



Animal Crossing Community

ISSUE 3 - OCTOBER 2018

Boo! Did I scare you? Welcome to Issue 3 of our newsletter! PenguinGeek here. It is October...and you know what that means... HALLOWEEN! This is my favorite time of year. We have a ton of spooky-themed articles for you to enjoy this issue! From all of us on the staff and SPT, we wish you a very happy Halloween! Thanks for reading and we hope you enjoy the articles!



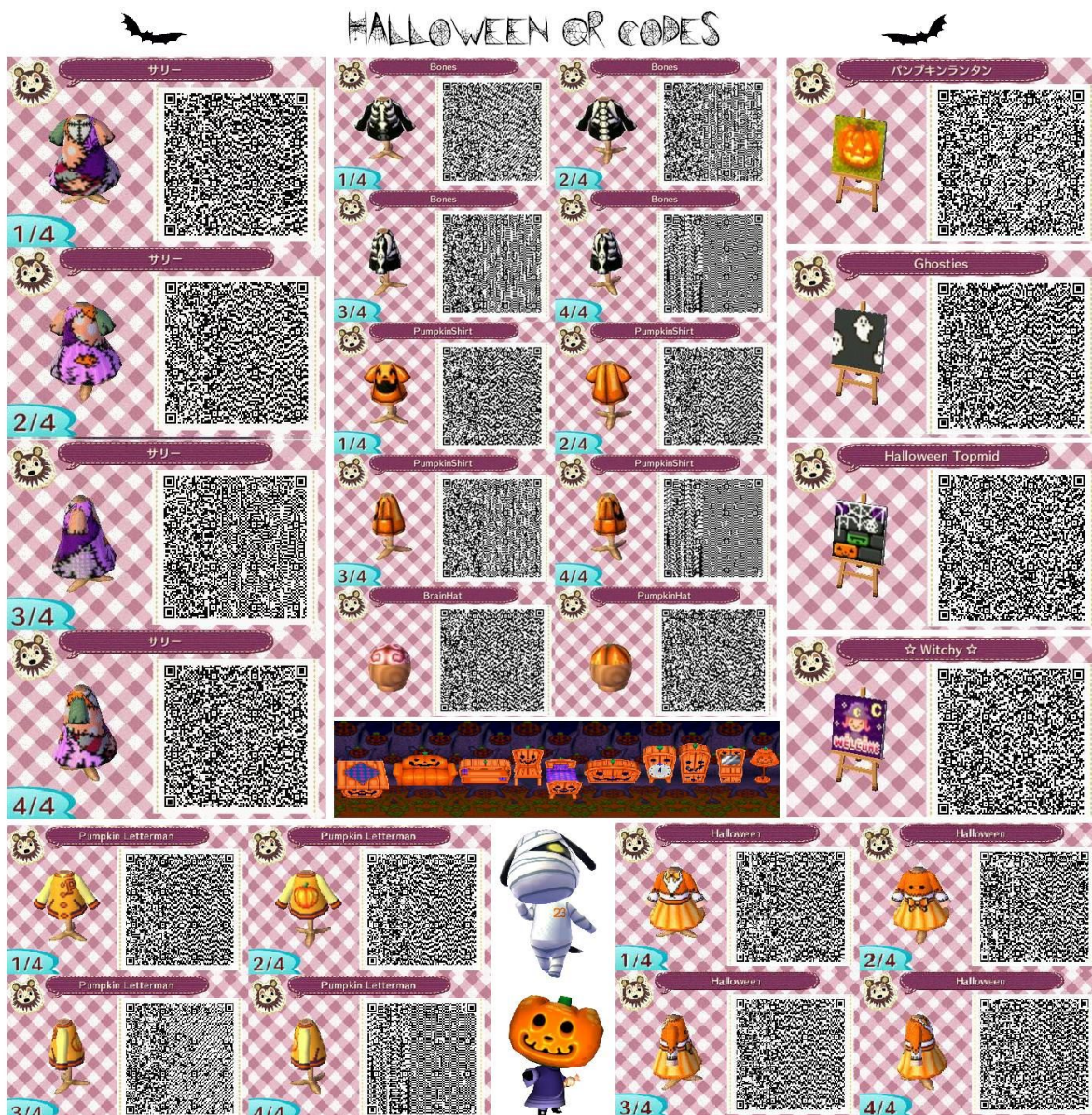
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Halloween QR Codes with Lucky

Brought to you by: kikiat

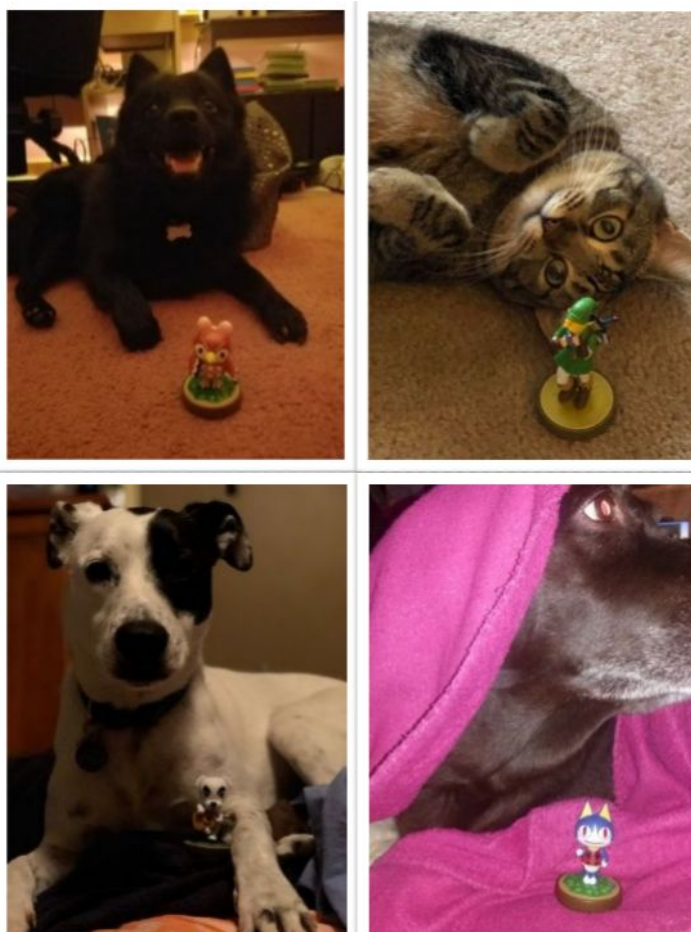
Hey everyone, it's Lucky, rrr-owch! Halloween is just around the corner so I've been on the lookout for new QR codes to use this year. Luckily, no pun intended, the internet is filled with loads of generous people willing to share their spooky creations with us, so check them out! Click on the image for a closer look!



amiibo Story

Brought to you by: kikiat

Hey cool cats (and dogs), it's Totakeke again. I just got back from my trip around the globe with some friends, and look at all the cool pets we had the chance to meet! I'm sure they won't slobber all over my guitar. I'd love to see some pictures of your pets too. While you're sharing pictures of your pets on the [K.K. wants to know! thread](#), can you guess which of the Staff & SPT members the pets in this picture belong to? You can also drop your answers on that thread even if you don't have pet pictures! Ciao for now!



Nintendo Switch Online

Brought to you by: Devin2600



As of September 18th, 2018 Nintendo has begun to charge for its online services. This will ultimately affect how all of us play the new *Animal Crossing* game that is slated to release sometime next year. It's not just paying to play online though, as you do gain access to some pretty cool (and maybe some not-so-cool features).

There are **five** features you get when you sign up for Nintendo Switch Online. We've summarized them below:

1) Online Play - This allows you to play online with other Nintendo Switch owners. Some third-party games (like *Fortnite*) don't require Nintendo Switch Online to play with other users, but all first-party games such as *Mario Kart 8 Deluxe*, *Splatoon 2*, *ARMS*, etc. do.

2) Nintendo Entertainment System - Probably the most exciting part of this new online service; you now gain access to a Netflix-like library of some of the best NES games ever released. Games like *The Legend of Zelda*, *Super Mario Bros.*, *Balloon Fight*, etc. are all here, some with brand new multiplayer features designed specifically for Nintendo Switch Online. You can play these games with friends anytime, anywhere (even if your friend lives across the globe!). There will also be a constant flow of new titles added to this service each month.



3) Save Data Cloud - With this new service you now will have the power to send all of your game save data to the cloud. This means if you lose, damage, or break your Switch you can regain all of your precious save data and transfer it to a new system. Be careful though, some games like *Splatoon 2* don't support save data cloud backups. Why is this? Nintendo claims it is to stop cheating. Maybe someday in the future Nintendo will figure out a way to allow save data cloud backups for these types of games.

4) Smartphone App - This app will be mainly used for voice chat while playing online. Why can't this feature just be built into the Switch? We're not really sure. From experience this app seems really out of touch with how voice chat should work on a console in 2018. It's not too much of a deal breaker, but it is inconvenient.

5) Special Offers - More is to be revealed in the future, but currently those who hold 12 month or family memberships can get special gear in *Splatoon 2* only for Nintendo Switch online users. I'm sure we will get other similar offers in the future.

Here are the pricing details for Nintendo Switch Online:

Pricing Plans

Individual Membership For one Nintendo Account holder			Family Membership For up to 8 Nintendo Account holders
1 Month \$3.99 _{USD}	3 Months \$7.99 _{USD} <small>Save \$3.98*</small>	12 Months \$19.99 _{USD} <small>Save \$27.98*</small>	12 Months \$34.99 _{USD}

From getting hands-on experience with this online service for the past week or so, it is definitely cool to have all these NES games in one place. I can only hope they add other consoles in the future, like SNES or N64 games. If you're not really that big into online gaming then I wouldn't recommend paying for this service just yet. Maybe wait a few months to see what else is added, or what may be adjusted. So far though, it does seem to be worth the \$20 price tag.

Animal Crossing for Nintendo Switch

Brought to you by: Devin2600

After what feels like an eternity from spin-off game to spin-off game, we've finally got solid confirmation that a new main series *Animal Crossing* title is in the works. On September 13th Nintendo announced that *Animal Crossing* will be coming to Nintendo Switch sometime in 2019.



There have also been rumors as of late that we could see it release even earlier than expected, as early as March of next year. Regardless of the release date, I'm sure many *Animal Crossing* fans are ecstatic for the new game. It has been almost 7 years since *Animal Crossing: New Leaf* was announced.

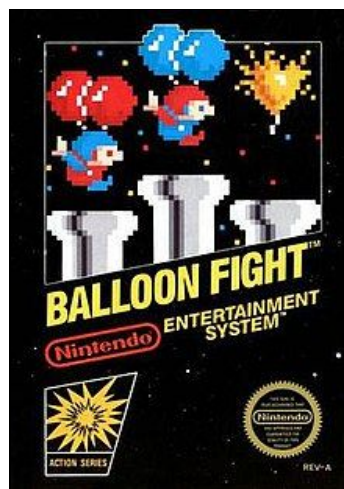
It's also interesting to point out we have never waited this long in between main series games. Typically a new game releases in around 4 years. Obviously, we are well over that mark. Nevertheless, we have a lot to look forward to in the coming months. Stay tuned to our newsletter, as well as ACC, for any upcoming news regarding *Animal Crossing* for Nintendo Switch. Also, be sure to stop by [this thread](#) and let us know what features you'd like to see in the game.

RETRO CORNER

Brought to you by: ACWNFreakazoid & DaBraxMan

BALLOON FIGHT

Region	Release Date
Japan	January 22, 1985
North America	June 1986
PAL	March 12, 1987



There's something about *Balloon Fight* that just stands out to me. It might be because Jingle has gotten it for me several years in a row for my Christmas gift. It might be because it's such a unique, arcade-type game for the NES. It might just be because there are balloons, and I do like balloons.

The main *Balloon Fight* campaign involves your little Balloon Fighter flying around with the help of helium-laden balloons and trying to defeat evil bird-men. With each press of the A button you flap your arms and propel yourself into (or through) the air. Holding the B button enables you to flap your arms repeatedly without all that damage to your thumbs. The control pad – or control stick, circle pad, or whatever you're using – is used to maneuver your character left or right. When all the bird-men are defeated,

you can move on to the next round. After a few rounds, you get a bonus round to rack up some extra points. Seems simple enough.

Of course, it's not that simple. There are several obstacles to consider, such as floating platforms that change their location every time you beat a phase, puffy clouds that shoot lightning sparks out if enough time passes, propellers that challenge your existing beliefs about the laws of physics, and man-eating fish that lurk near the sea and jump out if you get too close. No one said this job would be easy!



But you don't have to do it alone! *Balloon Fight* really shines in its simultaneous two-player mode. Nothing is really different besides there being another Balloon Fighter to help you out, so the game can be worlds easier when you're cooperating with a friend. Of course, you can also get in each other's way and pop each other's balloons... intentionally or unintentionally! There's still an air of competition about the game, even when you're not trying to pop each other's balloons. The game displays three scores in multiplayer: Player 1's, Player 2's, and the overall high score — which one of you will get the most points?

If fighting bird-men isn't your cup of tea, *Balloon Fight* does have one more mode. Balloon Trip is an endurance challenge where you must avoid

electrical sparks and rack up as many points as you can. You can pop balloons to rack up your points faster, or you can just try to live as long as you can as the points slowly rack up. Hitting bubbles will freeze the auto-scrolling screen for a few seconds so you can get your bearings or pop some hard-to-get balloons. Balloon Trip is not just a test of endurance and skill, but also just how willing you are to risk squeezing through a clump of electric sparks just to hit two little balloons. Hm... maybe this doesn't sound much safer than going up against the bird-men?



Want to try this game out for yourself? If you have *Animal Crossing* for the Nintendo GameCube, you can get this title as a furniture item in-game. Yes, you read that right! *Balloon Fight* is a part of *AC:GC*'s impressive list of NES titles. If you don't have *AC:GC*, don't worry; you can also get this game on 3DS for \$4.99 (£3.59) & Wii U virtual console for \$4.99 (£3.49). It's also available on the Nintendo Entertainment System – Nintendo Switch Online app: that means you can fight bird-men with your friends even if they're miles away! You can get that and several other titles for free after you subscribe to Nintendo Switch Online.

A few other fun facts about *Balloon Fight*...



Balloon Fight was developed for arcades in 1984, one year before the NES version released.



This game is included in the NES Classic Edition.



Villager's Up-B recovery move in the *Super Smash Bros.* series is directly based off of *Balloon Fight* – helmet and all! *Super Smash Bros. for 3DS* also features a stage based off of this game.



Nintendo Land for the Wii U has a minigame based off of the Balloon Trip mode that utilizes the Wii U Gamepad's touch-screen controls. It's a pretty wild ride!



A DS remake starring Tingle from *The Legend of Zelda* series was offered by the Japanese Club Nintendo in 2006.



In *AC:GC*, this NES game can be traded through Tom Nook's password system. Head over to our [AC:GC Trading Board](#) if you're interested in a copy of your own! It can also be ordered through the catalog for 3,000 Bells.

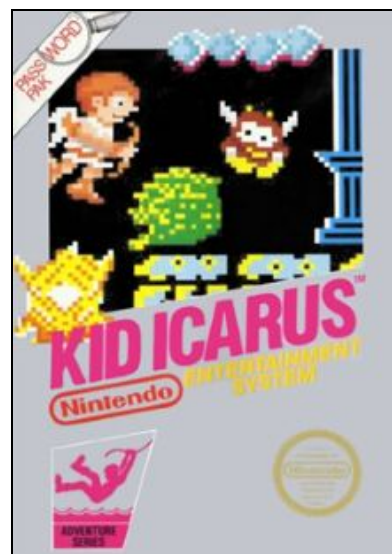
Sequels:



Balloon Kid
(Game Boy)
1990

ANGEL LAND STORY *Kid Icarus*

Region	Release Date
Japan	December 19, 1986
North America	July 1, 1987
PAL	February 15, 1987



The people of Angel Land lived in harmony with the gods, blessed by the nurturing light of the goddess Palutena. However, the goddess of darkness, Medusa, loathed humans. She took pleasure in tormenting the humans by turning them to stone and killing their crops. As punishment, Palutena turned Medusa into a hideous monster and banished her to the depths of the Underworld. Seeking revenge, Medusa joined forces with the monsters and evil spirits in the Underworld to lead a surprise assault on Palutena's home, the Palace of the Sky. Unable to withstand the siege, Palutena was captured and her army turned to stone.

In addition, the Three Sacred Treasures were taken and placed in the protection of the Gatekeepers, ferocious monsters working with Medusa. All other options exhausted, Palutena used the last of her strength to free the angel Pit, a former leader of her personal bodyguards captured and imprisoned in the Underworld. Armed with a bow and arrow from Palutena,

Pit is tasked with recovering the Three Sacred Treasures, rescuing Palutena, and restoring peace to Angel Land.



In *Kid Icarus* you control Pit as he undertakes this adventure. The controls are simple. You press A to jump and B to fire an arrow at enemies as you navigate each level by using the D-pad. The actual journey isn't as straightforward though. This is a one-way trip, and once the camera moves on from an area in a level you can never go back. Fall down and it's an instant Game Over. You can also only take so many hits before you succumb to the forces of darkness and meet the same fate. The NES cartridge doesn't contain a save battery, but fear not for your progress won't be for naught. After the Game Over screen you will receive a password, called Sacred Words, that allows you to continue from the beginning of the area with the strength, items, hearts, and points you had.

Luckily you have ample opportunity to obtain items and power ups, hopefully avoiding this fate altogether. As you defeat enemies, you'll notice that they drop hearts. No, these don't have anything to do with your health as you might think at first. Instead, they act as a sort of currency that can be traded for items at various shops throughout the game. These include a map, a pencil to mark visited rooms on the map, a flame to show your current position on the map, a credit card to be able to start a tab at stores,


a mallet to free allies turned to stone, healing potions, etc. The more items you stock up on, the less arduous the odyssey becomes. You'll even be able to make use of the Three Sacred Treasures once you collect them all. In all, there are 4 worlds, each with 4 subareas, for you to traverse.





Kid Icarus truly tests your ability to be patient and not rush things. Healing opportunities are sparse, so every hit can have a big effect on how much longer you survive. Rush into a dicey situation or shoot haphazardly and you may very well regret it. Oh, and did I mention that the ending you get depends on how well you do? That's right, to get the best ending you have to really be at the top of your game.


Don't have a NES and still want to play *Kid Icarus*? Worry not as it is available on the Wii U Virtual Console for \$4.99 (£3.49) as well as on the 3DS eShop as a 3D Classic for \$5.99 (£5.39).

A few other fun facts about *Kid Icarus*...

 *Kid Icarus* is known in Japan as 光神話 パルテナの鏡 (Hikari Shinwa: Parutena no Kagami), which translates to something along the lines of *Light Myth: Mirror of Palutena*. It was released exclusively for the Famicom Disk System.

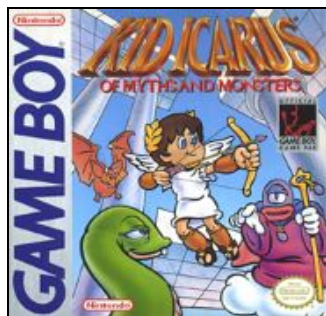
 This game is included in the NES Classic Edition.

 Pit, Dark Pit, and Palutena all appear as playable fighters in the *Super Smash Bros.* series. Pit debuted in *Brawl* while the other two debuted in the Wii U and 3DS versions.

 Pit appeared on the cartoon series *Captain N: The Game Master*, where he was erroneously called Kid Icarus.

 The manual is 46 pages long, which is quite lengthy for a NES game.

Sequels:



Kid Icarus: Of Myths and Monsters
Game Boy
1991



Kid Icarus: Uprising
Nintendo 3DS
2012

Trivia Challenge

1. Which console did the *Animal Crossing* series debut on?
 - a. GameCube
 - b. Nintendo 64
 - c. PlayStation
 - d. Wii

2. Which of the following is not an actual officially-licensed Game Boy accessory?
 - a. pocket sonar
 - b. mobile adapter
 - c. projector
 - d. printer

3. What is the last name of Mario and Luigi?
 - a. Mario
 - b. Toadstool
 - c. Jumpman
 - d. Luigi

4. The NES game known as *Super Mario Bros. 2* outside of Japan is actually a *Mario*-themed version of which game?
 - a. *Doki Doki Panic*
 - b. *Lip's Adventure*
 - c. *Adventures in Dreamland*
 - d. *Plumber Peril*

5. What is the NES known as in Japan?
 - a. NES
 - b. NaviFam
 - c. Family Computer
 - d. BitBox

Answers on
page 32

Franklin's Fantastic Foods

Brought to you by: sarab

Hello everyone, Franklin here! It's finally fall, which means it's the perfect time to serve up some Halloween and Harvest Festival favorites! I have three different items for you today: a delicious party punch, a dinner perfect for a cozy night in, and a vegan spin on a classic dessert or breakfast dish.

Let's get cooking!



Monster Mash Punch

Vegetarian

Serves: 18-20

Ingredients

- ½ gallon (2 liters) lime sherbet
- 1 can pineapple juice, chilled
- 1 liter ginger ale, chilled
- 1 liter lemon-lime soda, chilled

Instructions

- 1) Scoop out balls of sherbet into a punch bowl with an ice cream scoop.
- 2) Pour in rest of ingredients and stir well. Serve.

Slow Cooker Honey Garlic Chicken with Veggies

Serves: 4

Ingredients

- 8 bone-in, skin-on chicken thighs
- 16 ounces (455 grams) baby red potatoes, halved
- 16 ounces (455 grams) baby carrots
- 16 ounces (455 grams) green beans, trimmed

For the Sauce

- ½ cup (8 tablespoons) reduced sodium soy sauce
- ½ cup (8 tablespoons / 170 grams) honey
- ¼ cup (4 tablespoons) ketchup
- 2 cloves garlic, minced
- 1 teaspoon dried basil
- ½ teaspoon dried oregano
- ¼ teaspoon crushed red pepper flakes
- ¼ teaspoon ground black pepper

Instructions

- 1) In a large bowl combine all of the sauce ingredients and mix.
- 2) Place chicken, potatoes, carrots, and sauce in a slow cooker (6 quarts or larger).
- 3) Cover and cook on low for 7-8 hours, or on high for 3-4 hours. Add green beans during last 30 minutes.
- 4) Preheat oven to broil. Place chicken on baking sheet, skin up, and broil until crisp (3-4 minutes).
- 5) Serve!

Vegan Banana Bread

Vegan, Vegetarian

Serves: 16

Ingredients

- 1 cup (200 grams) vegan sugar
- 3 ripe medium bananas, mashed
- ½ cup (8 tablespoons) refined coconut oil, melted
- 1 teaspoon vanilla extract
- ¼ cup (4 tablespoons) unsweetened vanilla almond milk or soy milk
- 1 teaspoon apple cider vinegar
- 2 cups (240 - 250 grams) all-purpose flour (plain flour)
- ¾ teaspoon baking soda (bicarbonate of soda)
- ½ teaspoon salt
- ½ cup (60 grams) chopped walnuts, if desired

Instructions

- 1) Heat oven to 350° F (190° C).
- 2) Grease bottom of a 9x5x3 loaf pan.
- 3) In a large bowl combine sugar, bananas, coconut oil and vanilla until smooth. Stir in almond milk and vinegar.
- 4) Add flour, baking soda, and salt. Stir until moistened.
- 5) Add walnuts and stir.
- 6) Pour into pan and spread evenly.
- 7) Bake for 1 hour. When you insert a toothpick into the center, it should come out clean.
- 8) Cool for 10 minutes in pan. Then remove from pan and cool on cooling rack for 1 hour.
- 9) Store in refrigerator after cooled.

Gulliver's Travels

Brought to you by Amrasje

Hello, my name is... Gulliver! Or at least I think it is... I'm a poor, yet manly seagull who sails the seven seas. Although I do tend to feel a little birdbrained sometimes (Get it? Because I'm a bird? I quack me up, haha!), I am travelling around the world. Most recently, I visited a country in the North Sea, let me tell you what I still remember.

Fact Sheet:

Population	5,707,251
Area	43,560 km ²
Head of State	Queen Margrethe II
Capital	Copenhagen (1,280,371)
Official Language	Danish
Currency	Danish Kroner (DKK)



DENMARK

Denmark is a beautiful monarchy with many happy citizens. It consists of 406 different islands, with a total coastline of no less than 7,314 km! That's longer than the Great Wall of China! Because of the multitude of Danish islands, the highest point in the country is only 170 metres above sea level. It's a country farther north than most other member states of the European Union and the weather isn't bad, however not all that great

either, as a result. If you'd like to enjoy long days, temperatures between 15°C / 59°F and 20°C / 68°F as well as not too many tourists, then May and June are the best months to visit this wonderful country.



While travelling around Denmark, one of the best places to visit is the Tivoli Gardens amusement park. There's simply no doubt about it! It is located only a few minutes' walk from the Copenhagen City Hall. The Copenhagen Central railway station is close by as well. Tivoli Gardens was founded in 1843 and has been visited by many famous people over the years, including Hans Christian Andersen and Walt Disney! Exotic architecture, beautiful gardens and historical buildings make for a truly unique scenery, which offers something for everyone. When visiting at night, you cannot help but marvel at the thousands of coloured lights, which make you feel as if you're part of a gorgeous fairy tale. Entry is free when you're in possession of a Copenhagen Card.

Are you into the thrill of speedy roller coaster rides, however looking for a nice day out in a somewhat different setting? Why not pay a visit to LEGOLAND Billund? While you can still go on rides in this resort, the main focus is, of course, to marvel at all you can do with LEGO! More than 65 million LEGO bricks create 9 different areas, each with their own theme. If you're curious, why not have a peek at the [map of the resort](#)? With several hotels nearby, you can definitely take your time to fully explore all that is available to you.

If you're looking for a nice time without the need for several adrenaline rushes, then the Copenhagen Zoo is the place to be for you. With over 3,000 animals from 264 different species, you are guaranteed to find your favourite animal somewhere within the zoo's 1,500 m² large rainforest. The Elephant House is considered one of the best facilities in the world and the Arctic Ring, which allows you to have a good look at polar bears, North Atlantic birds and seals, is unique and can't be found anywhere else in Europe. Entry to the zoo is free when you're in possession of a Copenhagen Card.

Danish history began in approximately 12,500 B.C., when hunters first started living on this group of islands. Fast forward to 800 A.D. and you end up in the Viking Age, a time of many wars and conquests. Although

the name of the Danish flag, “Dannebrog”, was mentioned in a text dating back to 1478, Denmark didn’t become the country it is known as now until the year 1849, when the first liberal constitution was introduced. Did you know that Denmark, unlike most other countries, has two official national anthems? ‘Der er et yndigt land’ (There is a lovely land) is the civil national anthem of Denmark and was first published in 1819. The other, ‘Kong Christian stod ved højen mast’ (King Christian stood by the lofty mast) is mainly used for royal and military occasions. Every New Year’s Eve though, it is tradition to sing immediately after midnight. It is regarded as one of the oldest national anthems in the world.

In modern day Denmark, the single most important thing in people’s lives is “Hygge”. The word doesn’t have a set English translation, but is described as “well-being”, “good atmosphere” and “cosiness”. These three descriptions don’t do the concept of Hygge justice, though. It really is more of a lifestyle. Hygge is all about the good general atmosphere, having people whose company you enjoy around you, having a good time as well as relaxation. It’s about all the good things in life. It is the key to why the Danish are amongst the happiest people in the world.

Denmark in *Animal Crossing: New Leaf*



I will probably want to visit Denmark again some time. After all, it’s a great country! However, I might not remember exactly how to get there... I do remember there being a Mermaid Statue! Could you please help me? If you do, I’ll send you Mermaid Statue in the post as a souvenir! If you’ve received one before, then you can also order it from Timmy & Tommy’s catalogue. It’ll be described as a famous statue located in Copenhagen, which depicts a mermaid lying on a rock. It’s quite expensive at 7,600 Bells, though. And if you sell one at Re-Tail, then you’ll only get 1,900 Bells back for it!

I hope you’ve enjoyed discovering Denmark! There will be a new country to discover in the next issue. What country will that be, you ask? Erm... I’m not sure, where was I heading again?



Crafty Creations

Brought to you by: Golden777

Welcome, everyone, to this edition of Crafty Creations! Today I'll be showing everyone how to create a spooky paper lantern to hang around the house. Unlike real pumpkins, this one will stay fresh all season long!

First you need to grab your materials. All you need is:

- Rectangular paper (Any kind will do. Colored paper is preferred, but you can always just color it.)
- Scissors
- Ruler
- Something to keep it together (Stapler is best, but tape works too)

Steps (with pictures)

1. Take a sheet of paper and measure it with a ruler. At the 1-inch mark, make a tiny line. Using the line as a guide, use the ruler to draw a line going across the page.



2. Cut along this line. Keep this paper to the side as it will be your handle. At the top of the page, make another line across at the 1-inch mark



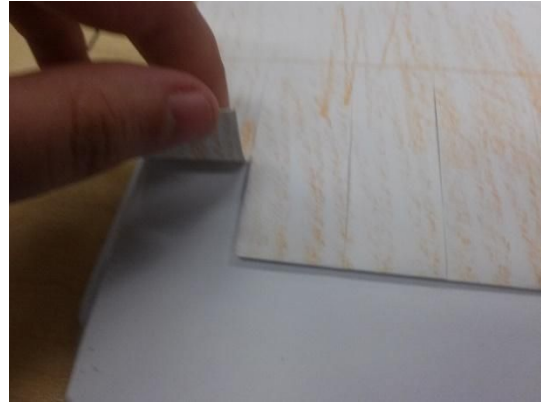
3. Create a fun face in the middle of the paper! Don't make it too big. Additionally, it's best to sketch a face in pencil before filling it in. Looking for inspiration? Check out the template at the end of this article!



4. Fold the paper in half.



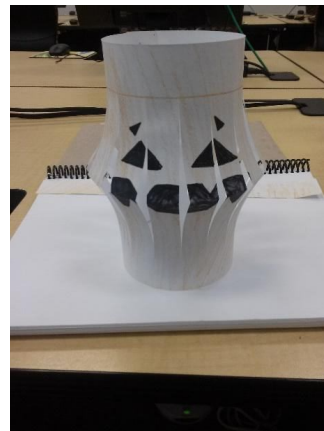
5. Around every inch, cut the paper up to the line you created earlier.



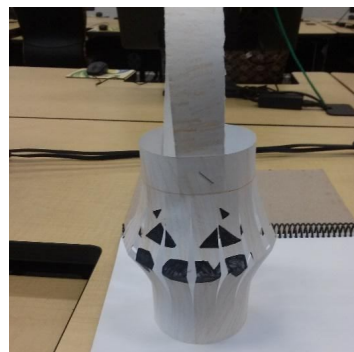
6. Once you have all your cuts, unfold the paper and wrap it around to make a lantern shape.



7. Use some sort of adhesive to keep the paper's edges in place.



8. Attach the strip of paper you cut earlier to the inside of the lantern to make a handle



That's it! This is a fun and easy thing anyone can do in their spare time, so get creative with it! Maybe color the handle green or draw a bat instead of a pumpkin face? Just have fun with it and stay crafty!



Interview with kikicat

Brought to you by: Ilpandorall & kikicat



So who is **kikicat**, and what does it mean to be a Site Researcher? This issue, we catch up with the one and only kikicat, who is a dedicated Researcher for ACC. As with any Researcher, you can approach her with any suggestions or feedback regarding the site. Let's get to it, so take it away, Eden!

Hi Eden! Thank you for taking some time out for this interview. We know how busy you are. Tell us a little bit about yourself, and how you became a member of ACC?

Hey, I'm Eden! I am from Canada, I have two cats (Skye & Theo!), and I love video games. *Animal Crossing* is my favorite, of course. I was looking up cheats for *Mega Man* one day (when I was only 12 years old!) when ACC came up as a suggestion, due to a *Mega Man* thread on site. As I joined to read this thread, I saw that there were tips and tricks for *Animal Crossing GameCube*, and I got involved with the guides... and now here I am! I realized how friendly the community was and decided to stay not only for guides, but for the community as well. Before I knew it, I was a part of so many giveaways and BTs- back in the day, things were so much more hectic! Here I am now, in 2018. Fourteen whole years later! Can you believe it?

I noticed neither of your cats are named “Kiki!” Where did you get “kikicat” from? The villager?

Funny thing about my username: I actually had no idea there was a cat villager named Kiki when I joined the site. My character’s name was Kiki in my *GameCube* town, and my town was called “Kitty.” So... Kiki was my name, and cats are my favorite animal. But then people started asking me if I have Kiki the villager, and I’m like... who is that?! Even to this day, people will ask me if it is because of the villager. I didn’t even know she existed, and she isn’t even in my Top 10!

Who is in the infamous “kikicat's Top 10 Favorite Villagers?”

I thought you’d never ask! I like this question... My top 10 are: Gaston, Bangle, Wart Jr., Diva, Prince, Lolly, Beau, Raddle, Henry, and Octavian. I have had them all in my towns, and I especially love Gaston because he has been in my *GameCube* town since 2004! Gaston also has the same birthday as me, which I didn’t even find out until after he was my favorite. I love Gaston SO much!! I re-downloaded *Pocket Camp* recently just because they added him.

I hate to take the topic away from Gaston, but let’s swing things over to the Site Researcher side of things. Why did you apply to become a Site Researcher?

Oh, like I’m obsessed with Gaston?! **laughs** Anyway... if isn’t clear enough already, I LOVE *Animal Crossing*! I had been on the site for ten-plus years prior, so not only do I know my way around the site but the community as well. I figured I would be perfect for the job, because I love ACC so much! I originally wanted to become a Scout, but when I saw the job description of Researcher was to “help improve the site with games, events, and graphic,” I jumped ship on my dreams to be a Scout and thought I could be of more use as a Researcher!

What all do you and the other Researchers do for the community? Do you have any recent examples?

We monitor the Site Suggestions board, as well as listening to feedback from the community and attempt to integrate that feedback into the site. As for a recent example, well... Let's just say, keep your eyes peeled for a fun event that may be sooner than you're expecting!

What is your favorite thing about being a Researcher?

The special avatars, duh! **laughs** But really, I just love being able to help when it is needed! I love working on the avatars and the banners, and feel that I have a special relationship with the members of the community. I hope they can all feel like they can come to myself and the other Research staff when they want to voice an opinion on any aspect of the site!

What else do you do in your spare time, aside from play with your cats and obsess over Gaston?

Is there anything else that I do? But seriously, I love hanging out with my friends. In the summer, I go hiking and kayaking and always keep busy. I love my job, and I just love to stay active! When I'm not playing video games, that is... Don't expect to see me doing anything in the winter, though! This is Canada--- it is way too cold!

It has been so much fun catching up with you, Eden, and I think the community will love hearing more about you! One last question, though... What is it like sharing a birthday with ACC?!

I loved talking with you, thank you so much for having me. As for sharing a birthday... I think it is really cool, actually! Back in the day (when I was like thirteen, maybe), I logged into ACC on my birthday (this was when dial-up was a thing, mind you) and as the site loaded from top to bottom, it said "Happy Birthday!" in huge letters. I was like "Wow, ACC is wishing me a happy birthday!" until the page loaded the "... to ACC" a bit farther down. **laughs** I was a little disappointed, at first, but now I think it is very cool! I,

Gaston, and ACC have the same birthday?! It is amazing! The only downside is that I always worry no one will wish me a happy birthday. It is so easy to be overshadowed by my favorite website! **laughs**

There you have it, folks. I hope you enjoyed the interview and learned a lot of fun new things about kikipat! Have any other questions for kikipat or any of the other staff? Post them on the [Ask the Staff sticky](#) on the “Site Suggestions” board and Eden or others can respond to you on the [Ask the Staff board](#)! Also, don’t forget to wish Eden a Happy Birthday this ACCversary!

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Retro Corner Trivia Challenge answers:

1. b - As the Nintendo 64 doesn't have an internal clock, the time must be set each time you start up.
2. c - The pocket sonar and mobile adapter are Japan-only. The sonar allows the user to find fish up to 65 feet underwater and includes a built-in fishing game. The mobile adapter connects a Game Boy Color or Advance to a mobile device to access the internet. The printer interacts with various games to print different kinds of stickers.
3. a - The need for a last name originally came about during production of one of the live-action films in Hollywood. They chose Mario based on *Super Mario Bros.* implying they are the Mario brothers. Originally Shigeru Miyamoto denounced this idea, but more recently he's accepted it.
4. a - Nintendo of America thought that the actual *Super Mario Bros. 2* would be too similar to the first *Lost Levels* and the US version brought to Japan as *Super Mario USA*.
5. c - It is often abbreviated as Famicom. A version that uses floppy disks, the Famicom Disk System, was also released.