



Animal Crossing Community

Issue 5 - June 2019

Greetings from a desserted island, where it rains ice cream on graham cracker crust shores. Wait a minute, that doesn't sound quite right. Tom Nook informs us that it's actually a *deserted* island. Too bad, we could use **something** **sweet** to eat around now. Oh well, hopefully everyone enjoys our coverage of *Animal Crossing: New Horizons* and the rest of Nintendo's E3!



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amiibo Story

Brought to you by: kikiat

K.K. Slider here again, folks! I don't know about you but after watching Nintendo's E3 presentation, I'm super stoked for all the new upcoming games! What titles are you looking forward to the most? Are you getting any of the games announced? As you can see, my friends and I are a little excited.. With 9 months until *New Horizons* being released, we have lots of planning to do but in the meantime we'll enjoy some of our other favourite franchises! Let us know what you're looking forward to the most [here!](#)



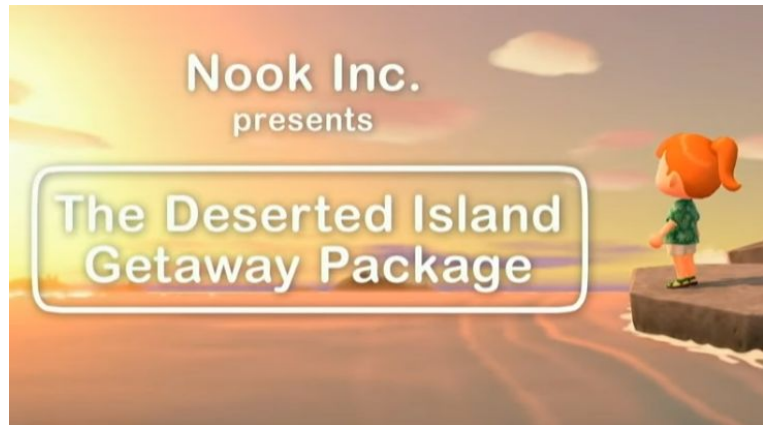
A First Look at Animal Crossing: New Horizons

Brought to you by: Nook Inc. (yankees24cano and asho28 Edited by: Devin2600)

After a long wait, we finally have a title and a release date for the next *Animal Crossing* game. While the game isn't as different from previous games as *Pocket Camp*, we already know that *New Horizons* will have some significant differences and improvements from previous games. Here are some of the most notable changes from previous games.

Deserted Island

In *Animal Crossing: New Horizons*, you take a Nook Inc. Getaway Package Charter Flight to begin your new life. Instead of the well-developed town from previous games, you move



onto a deserted island. The island appears to not have any stores and instead has a Resident Service Area where you can order items to be delivered or even craft your own. While Nintendo has confirmed that your island will grow over time, the beginning of the game will feel different from all of the previous *Animal Crossing* games.

8 Player Online Multiplayer



Towards the end of the trailer we saw a gathering of 8 characters on a rocky area of the deserted island, and this hinted that groups of up to 8 people can Wi-Fi with each other at once.

Nintendo later confirmed this during the Treehouse stream. In previous games the maximum number of people has been 4, so it is great to see Nintendo enhance the multiplayer feature to allow a greater number of people to connect at one time. One possible drawback of this is that Wi-Fi sessions may be more susceptible to being disconnected suddenly, due to the extra number of people. In previous games if one person disconnects or has internet issues, it ends the session for everyone. It will be interesting to see if Nintendo can find a way to allow the session to carry on if one person drops out.

Local Multiplayer

In the Treehouse stream, Nintendo introduced local multiplayer. This is a new feature in *Animal Crossing* and will allow up to (4?) players from the same town to play at once. This will be a nice feature for families who prefer to play together. While it appears that both players must remain close together to stay on the same screen, this could be useful for fishing, catching bugs, collecting fruit and wood, and decorating houses. Nintendo also announced that up to 8 players can live in the same town, double the amount allowed in previous games.



Jumping Over the River

In the trailer, we saw a character using a vaulting pole to catapult themselves over the river. This will increase the ease in which players can navigate their way around the deserted island and help players keep up with

fish and bugs that desperately try to evade capture. It appears that there are no bridges when you first arrive, so this piece of equipment will be essential for getting to different parts of the area. It is likely that you will be



able to construct bridges as your island develops, however the vaulting pole will still be useful, especially if your island has an eccentric river shape that bends in different directions. It remains to be seen whether everyone's island layout will be similar to the one shown on the map in the game footage. (Shown on left)

Make Your Own Paths

One feature that has arguably been missing from previous *Animal Crossing* games is the ability to construct paths. In the past, we have been using to creating paths using patterns or relying on wearing the grass out to form a dirt path. However, this is about to change. We saw from the trailer that players will now be able to dig pathways to their choosing using a spade-like tool. Many *Animal Crossing* enthusiasts have always loved designing pathways for walking around, and this feature will certainly increase the simplicity of achieving this. It appears that the corners of pathways are automatically rounded off which should make these pathways more visually appealing than pattern-created paths in previous games.



Crafting

In *Animal Crossing: Pocket Camp*, certain items could not be bought with bells and instead needed to be crafted. Crafting returns to *New Horizons*, although not as extensively as in *Pocket Camp*. In Nintendo's Treehouse

stream we saw that many basic tools could be crafted and that if you talked to your villagers enough you could learn DIY Recipes to craft more complex items. The materials used to craft items include weeds and wood that you can collect from trees.

Fortunately for users who disliked crafting in *Pocket Camp*, Nintendo confirmed that you will also be able to buy items with bells if you want.



Nook Phone



It's been 17 years since Tom Nook opened Nook's Cranny in *Animal Crossing: Gamecube*. In *Animal Crossing: New Leaf* he left the retail business to his family and went into the housing industry. In *Animal Crossing: New Horizons*, Tom Nook's company now makes smartphones. As a part of your travel package you are given a Nook Phone which you can pay Nook back for later. In Nintendo's Treehouse stream, we see five different apps - a camera, Nook Miles, DIY

Recipes, a map, and an app named "Call Islander". Nintendo has also confirmed that the Nook Phone will get additional apps.

The camera app is similar to the camera feature from previous games but now allows players to choose from a few different filters. (Example on right).



Nook Miles



In *Animal Crossing: Wild World* and *City Folk*, Tom Nook tried to increase customer retention by creating a reward system where frequent customers received free items. When Timmy and Tommy took over the family business in New Leaf, they eliminated the points system. In *New*

Horizons, Nook has created a new rewards program, *Nook Miles*. The program was compared to frequent flyer programs in the Nintendo Treehouse stream. Players will earn their first points just for taking their flight to the island. While we don't have a full list of activities that earn points, we know that crafting items and picking weeds both earn points so they will likely not be hard to come by. These points can be redeemed for items or activities. This points system could be really appealing to goal-driven players who felt a little lost in previous games where they were given no direction.

Expanded Inventory

One notable change that we saw but did not hear discussed at all in the game play demo was the new items pockets. Instead of having 16 items spaces, players will now have 20. This may not seem that significant but it will be helpful with allowing players to carry a great number of items around with them. It also allows players to sell more things at once, which will be handy for those who like to hoard fish and bugs to earn valuable bells. It is also interesting to see that flower



bags can now be grouped together in one item slot, rather than having to use one flower bag per item space. This is an expansion from *New Leaf* where players were only able to group different types of fruit together in baskets. While we don't know if every item can be stacked, it appears that players can also group materials together.

Hemispheres

In previous *Animal Crossing* games, Nintendo treated all towns as if they were in the northern hemisphere. This meant that players in the southern hemisphere would see snow on the ground in their towns during the middle of summer. Players will now be given the option to choose which hemisphere their island is in. We don't know if this will only change the weather or if Nintendo will go into more detail such as flipping the moon.

Other Notable Changes

There are a few other notable changes worth mentioning.

- You can now dig up trees and put them in your pocket.
- Place any furniture outside.



E3 Roundup

Brought to you by: Devin2600

At this year's E3 (Electronic Entertainment Expo) Nintendo turned up the heat with some huge announcements and first time reveals. We've summed up some of the largest announcements to be given *directly* to you!

Super Smash Bros: Ultimate

DLC Packs #2 and #3



Nintendo announced the next two characters joining *Smash*. *Dragon Quest's* Hero, DLC Pack #2, will be joining this summer, while the one and only Banjo-Kazooie, DLC Pack #3, will be joining in fall of 2019. Both characters will be added alongside a brand new stage, music tracks, and Mii costumes!

Dragon Quest XI S: Echoes of an Elusive Age

September 27th, 2019



This entry in the *Dragon Quest* series comes fully loaded with many unique features any *Dragon Quest* fan would love. More information on this title can be found [here](#).

Luigi's Mansion 3

Q4 2019

The newest entry in the *Luigi's Mansion* series brings us to a haunted hotel with floors and floors of tricks and wacky antics. More information on this title can be found [here](#).



The Dark Crystal: Age of Resistance - Tactics

2019



Netflix's *The Dark Crystal* joins Nintendo Switch as a tactical strategy game! More information on this title can be found [here](#).

The Legend of Zelda: Link's Awakening

September 20th, 2019

Link's Awakening has been reawakened for Nintendo Switch. Join Link on his journey to awaken the Wind Fish, as well as craft your own dungeons. More information on this title can be found [here](#).



Fire Emblem: Three Houses

July 26th, 2019



The most anticipated *Fire Emblem* game releases in just about a month. More information on this title can be found [here](#).

Pokemon Sword & Shield

November 15th, 2019

We got a brand new look at the water gym leader, and other features in this upcoming main line *Pokémon* game. More information on this title can be found [here](#).



Animal Crossing: New Horizons

March 20th, 2020



This *Animal Crossing* title is the first main-series game to release on a home console since 2008. We took a deep dive into this trailer in the article above, so please read that for more information.

Sequel to *Legend of Zelda: Breath of the Wild*

In Development

As likely the largest surprise of the direct, not much is known on this title. We've only had confirmation that this title is in the works, but it looks rather dark. It has even been compared to *Majora's Mask* by the game's producer, Eiji Aonuma.



Other E3 Announcements

Trials of Mana

2020



The Witcher III

2019



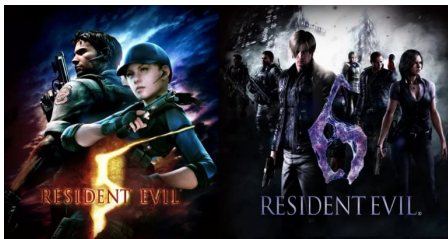
Contra Rogue Corps

September 24th, 2019



Resident Evil 5 & 6

Fall 2019



No More Heroes 3

2020



Daemon x Machina

September 13th, 2019



Cadence of Hyrule

Out Now



Super Mario Maker 2

June 28th, 2019



Astral Chain

August 30th, 2019



Recent and Upcoming amiibo

Brought to you by: ACWWFreakazoid

Recent releases:



Smash Bros. Young Link



Smash Bros. Daisy



Smash Bros. Ken

Upcoming releases (July 26):



Smash Bros. Pokémon Trainer



Smash Bros. Pichu



Smash Bros. Isabelle

RETRO CORNER

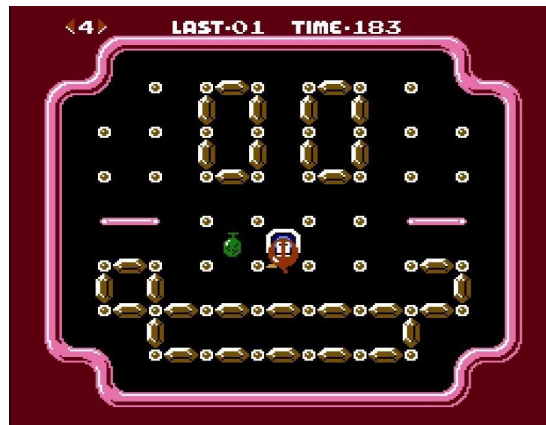
Brought to you by: ACWNFreakazoid & DaBraxMan



Region	Release Date
Japan	November 22, 1984
North America	October 18, 1985
PAL	February 15, 1987



Clu Clu Land is one of the first NES games I played in AC:GC. It's almost impossible for me not to think of it when I play! But not only is it nostalgic for me, I also think it's a fantastic arcade/puzzle game.



But what IS *Clu Clu Land*?

In *Clu Clu Land*, Bubbles (that little round red creature you control) must maneuver between pegs to activate little gate-like gold bars to complete a picture or pattern. Once all of the golden bars are uncovered (a number on the top of the screen indicates how many are left), you clear the puzzle and move on to the next. All the while, you must dodge the urchins (sometimes called Unira), race against the timer, and keep away from “black holes,” which kill you on contact (and they look awfully blue to me!). There are also several items to pick up: flags (extra lives), time-stopping clocks, and point bonus fruits and money bags.

Bubbles doesn't control quite how you'd expect. First, she propels herself automatically. Instead of simply turning, she must reach an arm to grab a peg and swing around on it, letting go when she faces the right direction. This is done with the control pad: for example, if she's swimming upward, press and hold left to grab a pole on the left, swing around to turn, and release the control pad to let go. It can seem a little confusing at first, but it's quite simple after some time. Bubbles can also shoot stun rays into urchins with a press of the A button – then she can shove them against a wall to defeat them.



The first level of the game is quite easy and slow-paced. After each level, however, the game gets harder: urchins increase in number and Bubbles gets faster. After the first five levels, a harmless bonus game for extra points is played – and from that point, the game loops levels from the second stage onwards, still getting progressively harder. Like many classic arcade games, *Clu Clu Land* goes on and on!

And if you don't want to play alone, you can also enjoy *Clu Clu Land* with a friend in 2P Mode! You can work together (or compete?) simultaneously. Will it be easier...or harder?



Honestly, *Clu Clu Land* feels like a colorful Pac-Man in some ways, and for fans of that game or any classic puzzle or action game, I think this is definitely worth a try. It's one of my favorite NES games, an obscure gem that deserves more attention than it gets.

You can purchase the game on the Nintendo eShop for \$4.99 on Wii U & 3DS. It's also now included in the NES Online app for Nintendo Switch Online members. You can also play the game for free if you own a copy of AC:GC; if you don't have the furniture item necessary to play it, drop by our AC:GC trading boards and see if one of our generous members will give you one! (Maybe DaBraxMan will!)

A few other fun facts about *Clu Clu Land*...

👾 Bubbles is playable in *DK: King of Swing* for the GBA. This is one of her only playable appearances outside her own games.

👾 Does that little blue urchin look familiar? It has appeared in the *Super Smash Bros.* series as an item.

👾 There was a sequel to *Clu Clu Land* released for the Japan-only Famicom Disk System that was included in ACGC as “Clu Clu Land D.” It was distributed through the Crossing Guardian website alongside *Punch-Out!!*, *Soccer*, and other titles.

👾 The gold bars are essentially Rupees before Rupees existed. And yes, the blue ones are here too, in the bonus game!

👾 Newer Virtual Console ports reduce the speed of the screen flash seen after a puzzle is completed to be much less intense. ACGC’s port’s victory screen is still quick and crazy. If bright colors and flashing bother you, try a newer virtual console port.

-Source: *Wikipedia and the 3DS VC port’s manual* / title image source: *ssbwiki*

Trivia Challenge

1. In which game was Mario first called Mario?

- a. *Super Mario Bros.*
- b. *Wrecking Crew*
- c. *Donkey Kong Jr.*
- d. *Mario Bros.*

2. How was the enemy Pols Voice defeated in the Japanese version of the original *Legend of Zelda*?

- a. Blowing into a microphone
- b. Playing an ocarina
- c. Running into it
- d. Throwing a bomb at it

3. What feature of Kirby is often changed for non-Japanese boxarts?

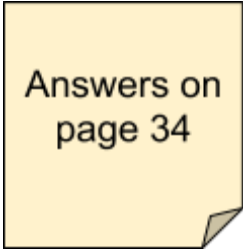
- a. The eyes
- b. The mouth
- c. The feet
- d. Body color

4. What game(s) started the *Pokémon* series?

- a. *Red* and *Blue*
- b. *Yellow*
- c. *Battle and Get*
- d. *Red* and *Green*

5. The first *Animal Crossing* was originally planned as what type of game?

- a. Life simulation
- b. Multiplayer RPG
- c. Puzzle
- d. Dating sim



Answers on
page 34

Franklin's Fantastic Foods

Brought to you by: sarab

Freckled Strawberry Lemonade

(Vegan, Vegetarian, GF)

Serves 2

Ingredients

1 cup (200 grams) sugar

6 cups (3 pints) water

½ cup (120 milliliters) fresh lemon juice (bottled works in a pinch!)

2 tablespoons frozen strawberries with syrup, thawed

Pinch of salt

Fresh strawberries to garnish

Instructions

- 1) Combine the sugar and water in a pot. Bring the mixture to a boil, stir until the sugar is completely dissolved.
- 2) Remove mixture from heat and put in the refrigerator. Let it cool for an hour.
- 3) Combine the sugar-water, lemon juice and salt inside the pitcher.
- 4) Serve 1 tablespoon of frozen strawberries and syrup into the bottom of a glass.
- 5) Add ice over the frozen strawberries. Fill glass with lemonade and stir.
- 6) Garnish with fresh strawberries and serve.

Watermelon Feta Salad

(Vegetarian, GF)

Serves 5

Ingredients

4 cups (610 grams) watermelon, diced into 1 inch cubes

1/4 cup (5 grams) fresh mint

4 ounces (115 grams) feta cheese

3 cups (60 grams) arugula

3 tablespoons olive oil

1 tablespoon lemon juice

Black pepper and salt to taste

Instructions

- 1) Combine watermelon, mint, feta and arugula in a large bowl.
- 2) In a smaller bowl, combine olive oil, lemon juice, pepper and salt to create the dressing. Mix well.
- 3) Pour dressing over the salad in the large bowl and toss to coat.
- 4) Serve.

Bruschetta

(Vegan, Vegetarian)

Makes around 12 Slices

Ingredients

1 1/2 pounds (680 grams) ripe Roma tomatoes, diced
1/4 cup (6 grams) fresh basil leaves, sliced into ribbons
1/4 cup (40 grams) finely diced onion
3 cloves garlic finely minced
1 tablespoon olive oil + additional for brushing bread
1 French or Italian baguette
Salt to taste

Instructions

- 1) Preheat oven to 415°F (215 °C).
- 2) Combine diced tomatoes, chopped basil, diced onion, 3 minced garlic cloves, olive oil, and salt. Stir well.
- 3) Chill in the fridge for an hour to let flavors fully combine.
- 4) Slice baguette into 1/2" thick slices. Place on an ungreased cookie sheet and brush with extra olive oil.
- 5) Bake baguette slices for 5-8 minutes, or until lightly toasted.
- 6) Top baguette slices with the tomato mixture.
- 7) Serve.

Gulliver's Travels

Brought to you by: Amrasje

Ah...ah... ACHOOOOOOO! I'm so cold! Just how long was I out soaking in the deep blue? The tips of my wings are wrinkled like sad, depressed seaweed. Oh! Where are my manners! I'm the jaunty sailor of the seven seas, Gulliver! You look somewhat familiar... Have I seen you before? Never mind, I cannot seem to remember much... I do remember a few things about the country I recently visited, though! Let me tell you all about it!

Fact Sheet

Population	11,267,910
Area	30,528 km ²
Head of State	King Philippe I
Capital	Brussels
Official Languages	Dutch, French & German
Currency	€ Euro (EUR)



You have probably guessed it, I visited Belgium! Belgium is a small Kingdom in Western Europe. It was founded in 1830, when social unrest and the performance of the opera “La Muette de Portici” (*“The Mute of Portici”*) sparked a revolution in Brussels. This revolution spread outside of the city boundaries and the Dutch King, Willem I, was eventually forced to give up the lands which had been part of The Netherlands since 1815. The citizens of this new country then chose a German prince, Leopold von Sachsen-Coburg, as their first King and created the first Belgian laws. An additional, interesting fact is that Belgium, just like nations such as England, Spain, Portugal, France and The Netherlands, funded exploration. The country ended up owning a colony in Central Africa as a result.

Furthermore, did you know that Belgium had not one, but two Queens at the same time for 20 years?!



Belgium may only be a small country, but it produces great food! It is the country with the highest number of Michelin Star restaurants per km² in the world. Some of the country's most famous delicacies are chocolate, fries, waffles, more than 300 different types of cheese and 6 different

types of abbey beer (and there are only 10 of those in the world).

Personally, I still prefer eating grubs and fish, but it seems many people find Belgium's food and drink to be heavenly! Apart from the cuisine that is available nationwide, different regions (and sometimes even towns!) also have their own specialties. A well-known example of this, would be a sweet called "Babelutte". You will only be able to find this in the coastal region of Belgium. It's toffee flavoured and contains honey as well as vergeoise (a type of brown sugar). Traditionally, these sweets were made by the wives of the local fishermen, however they were commercialised in the late 1800s by a lady called Rosalie Desmedt. She was nicknamed "Mother Babelutte" by the local children.

The coastal region was, of course, the first place I visited. Ah, I've been washed up on Belgium's lovely beaches many times before. I think I have Lizzy to thank for that... Anyway, a town in this region which I've always enjoyed visiting,



is “Blankenberge”. One of the main attractions there, is the Sea Life Park. It’s filled completely with friendly (and tasty!) creatures from our seven seas, including different types of fish, seals, turtles, sea lions, sea stars, penguins, and many more. You can adopt a seal or a penguin and, if you wish, you can even become an animal caretaker for a day! By the way, did you know that the Sea Life Park has been an official seal rescue centre since 1998?

My journey through Belgium did not stop there. I went to the train station in Blankenberge and the employee at the ticket counter sold me a “GO Pass 10”? I’ve been told that, if you are aged 12-25, you can travel 10 single journeys for only €5.30 (\$5.92) per trip. And each journey can be from anywhere in Belgium, to any other Belgian destination! Of course, I decided to choose a region where there’s a lot of nature: the Belgian Ardennes. If you’re the type who enjoys being outdoors, then this is the place for you. Available activities include walking, hiking, cycling, mountain biking, fishing, swimming, diving, adventure sports and much more. The region is made up of green peaks, deep river valleys, thick forests and several underground cave systems. Furthermore, there are animal parks, nature reserves, castles, gardens and a variety of museums to visit. If you get hungry, the local specialty is Ardennes smoked ham and pâté.



The next stop on my itinerary, was Antwerp. This city is the second largest one in the country, with a population of 520,504 inhabitants. It is one of the most multi-cultural cities in the world, due to the fact that an estimated 50% of its

population has a migrant background. Famous for its diamond trade, it has been nicknamed the “diamond capital of the world”. I don’t visit Antwerp to buy diamonds, though, I went there for all the fun there is to be had! Leaving the city’s beautiful Central Station, I started walking in the direction of the city centre. I came across the streets “De Keyserlei” and “Meir”, which are filled with shops on both sides. Whether you’re looking for clothes, sweets, travel agencies or just random bits and bobs, there’s something for everyone. If you don’t feel like shopping, then why not stop at the nearby cinema and watch a film instead? So, I continued onwards, ending up on a lovely square called “Groenplaats”. This square, very close to Antwerp’s Cathedral (which dates all the way back to the year 1352 and took nearly 200 years to complete), is surrounded by little pubs, bars, cafés, bistros and a handful of restaurants. It’s the place to be when you’re looking for some relaxation on a sunny afternoon! But that’s not all you can find in Antwerp. Scattered across the city, you will find many different museums. One of them is even located in Antwerp’s castle! The city also offers several theatres, concert halls and parks. If none of this is your thing, however, a ride in a horse-drawn carriage through the “old city” never fails to disappoint!

Another town I visited while I was roaming Belgium, is Bruges. The restaurants in Bruges have menus with nice, local food. I was hungry and wanted to find something to eat. To my surprise, the waiter at one of the restaurants told me they only cater for humans and sheep?! Menus only for humans and for sheep... How dare they! A manly seagull like myself needs some decent fish every now and then! Fortunately, just like Venice and



Amsterdam, Bruges is well-known for the rivers and canals running through the centre. This characteristic, as well as Bruges' medieval look and status as a UNESCO World Heritage City, provide a unique setting and a romantic atmosphere. I helped myself to some fish from a nearby stream. Feeling refreshed after some food, I decided to visit the Lace Centre. The lace made in Bruges goes back to the 16th Century, when the city was one of the largest Hanseatic League trading posts. As this product is an important part of the city's history, I couldn't let the opportunity to attend one of the many workshops pass. After enjoying myself for a while, I made my way back to the train station to start my journey towards Belgium's capital.

After about an hour on the train, I arrived at Brussels Central Station. I had heard rumours about the many fun things you can do here, so I decided I had to go and have a look myself. The city bursts with life (but being this far inland means a severe lack of fish) and I am not sure where to explore first. Maybe I should take a ride on the Hop On Hop Off bus for inspiration, or I could join one of the many different guided tours? I eventually ended up at Mini-Europe, the only park where you can have a whistle-stop tour of the most beautiful towns of the old continent. It is located next to the Atomium, which was originally built for the 1958 World Fair in Brussels. However, it is nowadays one of the most popular tourist attractions in the city. Probably *the* most popular tourist attraction, would be Manneken Pis! It's a bronze statuette in the heart of the city. It was originally created in the 17th Century as a fountain that served the city by providing drinking water. Over the



centuries, Manneken Pis has been given numerous costumes and decorations, and he now has over 800 items in his wardrobe. Do you think the Able Sisters made all those clothes? And if Manneken Pis has had outfits since the 17th Century, then just how old are the Able Sisters?!

Belgium in *Animal Crossing: New Leaf*

The last thing I wanted to do before heading out on the seven seas again, was shop for a souvenir. Let me tell you, it was very easy to do! The major cities in Belgium have plenty of little souvenir shops to browse through! After spending a considerable amount of time looking around, I got a Manneken Pis from Brussels. If you like this small statuette, I might just send you one in the post. You can buy one yourself from Timmy & Tommy's shopping catalogue, but only if you've owned one before! I paid 5,200 Bells for this in the souvenir shop. If you sell it yourself, the most you'll be able to get for it is 1,300 Bells. The item is not part of any interior themes, so it will look great in any home!

Who knew having fun could make you feel so tired?! I need a rest... And some food... Anyway, I have to set course for my next destination! Erm, let me think... Was it somewhere far away? Oh no! Where am I heading?!

Special thanks to PuzzlerBird for proofreading!



An Interview with DaBraxMan

Brought to you by: asho28

Asho (asho28) was kind enough to interview one of ACC's Scouts, Ethan!



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

I'm a Nintendo fan, so a lot of my time is spent playing Nintendo, especially lately as summer has begun. I also enjoy music a lot, from popular modern hits to gems from over the past several decades; our iTunes library is pretty stuffed! I also love video game music, partially because it's instrumental, partially because it's nostalgic, and partially because...it's great! I also compose some music, especially video-game-like theme tunes. And I like to write, too – I'm actually an English major! Creative writing is my favorite: you can read some of my works here on ACC on the Creative Writing board.

How did you come across ACC and what enticed you to join the site?

Well, back in the day, I used to search up *Animal Crossing* information on various websites for my own entertainment, and ACC was one of the sites I frequented. I recall reading quite a bit of fanfiction on here especially. Eventually, I guess I just decided to sign up and join the discussions and fun.

Which areas of the site are we most likely to find you?

Well, as public threads go, I tend to post the most on the General Discussion boards across all the mainline AC games – I have them all favorited – and the Chit Chat boards. I'd say the AC:GC and Chit-Chat boards are my most frequented. Of course, as a Scout, I also reply to new members on the Getting Started board.

What is your favourite *Animal Crossing* game, and why?

AC:GC. It's my very first *Animal Crossing*, and it rocked my whole life! AC:GC is a pivotal reason I'm here, and why I have the friends I have today. And besides, I love the feel of the game. It's so foresty, quirky, and immersive. And it's hilarious!

How did you feel when you received an invite to join the ACC Staff as a Scout?

I was actually pretty shocked! I had been on the Game Guides SPT for a while and helped host the AC:GC Anniversary Event, so I had already gotten some experience working with Staff. But it was especially surprising to me that they offered me the Scout role. I've not always been the kind, friendly person I want to be! But being offered this position felt like a milestone for me. It felt like some...indication of sorts that I had matured and grown more into what I want to be, someone that can be trusted as Staff and Scout.

But yeah, I was surprised and very pleased. I remember I was eating a cookie that night from this one cookie shop I love, so that's one of the things I remember most about that fateful moment! I was positively thrilled, but still worried, so I prayed about it before, ultimately, gladly accepting. It's

been a pleasure. I've loved working as Staff on this site. It's a dream come true.

What does a typical day in your role involve?

I log on and check for adoptees, and if I have one I try to check in with them via PT. I check my PTs and flagged threads, and I also monitor the Getting Started board. I raid the Staff fridge for cake sometimes. One thing some folks may not know about Scouts is that we're actually pseudo-researchers as well, so I also help some with site feature planning, events, the Newsletter, and other assorted things.

What do you enjoy the most about being a Scout?

Being able to make a difference in a site that has made such a difference in my life. I know that's corny. Seriously, though, I've met some of my dearest friends on this site. I've written stories, shared stories, and read stories. I've made memories. I've grown as a person here. I like being able to give back, I guess, in my own meager way. And, of course, as an avid *Animal Crossing* fan, I love being able to help shape this *Animal Crossing* Community into something, hopefully, better and better.

What would you say is the toughest part of being a Scout?

Being a Scout isn't too terribly challenging most of the time. I don't log on or remain as active as I should, and I guess having the lack of willpower to do so can make a social job challenging.

Who is your favourite *Animal Crossing* villager and why?

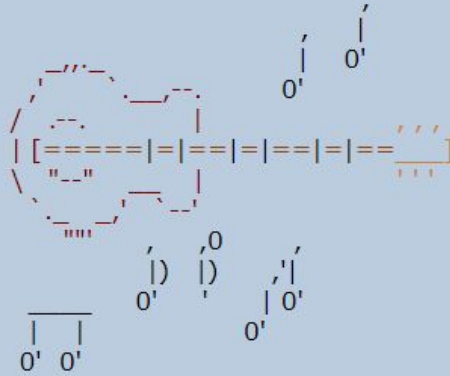
Kiki! She's so sweet and adorable. She was in my very first GC town, Beach, and admittedly I wasn't very nice to her or her neighbor – Blaire, I think. I pushed them around and Kiki got all sad...and Blaire yelled at me. But I didn't save that town, and the next day (I think?) I got N.Y. as my town with Kiki again. This time I grew quite attached to her, and I'm not exactly sure why. I think it kicked off when I started to write her a letter (in Beach or N.Y. I'm not sure) and I really looked at her name. I guess it hit me I was writing a kind, new friend a letter – and I didn't have many friends at the time. Granted, she didn't understand my letters at first, but I still adored her. I remember I even spent some time in her house one afternoon and drew a drawing of her.

But then I took a hiatus for some time, seven months I believe. When I came back, Kiki was heartbroken. I remember it to this day! She sobbed and called me cruel for leaving her, and what did I do? ... My little beany heart broke a little and I stopped playing again. I still adored her, though, and ultimately I came back. I've been playing weekly for around seven years in N.Y. now, and Kiki still hasn't moved. She understands my letters now, too! We've spent Cherry Blossom Festivals together, raced in Sports Fairs, played games in igloos, and competed in Fishing Tournaments! More than anything, we've talked and talked and talked. I've probably seen most of the normal dialogue in ACGC! She's in my *Wild World* town now, too, which is exciting.

And lastly... if you were stranded on a desert island and could have three things with you, what would they be?

A solar powered teleportation machine the size of a small room that could take me anywhere I wanted anytime I wanted, Kiki, and a billion dollars.

Spotlight Advertisements



Milly & Steven Proudly Present
Milly's Flowers & Gifts

Milly's Flowers & Gifts June theme is going to be **Music!** You can sing and dance with MFG and join us for our exclusive Guess the Lyrics game! Look for it on the Promotional Games thread! Also, let us know that you saw this advertisement on our giveaway thread and you can order an **additional +20 items** using promo code **FilbertFan**



Rosie's Golden Giveaway [RGG] offers free items, rare items, landscaping help, and more! RGG was established in February 2016 and started out as an extremely small giveaway with a few dedicated staff. Thanks for the wonderful members on ACC, RGG has had the opportunity to grow and offer many different services and games to those that enjoy the community!

Whether you are interested in free items, services, games or joining the RGG "family", we look forward to getting to know and serve you!

Trivia challenge answers:

1. c - Prior to *Donkey Kong Jr.* the character was simply known as Jumpman. It was decided that a better name was needed. Employees at Nintendo were struggling to come up with a name until Mario Segale, the owner of the warehouse Nintendo was renting, came to collect overdue rent during a planning session.
2. a - Later versions of the Famicom came with controllers that included a built-in microphone. As the NES never had any such controllers release, the Pol Voice's weakness was changed to an arrow. This was never updated for the enemy tips in the manual, causing much confusion.
3. a - In an effort to make Kirby look less cute and more appealing to younger boys, Nintendo often changes the eyes to look angrier.
4. d - *Pokémon Green* would never be released outside of Japan. *FireRed* and *LeafGreen* pay homage to these original two releases that they serve as remakes of.
5. b - *Doubutsu no Mori* was originally being developed for the Nintendo 64DD, a disc-based peripheral for the N64 that expanded its capabilities. Due to the failure of the add-on to gain traction, the game was ported to the base N64 with dungeons and bosses removed. Originally, animals would have been recruited to help the weak player character fight and different types of animals would only be available at certain times (i.e. wolves only at night).

