up some fresh recipes to delight your taste buds. I have two sweet menu items for you today: one you can start the day with as breakfast and one you can end the day with as dessert. Which one is which? Well, whichever you please!

Let's get cooking!

Muffins (Makes 12 large muffins)

Vegetarian

Ingredients

- * 4 cups all-purpose flour
- * 1 1/4 cups white sugar
- * 1 tablespoon and 1 1/2 teaspoons baking powder
- * 1 1/4 teaspoons salt
- * 2 1/2 cups inclusions (berries, chocolate chips, chopped nuts or anything else you like!)
- * 2 cups milk
- * 1/2 cups eggs
- * 3/4 cup oil
- * Thicker sugar or crushed inclusion for sprinkling on top.

Instructions

1. Pre-heat oven to 350 degrees F.
2. Gently mix all dry ingredients and inclusions in a bowl.
3. Make a hole in the center of the dry ingredients and pour liquid into hole.
4. Fold in dry ingredients with a spatula until just mixed, the batter should be a bit lumpy for best muffin consistency.
5. Scoop muffin batter into a greased muffin pan lined with cupcake liners and sprinkle with thick sugar or crushed inclusions if desired.
6. Bake in a 350 degree oven for half hour to 45 minutes or until a knife can be inserted and taken out without any batter sticking to the knife.
7. Set aside to cool and enjoy!

Franklin's Tips: You can change the flavor of these muffins easily by adding any flavor

combinations you like! Choose one inclusion or multiple. If you are using fruit you can use fresh or frozen. Make sure your oven is pre-heated before baking your muffins!

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Strawberry Rhubarb Pie

Vegetarian

Ingredients

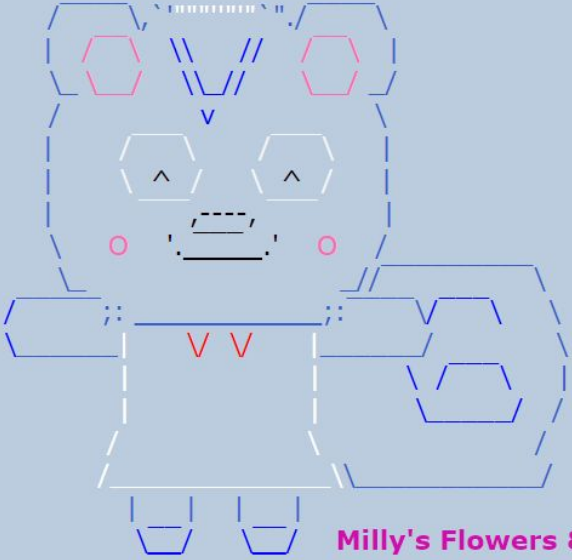
- * 1/2 cup all-purpose flour
- * 1 cup white sugar
- * 1 pound fresh rhubarb
- * 2 pints fresh strawberries
- * 2 (9 inch) pie crusts
- * 2 tablespoons butter
- * 1 egg yolk
- * White sugar for dusting

Instructions

1. Preheat oven to 400 degrees F.
2. Chop strawberries and rhubarb.
3. In a large bowl mix the flour, sugar, strawberries and chopped rhubarb and toss to coat. Let stand for 30 minutes.
4. Pour filling into pie crust.
5. Dot top with butter, and cover with top crust. Seal edges of top and bottom crust with water and fold under.
6. Brush yolk on the top of the pie using a pastry brush and dust with sugar. Cut small holes in top to let steam escape.
7. Bake at 400 degrees F for 35 to 40 minutes or until bubbly and brown.
8. Set aside to cool and enjoy!

Franklin's Tips: You can chop the strawberry and rhubarb ahead of time and store in the fridge until you are ready to bake your pie. Baking a pie with cold dough helps it keep its shape as it cooks, so after you assemble the pie refrigerate it for a few minutes before putting it in the oven to ensure it doesn't shrink or sag too much from the heat. Also, make sure your oven is pre-heated before baking your pie!

Spotlight Advertisements



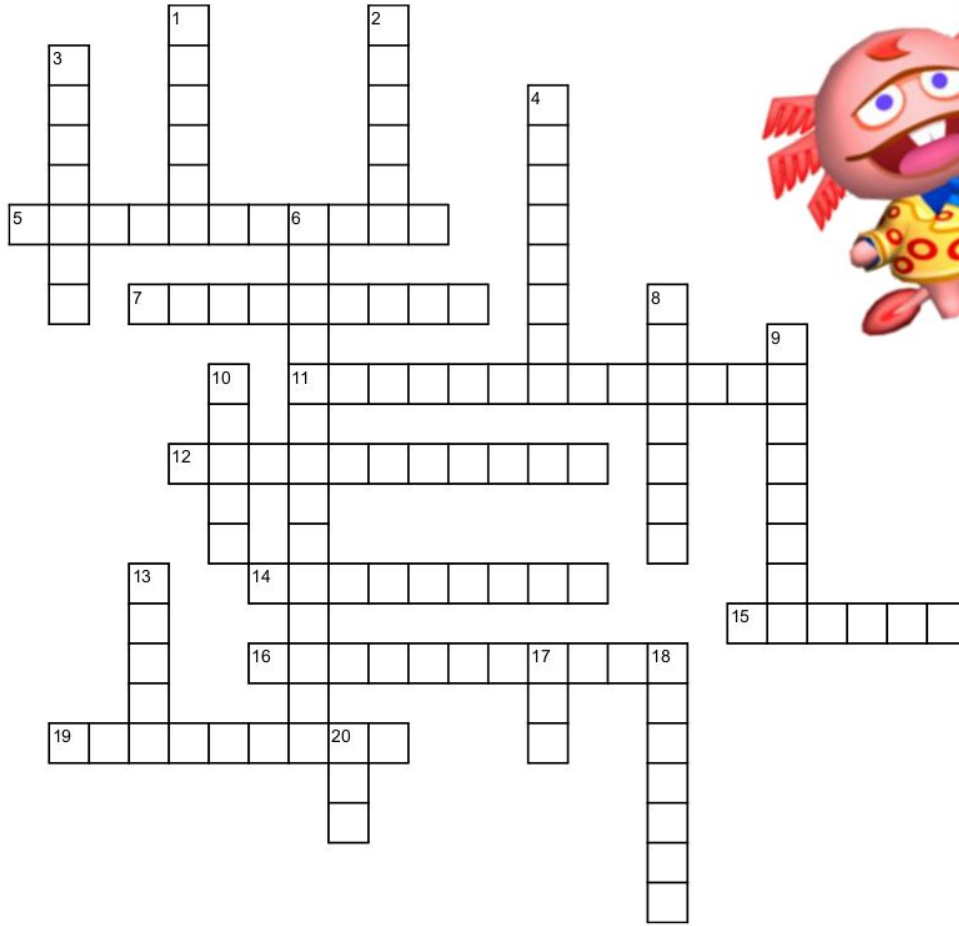
Milly's Flowers & Gifts Giveaway

Milly's Flowers & Gifts is a giveaway that specializes in a fun, family-like environment. MFG originated in 2009 after Milly (ASUtown) converted a giveaway that was passed down to her "Alex's Flower Shop" literally overnight. MFG shut it's doors for good (or so everyone thought) in 2014, but after a four year hiatus reopened in April 2018! Since then MFG has flourished. We at MFG love the team we have, but we're always looking for more, so we encourage you to apply! We're looking for fun, compassionate members!

So, what are you waiting for?

Come over to Milly's Flowers & Gifts today! Co-owners ASUtown and Sterew as well as the rest of the MFG family are eager to meet you!

Dr. Shrunk's Game Corner



Across

- 5 The most recent event hosted by the ACC Staff and Media & Events SPT
- 7 Sunday nights during August you can see these in the night sky of ACCF and ACNL
- 11 Item that can be purchased at a stand in Animal Crossing: Pocket Camp
- 12 If you have a problem on ACC, you post it on this board
- 14 Type of flower you receive on Mother's Day and Father's Day
- 15 This villager's birthday is June 8
- 16 The final upgrade to Tom Nook's stores before his nephews took over
- 19 An ACC Staff member who uses a Kicks avatar

Down

- 1 When making a Custom ACC avatar, the first type of background you can choose
- 2 In Japan, the Animal Crossing series is called Animal _____
- 3 In Animal Crossing: City Folk, Dr. Shrunk can be found in the _____
- 4 Name of the next Smash Bros. game Villager will be in
- 6 ACC's current Development Manager
- 8 Dr. Shrunk's species
- 9 You've been stung by bees! Hurry and get some of this
- 10 Kapp'n's daughter
- 13 Reese's crafty, but sleepy, husband
- 17 Number of scoops of sugar Dr. Shrunk likes in his coffee
- 18 After learning every emotion in Animal Crossing: New Leaf you can learn the Shrunk Funk _____
- 20 Resetti's cooler-headed brother