



# Animal Crossing Community

*Issue 4 - February 2019*

Hey everyone! We hope everyone had a wonderful winter break and holiday! 2019 is going to be full of so many new and wondrous things...with one of them being *Animal Crossing* for the Switch! We hope you enjoy this month's issue! From all of us on Staff and SPT, we hope you have a very happy new year!



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# Valentine's QR Codes with Reese

Brought to you by: kikat

Looking for some sweet Valentine's Day outfits for you and your sweetheart? Look no further, Reese and Cyrus found these cute QR codes all over the internet for you to enjoy!



Valentines



## amiibo Story

*Brought to you by: kikiat*

Hey guys! It's K.K. Slider again, just enjoying my life "after the holidays" as they call it. Why is it that the holidays always have to end here? Last time I checked we had holidays all year round! In fact, Valentine's Day is just around the corner, ya know? All of the amiibo have a favourite holiday, so what about you? Let us know on the [K.K. wants to know thread](#). I'll catch ya around!



## *Super Smash Bros. Ultimate*

Brought to you by: MissMaddy



Jab! Shield. Grab. Up air! Rainbow flames erupt from the top of the screen. *Super Smash Brothers* is a simple fighting game in which players can select a handful of their favorite Nintendo (and a few third party) characters to battle in a fight for the ages! Overall the series is fantastic and *Super Smash Bros. Ultimate* is no exception.

The game added some new characters, including, King K. Rool, Incineroar, Inkling, Isabelle, Richter, Ridley, and a few echo fighters (essentially clones): Simon, Ken, Dark Samus, Daisy, and Chrom. The new characters are a blast to play and they bring a fresh feeling to the game.

Alongside new characters came new stages: Dracula's Castle, New Donk City Hall, Moray City, The Great Plateau and new updates to *Smash* original stages. These stages are bursting with life and are certainly a favorite to play.

The story mode is very forward and not extremely different from the game's predecessors. While unlocking certain characters proved to be difficult, that too was fairly easy.

In a majority of the character reveal trailers, in one way or another, the character died. This was hinting at the new Spirit mode, which essentially lets you "power up" your fighter. With the right set of Spirits you and your fighter become deadly very quickly.



The "Ultimate" at the end of the *Super Smash Bros.* title is well deserved. It takes all the favorites from the older games and adds a kick to it all while looking beautiful with the updated graphics. The game is an absolute blast and takes long-time players on a nostalgia trip, especially with formerly removed stages and fighters being brought back to this game. This is a game that surely will give fans something to do for a couple hundred hours.

## Bulletins and Releases

Brought to you by: ACWNFreakazoid



Joker from *Persona 5* first announced DLC fighter for *Super Smash Bros. Ultimate*. No further details are currently known. Check out the official *Smash Bros. website* for the reveal trailer.



Piranha Plant now available to download for *Super Smash Bros. Ultimate*. Those that registered their game before deadline should have received a download code. Everyone else can purchase the character from the eShop.



*Metroid Prime 4* delayed due to dissatisfaction with the game's state. Retro Studios is being brought on board and development will start from the beginning. Watch the [announcement](#) for more information.

### **Recent releases:**

#### 3DS

- *Mario & Luigi: Bowser's Inside Story + Bowser Jr.'s Journey*
- *Yo-kai Watch 3 (PAL)*

#### Switch

- *Pokémon: Let's Go Eevee/Let's Go Pikachu*
- *Super Smash Bros. Ultimate*
- *New Super Mario Bros. U Deluxe*
- *Travis Strikes Again: No More Heroes*

#### amiibo

- *Smash Ridley/Wolf/Inkling*
- *Splatoon Octoling Boy/Girl/Octopus*
- *Diablo Loot Goblin*

### **Upcoming releases:**

#### 3DS

- *Etrian Odyssey Nexus* - Feb. 5
- *Yo-kai Watch 3 (NA)* - Feb. 9
- *Kirby's Extra Epic Yarn* - Mar. 7-9

#### Switch

- *Yoshi's Crafted World* - Mar. 29

#### amiibo

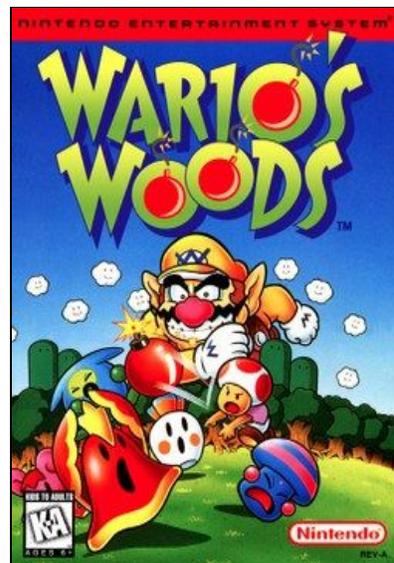
- *Smash King K. Rool* - Feb. 15
- *Smash Ice Climbers* - Feb. 15
- *Smash Piranha Plant* - Feb. 15

# RETRO CORNER

Brought to you by: ACWNFreakazoid & DaBraxMan



Region	Release Date
Japan	February 19, 1994
North America	December 10, 1994
PAL	1995



Ever since I was a wee DaBraxTot, I've been playing *Wario's Woods* at my grandparents' house. It was one of the first puzzle games I've ever played, before *Tetris*, before *Dr. Mario*, before *Puzzle League*. It remains my favorite puzzle game to this very day, but not just because of nostalgia – *Wario's Woods* is simply a really fun and challenging, yet accessible game.

The goal of *Wario's Woods* is to clear out stacks of enemies of different colors using matching-color bombs. These bombs are dropped by a fairy or the giant Thwomp above you, depending on the circumstance. You do this in groups of at least three: two enemies and a bomb, two bombs and an enemy, three enemies and one bomb, three bombs and one enemy, and so on. With most enemies, you may clear them vertically, horizontally, or even diagonally. Some enemies, however, will require you

to defeat them in special ways, such as diagonals only. A five-in-a-row clearing will give you a special diamond that you can't move – but when it's cleared, every enemy of that diamond's color will disappear. So you may want to clear the play area simply and quickly or opt for more complicated methods with a better result.

But why, you may be asking, are we blowing up creatures in forested grounds? Isn't that a bit sadistic? Won't Smokey the Bear be angry that you're igniting explosives inside trees? Possibly, but what's more important is defeating Wario – for we're in *his* woods, and they're anything but a *natural* reserve.



Wario, having clearly decided to work on a smaller scale after failing to keep Mario's continent under control in *Super Mario Land 2*, has taken over this forest with his mysterious and admittedly adorable monsters. Toad, assisted by Birdo and some fairies, rushes into the forest determined to brutally annihilate the invading Wario and his ragtag group of minions. ...You know, it never really occurred to me until just now how positively odd this story is. Why Toad? Why Birdo? Why Wario? Why a forest? Who cares?! It's fun!!

Toad is a big part of this game. Instead of moving the actual puzzle pieces as in most puzzle games, you control Toad. He can't jump, but he can run all around the play area, running up walls and stacks of enemies, picking up single bombs/monsters (B button) or entire STACKS of them (A button) and sorting them all out so he can blow them into smithereens. Toad is a *beast*. That backpack-hauling child you see today is just a shell of the good ol' days of Toad. Superhuman strength. Stupendous sorting. Taking on Mario's own rival. What an absolute madman.

There are two different main modes, A and B, with around 100 levels each. That's right – there's a ton of content to tackle. Mode A is straightforward, giving you enemies to clear and sort before you run out of space. When Birdo appears in the corner of the screen, you're relatively safe – only bombs, not enemies, will drop down to greet you. After some time, Wario will take Birdo's place, his bird will replace the fairy, and things will start going badly. The bird will steadily drop enemies while Wario will occasionally charge, bringing the ceiling down and threatening to crush you. It can be very overwhelming in later levels!

Mode B is a little different, with every level ending in 9 having a special boss fight. This may be a little imp, a hungry hippopotamus, a mermaid, or other... interesting cast members. Of course, you defeat them the same way as regular enemies by lining them up with bombs and monsters, but you have to hit bosses multiple times to wear down their health – and to make things even more difficult, they summon enemies, have special skills, and teleport around the play area.

That's just the beginning! There's a time attack mode with two to five rounds of varying difficulty to select; a versus mode (my personal favorite) where you can choose difficulty, speed, and the kinds of enemies you have to clear; a lesson mode for those learning the game... *Wario's Woods* is just brimming with content!

The best part is, even though what I have described seems horribly complicated, it's actually a very accessible and easy-to-learn game. Honestly, my grandparents have made far more progress in the Round Game mode (the "story mode") than I have. They love the game. They rock at it. They can put up quite a fight in versus mode, and so can you!



*Wario's Woods* is a stellar title and unlike any other puzzle game I've played. If you're itching to find something addictive and challenging, yet fun and accessible, give this game a whirl. You can purchase this on the Nintendo eShop on the Nintendo 3DS family of systems (\$4.99/£3.59) and the Nintendo Wii U (\$4.99/£3.49). It's also available on the NES Online application that is offered with the paid Nintendo Switch Online service.

## **A few other fun facts about *Wario's Woods*...**



In Japan this game is known as ワリオの森 (Wario no Mori), which translates to "Wario's Forest" or "Wario's Woods".



*Wario's Woods* is the only NES game with an ESRB rating – rated Kids to Adults, the old version of “E for Everyone.”



*Wario's Woods* has also been released for the Super Nintendo Entertainment System (SNES), but, as of this Newsletter, Nintendo has not re-released it on any of their modern platforms. It has some substantial differences from the NES version, including some different music, voice acting, and a mode where you play versus with computer players.



This is Toad's first solo game, and the only one he would have until *Captain Toad: Treasure Tracker* twenty years later (not counting other versions of *Wario's Woods*).



The bird you see dropping enemies when Wario is on the screen is a Pidgit, the bird on the flying carpet from *Super Mario Bros. 2*. Turns out they *can* fly on their own!

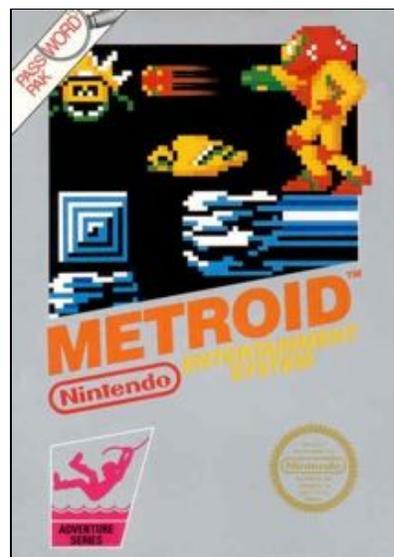


In AC:GC, this NES game can be gotten through the island, which you unlock with a Game Boy Advance. See our AC:GC Island Guide for details.

Sources: Wikipedia.com & the Super Mario Wiki – mariowiki.com

# METROID™

<b>Region</b>	<b>Release Date</b>
Japan	August 6, 1986
North America	August 15, 1987
PAL	January 15, 1988



Catastrophe threatens the galaxy. Researchers on the planet SR388 recently discovered a new life form, which they called Metroid. Believed to be the cause of the destruction of civilization on SR388, the Metroid was placed in suspended animation within a capsule and loaded on a research ship. Unfortunately, a gang of space pirates have intercepted the vessel and stolen the Metroid, taking it to their headquarters on the planet Zebes. They plan to wake it from its slumber and have it multiply to use as a weapon. Making little progress infiltrating Zebes, the Galactic Federation Police turn to bounty hunter Samus Aran to do so and destroy Mother Brain.

You take control of Samus as she lands on Zebes and begins her mission. She starts out with the bare minimum of equipment and you need to seek out upgrades. For example, her initial energy level is 99. Each time an enemy hits you this number drops by some amount. Once it reaches 0, it's Game Over and you receive a password that lets you start with any

upgrades you found, albeit not at full health. Luckily enemies sometimes drop energy balls that will replenish energy and throughout your journey you can find energy tanks that will increase your maximum energy.

The same holds true for your attack capabilities. At first you will only be able to fire a basic beam shot using the B button. As you progress, you can find upgrades that allow you to fire missiles and different kinds of beam shots. In fact, many places are inaccessible until you find a certain upgrade. For example, red doors require 5 missile blasts before they'll open. That means that it's important to seek out these upgrades if you want to beat the game.



Unless you have a photographic memory, you will definitely want to make a map. It's frustrating to make it across a difficult room only to find that you do not have the proper upgrade and have to turn back. In fact, this can happen fairly early in the game if you manage to miss getting the morph ball. As stated before, the password you receive upon Game Over includes any upgrades you found, so you don't have to worry about starting completely over if you die.

In order to successfully carry out your mission, you need to gain access to Tourian, the central control of Zebes. Doing so requires exploring two other areas of Zebes, Brinstar and Norfair, and defeating two of the

high-ranking space pirates, Ridley and Kraid. Once you do so, you can confront Mother Brain and save the galaxy for good. This might all seem like spoilers, but all of it is actually in the manual. That makes sense though given that Samus is most likely provided with a fair amount of intelligence by the Federation Police.



How quickly you complete the game determines how Samus appears in the ending. You can also replay the game with Samus out of her Power Suit if you get one of the two fastest endings. The challenge to finishing as quickly as possible isn't actually the amount of ground you have to cover. Rather, enemies tend to hit hard and it can be difficult not to die and have to start back at the beginning area.

If you do not own a NES and want to play *Metroid*, it is available for purchase on the Virtual Console for the 3DS family of systems (\$4.99/£4.49) and Wii U (\$4.99/£3.49). It is also one of the NES games you have access to with a subscription to Nintendo Switch Online.

### **A few other fun facts about *Metroid*...**



In Japan this game is known as メトロイド, which is just a Japanese pronunciation of *Metroid*. It was released on the Famicom Disk System.



This game is included on the NES Classic Edition.



A remake, titled *Metroid: Zero Mission*, was released for the GameBoy Advance as well as a port as part of the *NES Classic Series*.



While referred to as the planet Zebes everywhere else, the introduction of the game refers to it as the planet Zebeth.



Samus is referred to using he/him in the manual. This is to make it a surprise when players see one of the endings that reveal her true gender.



Zebes was originally a planet colonized by a race known as the Chozo. After losing her parents at a young age, Samus is taken in by the Chozo and raised on Zebes. They create her Power Suit to allow her to withstand the harsh conditions, as well as combining Chozo DNA with hers.



A Metroid in a glass tube is an obtainable item in some *Animal Crossing* games.



The morph ball is called maru mari in this game, which is just the Japanese name for it. This name comes from the verb 丸まる, which means to roll into a ball.

## Trivia Challenge

**1. The egg-loving Poochy first appeared in which game?**

- a. *Super Mario Bros. 3*
- b. *Yoshi's Story*
- c. *Super Mario World 2: Yoshi's Island*
- d. *Yoshi's Woolly World*

**2. The default name for the player character in the original *Pokémon* games is Satoshi. Where did this name come from?**

- a. The name of the creator of *Pokémon*
- b. A Japanese word meaning guidance
- c. The name of the president of Nintendo at the time
- d. The winning entry in a naming contest

**3. How many fighters were in the original *Super Smash Bros.*?**

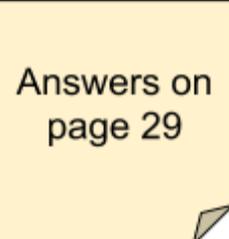
- a. 8
- b. 10
- c. 12
- d. 16

**4. What was the first video game, including arcade games, released by Nintendo?**

- a. *Donkey Kong*
- b. *Mario Bros.*
- c. *EVR Race*
- d. *Block Fever*

**5. What was the subtitle of the first *Fire Emblem* game released in Japan?**

- a. 紋章の謎 (Mystery of the Emblem)
- b. 聖戦の系譜 (Genealogy of the Holy War)
- c. 封印の剣 (Binding Blade)
- d. 暗黒竜と光の剣 (Shadow Dragon and Blade of Light)



Answers on  
page 29

## Franklin's Fantastic Foods

*Brought to you by: sarab*

### **Hearty Salsa Casserole**

Serves 2-4

#### **Ingredients:**

- 4 beef hamburger patties
- 1 (16-ounce / 440-gram) can black beans
- 1 (16-ounce / 440-gram) jar salsa
- 1/3 of 4.5 ounce (130 gram) can green chilies
- 2 cups (256 grams) shredded mexican cheese



- 1) You can choose to either bake or microwave the final product. If you decide to bake it, preheat the oven to 350° F.
- 2) Melt some butter on the stove over medium heat. Break up the beef patties into small pieces and brown them in the pan.
- 3) Remove the beef from the pan and pour into your casserole dish. Mix in the beans, salsa and green chilies.
- 4) Sprinkle the shredded cheese on top of the salsa mix and cover the top completely.

**Oven Method:** Bake the casserole until the cheese on the top is fully melted.

**Microwave Method:** Heat in the microwave on high for 4 minutes, or until cheese is melted completely.

## **Rainbow Salad**

(Adapted from The Golden Ratio Cookbook)

Vegetarian

Serves 2

### **Salad:**

- 3 medium sweet potatoes
- 1 (16-ounce / 440-gram) can black beans, drained
- 1 (16-ounce / 440-gram) can corn, drained
- 1 bell pepper
- ½ red onion

### **Dressing:**

- 1 cup (128 grams) sour cream
- Juice of 1 lime
- ½ tablespoon minced garlic
- Salt, to taste

- 1) Preheat the oven to 400° F.
- 2) Cut the sweet potatoes into bite sized pieces, and toss them with some olive oil and salt to coat.
- 3) Roast sweet potatoes for 30 min, or until soft.
- 4) Dice the bell pepper and onion. Mix in a bowl with sweet potato, corn and beans.
- 5) In a separate bowl, combine all the ingredients for the dressing. Mix well.
- 6) Serve veggies with dressing spooned on top.



## Gulliver's Travels

*Brought to you by: Amrasje*

Hello, everyone! My name is Gulliver. I am a simple sailor who travels the seven seas, searching for an eighth. Last time we met I had just visited Denmark, a beautiful kingdom in the North Sea. My travels didn't stop there! I wasn't sure where I was heading next, but with some help from a noble skipper, I reached my most recent destination.

I visited a country filled with castles that look just like they popped right out of a fairy tale! Someday I plan on finding a sweet princess of my own and living with her in one of those castles. Plus this place is famous for sausage! Like, REALLY famous! I don't care much for sausage myself, what with me eating mostly grubs and fish. But grub sausage?! That'd be the absolute greatest thing ever! But it's not all fun and sausages! Science runs RAMPANT through all of its history! Heard of the theory of relativity? Yeah, I... don't understand it myself, but the guy who DOES understand it was born in this country! He was kinda smart. Sorta like an Einstein, you know? Real egghead.



# GERMANY

### **Fact Sheet**

Population	82,293,457
Area	357,021 km <sup>2</sup>
Head of State	President Steinmeier
Capital	Berlin (3,605,000)
Official Language	German
Currency	€ Euro (EUR)

My destination this time was, of course, Germany! The first city I visited was Berlin. If you're staying for only a few days, one of the things you must not miss is the world clock at the famous Alexanderplatz. Located in the eastern part of the city, you will feel as if you've travelled back in time to the 1970s. When you look up, you'll also be able to see the TV Tower. You must pay admission for the tower, but if you'd like to admire the city from a height of approximately 200 metres, then the fee may be well worth it.



Nearby you can find the City Hall, a historic port, and the well-known "Nikolaiviertel", which is the oldest district of Berlin. When you want to get around easily, Berlin has a fantastic public transport system (which is, fortunately, not too expensive)! With 173 stations across the city, Berlin's U-Bahn is probably your best option. You will certainly find it useful if you'd like to visit the Brandenburg Gate, the Reichstag or the "Tiergarten Park", which is the zoo!

After all my sightseeing I was hungry, so I started my search for grubs and fish. Being inland, though, I found it very difficult and I decided to try one of Germany's most famous dishes: "Bratwurst mit Sauerkraut". This dish, which is often served with bread or potatoes, is one of the country's oldest, dating all the way back to the year 1313. It is generally accepted that the dish originated from the city Nuremberg. It didn't stay within the city boundaries for very long, though, as the dish had made its way to Switzerland by 1438. A few centuries later, German immigrants introduced the dish to the USA, especially in the state Wisconsin. The current population likes to call the dish "Brat" for short, and it is nowadays so

popular in Wisconsin that the city of Madison hosts an annual “Brat Fest”, which is traditionally held during the Memorial Day weekend.



Enough about Wisconsin, though! Let’s talk a bit more about Germany. One of the things the country is very famous for, is its Christmas Markets. You will find one in most German towns and cities, and they run for nearly all of December. An excellent destination for a family day out, you will find winter clothing, hot chocolate, mulled wine, hot food, a vast selection of Christmas decorations and, of course, a huge Christmas tree in the centre of it all! These beautiful markets are home to a very relaxing atmosphere, as everyone has Christmas on their minds. Visiting one is definitely an experience you should not miss out on!



While we are on the topic of Christmas, or “Weihnachten” in German, Nutcracker Dolls are a traditional symbol of good luck and were invented in the 17th century. While it was originally meant to frighten away malevolent spirits, nowadays it is more commonly used as Christmas decoration. Aside from being a lovely ornament, the Nutcracker Doll has inspired German author Ernst Theodor Amadeus Hoffmann to write his famous novella “The Nutcracker & The Mouse King”. This story was later adapted for ballet by the Russian composer Pyotr Ilyich Tchaikovsky. Even though the ballet was written in 1892, it didn’t become truly popular until the late 1960’s, especially in North America. Enough about the ballet, though, more about the doll! It was first produced in the town of Seiffen, Saxony. As popularity grew, the use of these dolls spread to other European countries during the 19th century. Did you know that a handcrafted doll consists of 60 pieces on average? While they usually resemble toy soldiers, you can also find Nutcracker Dolls resembling miners, policemen, royalty, soldiers from different armies, and much more!



### **Germany in *Animal Crossing: New Leaf***

Germany was quite an experience! I still cannot believe the amount of sausage I have had to eat while I was there... Right before I left, I went shopping for a souvenir. I will send it to you via the local post office. I hope you’ll like your very own Nutcracker Doll! If you’ve received one of these before, you can order more from Timmy & Tommy’s catalogue. Doing this will cost 1,200 Bells and if you sell one at Re-Tail, you will only receive 300 Bells in return. Cyrus wouldn’t want to customize the doll, it is too unique for that! Why would anyone wish to change an item with such an Iconic style?! For those of you who decorate their house in a certain theme, the Nutcracker Doll will fit in well with the “Quirky”, “Fairy Tale” and “Toy Shop” themes.

Phew... I am exhausted! Travelling does take a lot out of you, and this trip to Germany really was something. If you ever get a chance to visit, I hope you will write a postcard! Hopefully Pete will remember where to deliver it...



Time for me to take to the high seas now. Maybe I'll run into Lizzie once more... I hope not, though! Last time we met, I forgot where I was heading... Come to think of it... Where am I going next?!



## An Interview with GoldenCelebi

Brought to you by: asho28

Asho (asho28) was kind enough to interview one of ACC Developers, Ethan!



### **Tell us a bit about yourself, and your hobbies and interests.**

Hi! I'm a university student from the UK and have been a developer on ACC since 2013. I am and always have been a big Nintendo fan (who isn't, on this site!?) but I do make time for other things too - reading (voraciously), cooking (mostly baked goods) and drawing maps (of places both real and fictional). I also love tinkering with computers and generally have a variety of ongoing "digital craft projects" at any one time.

### **How did you get into the *Animal Crossing* Series?**

When I was in primary school - this would have been about 2008 or so - a large majority of people had a copy of *Animal Crossing: Wild World* (and, to a lesser extent, *Mario Kart DS*). So really it was more just that I started playing it because everyone else was. But the trend moved on before I really got the hang of it - my younger brothers tell me that kids that age tend to mainly play smartphone games nowadays. I would periodically come across it, think "oh hey, I should try that again", start a new town and then play for about a week or two before getting bored of it and go back to *Pokémon*, which was far more interesting. I wouldn't say I was really a "fan" of the AC series until late 2012 (aged 13) when I found ACC and started maintaining my town over the long term.

## **How did you come across ACC and what enticed you to join the community?**

I believe I first found it via searching online for guides to breeding flower hybrids - there was (and still is!) a lot of erroneous information floating around on the internet, and I wasn't having much luck finding anything that worked. At the time, game guides on ACC were only accessible to logged-in users, so I signed up, not expecting to log in more than once or twice. Then I started getting PTs from giveaways, which introduced me to the wonders of online multiplayer.

## **What made you want to become a Developer for ACC?**

I was first introduced to the idea by a site announcement back in 2013. At that time I'd already been dabbling in web development for a few years, but I didn't have a great deal of practice yet, so it seemed like a fun way to get some experience on a bigger project.

## **What do you enjoy the most about being a part of ACC's staff?**

For me, the most important part is the ability to work on and improve something that I personally use a lot. I enjoy what I do in itself, not so much any "perks" I get in exchange for it (though of course the exclusive avatars are fun). And I get a great deal of satisfaction out of the rare occasions someone points out a bug and I can fix it right there and then.

## **Aside from staff duties, what else do you enjoy doing on ACC?**

These days, mostly just posting on the off-topic and general video games boards, since I'm not really actively playing *New Leaf* at the moment. But I do really enjoy trading in general, so I expect I'll pop up more frequently on the trading boards when *Animal Crossing* comes to the Switch. I also play *Werewolf* sometimes. I'm not nearly as good at it as I think I am.

## **As we move closer towards *Animal Crossing Switch*, can you give readers an insight into what projects are currently being worked on and what else is planned in 2019 on ACC?**

The main project we're working on is a complete redesign of the site. Right now, let's be honest, ACC looks dated and awful, and it's terrible to use on phones as well (which make up over half of our traffic). It also keeps breaking - anyone who uses the site regularly will have noticed that ACC goes offline or has other major problems much more frequently than it used to, and it's so old that it's becoming increasingly hard to patch up when it does go down. So our goal over the next year or so is to recreate the whole site in a more modern style. I can't share with you any details right now, but we plan to be revealing more specifics in the coming months.

Work began slowly (we started properly all the way back in July 2017!) but has recently been accelerating - for example, a couple of months ago we got to the point where we could move all user accounts over to the new server, which seems to have gone OK. Unfortunately, it comes at the cost of moving people away from other projects, so until the redesign is finished, there are unlikely to be many major new features. We will still continue fixing bugs, of course, and there will probably be occasional minor additions, but the majority of developer time will be spent working on the new site.

Since you mention AC2019, I'd certainly like to have the new version of the site ready before then if possible, but it's by no means guaranteed. We don't even have a rough release date for the game yet!

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

A survivalist (Bear Grylls, for example), and whatever other two items they recommended. Or if that's cheating: a flare gun, a large sheet of plastic and a knife.

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Have experience with some of the technologies being used for ACC 2.0 (Node.js; PostgreSQL; React; graphic design; HTML; CSS; and Git) and want to join the Dev team to help code it? Be sure to send in an application by following the link on the [ACC Developer](#) page!

Who do *you* want us to interview next? Send a PT to PenguinGeek titled "Newsletter Interview Suggestions" !

