



Animal Crossing Community

Issue 6 - September 2019

Could it really be? Summer has come and gone, and the days are getting darker. You know what that means though... We're one season closer to *Animal Crossing: New Horizons*! We hope you enjoy yet another issue of ACC's Newsletter. We have a TON to catch up on. So sit down, grab a nice cup of hot chocolate, tea, or coffee, and enjoy!



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amiibo Story: Back to School

Brought to you by: kikiicat

Hey cool cats, it's K.K. again! It's that time of the year, the weather is getting chilly and everyone is getting ready for school. I've always wanted to go but I'm more of travelling kind of guy. My amiibo pals are anxious to go back though, some of them have been in school for years, some are just starting this year after a long gap and some are already finished and teaching others! Are you attending school this year and if so what are you taking? What are you most excited about? Feel free to share your experiences on my [K.K. Wants To Know](#) thread. Maybe you're not in school but are looking into what you'd like to take, either way I'd dig hearing some of your stories and thoughts. Catch ya' next time!



Welcome to Island Life!

Brought to you by: Devin2600

In the most recent Nintendo Direct held on September 4th, we got a brand new look at *Animal Crossing: New Horizons*! We've included the trailer below (just click the image and you'll be redirected to YouTube). While this trailer seems to recap a lot of things we already know (check Newsletter #5 for more info) we do get a sneak peek at returning villagers, new items, clothing, hairstyles, and so much more. The world of *Animal Crossing* has never been more alive!



Nintendo Switch or Switch Lite?

Brought to you by: ASUtown



With many amazing games such as *Pokémon Sword and Shield* and *Animal Crossing New Horizons* soon approaching, many are shopping for their first or next Switch console. The Nintendo Switch retails for \$299.99 MSRP/£299.99 while the Switch Lite is pre-orderable for a fraction of that

cost at a mere \$199.99 MSRP/£199.99.

Besides price, the Switch Lite's lightweight hardware allows for easier portability and gives more to the illusion of a handheld console. Except for the switchability from handheld to television mode, the Switch Lite and Switch are relatively similar in terms of RAM and storage.

The Switch Lite screen size sits at 8.2 x 3.6 x 0.55in, while the Switch's screen is 10 x 4.2 x .55in. The size may not be too much of a difference, but could be a deciding feature for those who require larger screens for gameplay. However, for those who the screen size may not be as much of a determining factor, such as children, the Switch Lite may be a more plausible option due to a lack of extra components such as the dock, controllers, Joy-Con Straps, and more. The simpler the system, the less there is to account for. Rather than packing controllers, a dock, the games, and the system for an outing, you just pick up the Switch Lite and go. This is quite an appealing feature for the handheld gamer on-the-go.

Along with portability, the Switch Lite currently has the more sleek and vibrant physical appearance. It currently has three announced console colorations, in addition to one special edition one. Currently, you can pre-order any of the four options: yellow, gray, turquoise or, if you don't mind waiting, you can choose the Zacian and Zamazenta Edition (photo

below), which will be available November 8th, 2019. The other three colors will be available as early as September 20th, 2019.

Battery life between the two is comparable in terms of depending on the game you play rather than how long you play before you'll need to charge up. The Nintendo Switch can last anywhere between 2.5-6.5 hours for older models and 4.5-9 hours for the newer models. The Switch Lite's battery will last between 3 – 7 hours of battery life.



Both the Nintendo Switch and Switch Lite are great options, but it will come down to the way you enjoy playing your games. If having the accessibility to play on the TV matters to you then grab the original Switch, and if you prefer the portability and sleekness choose the Switch Lite.

Nintendo Direct Recap

Brought to you by: ACWNFreakazoid

Nintendo just hosted a Nintendo Direct full of newly revealed Switch games along with more information on already revealed games. We've summed up some of the largest announcements to be given *directly* to you!

Super Smash Bros. Ultimate

DLC updates



Banjo-Kazooie is now available for download and Terry Bogard from *Fatal Fury* joins the fray this fall. If that's not enough, more DLC characters are planned after the 5 in the fighter's pass.

Overwatch

October 15th, 2019

Stay on watch, the massively popular online multiplayer game *Overwatch* is bringing its action to Switch. More information on this title can be found [here](#).



Super Kirby Clash

Available now



Team up with 4 fellow Kirbys to take down bosses in this eshop game! More information on this title can be found [here](#).

Little Town Hero

October 16th, 2019

Defend your village from monsters using everything and everyone at your disposal in the eshop game *Little Town Hero* from Game Freak. More information on this title can be found [here](#).



Tokyo Mirage Sessions #FE Encore

January 17th, 2020



Miss out on playing *Tokyo Mirage Sessions* on the WiiU? Fear not as the definitive edition is coming to Switch. More information on this title can be found [here](#).

Pokemon Sword & Shield

November 15th, 2019

We got a brand new look at trainer customization, some new Pokémon and making curry in this upcoming main line *Pokémon* game. More information on this title can be found [here](#).



Luigi's Mansion 3

October 31st, 2019



We got a look at some of the floors you'll find in the haunted hotel, all with their unique flair. From pyramids to pirate ships, you never know what you'll find! More information on this title can be found [here](#).

SNES games coming to Nintendo Switch Online

In addition to NES games, Super Nintendo games will now be added to the games available for Nintendo Switch Online subscribers. You can even pick up a SNES style controller from Nintendo's online store to play them.



Tetris 99 Version 2.0

Available now



Experience the new Invictus online mode as well as new daily missions and icons along with the 2nd wave of paid DLC. A physical edition containing the game, DLC, and a 12 month online membership is also available. More information on this title can be found [here](#).

Mario and Sonic at the Olympic Games Tokyo 2020

November 5th, 2019

Mario and *Sonic* characters head to Tokyo to compete in events such as karate, skateboarding, and more. More information on this title can be found [here](#).



Xenoblade Chronicles: Definitive Edition

2020



Xenoblade Chronicles comes to the switch in this definitive edition. More information on this title can be found [here](#).

Other Announcements

**Return of the Odra
Dinn**
Fall 2019



**Deadly Premonition
Origins**
Available now



**Deadly
Premonition 2**
2020



**Divinity: Original
Sin II**
Available now



**Doom
64**
Nov 22nd, 2019



**Rogue
Company**
2020



**Star Wars: Jedi
Knight II**
Sep 24th, 2019



**Devil May
Cry 2**
Sep 19th, 2019



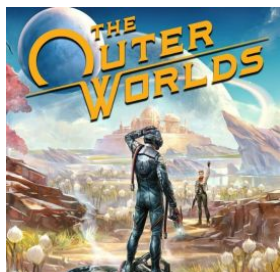
Dauntless
2019



GRID Autosport
Sep 19th, 2019



The Outer Worlds
2020



Indie World Showcase

Brought to you by: Devin2600



Nintendo continues its outstanding support for indie developers by having yet another “direct” showcasing new and upcoming indie games coming to Nintendo Switch. We’ve summarized some of the notable releases below. Are you excited to get playing?

Risk of Rain 2

Available Now



Eastward

2020



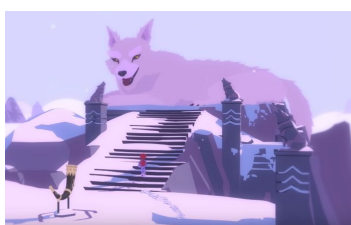
Freedom Finger

Fall 2019



Röki

Winter



Torchlight II

Available Now



Skater XL

2020



Youropa

Winter



Superhot

Available Now



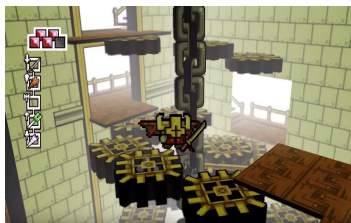
The Touryst

November 2019



Skellboy

December 3rd, 2019



Earth Night

2019



Hotline Miami Collection

Available Now



Here is the rundown of other, smaller games that were shown off:

- **Blasphemous**
(September 26th, 2019)
- **Close to the Sun** (2019)
- **Cat Quest II** (Fall 2019)
- **Spiritfarer** (Spring 2020)
- **Trine 4: The Nightmare Prince**
(October 8th, 2019)
- **Creature in the Well**
(Available Now)
- **One Finger Death Punch 2**
(December 2nd, 2019)
- **Best Friend Forever**
(February 14th, 2020)
- **PHOGS!** (Early 2020)
- **What the Golf?** (Winter)
- **KINE** (2019)
- **HYPERCHARGE: Unboxed**
(Winter)
- **Northgard**
(September 26th, 2019)
- **SPARKLITE** (Fall 2019)
- **Munchkin: Quacked Quest**
(Fall 2019)

But wait ... there's one more thing!

Ori and the Blind Forest: Definitive Edition

September 27th, 2019



From Xbox Game Studios comes Ori and the Blind Forest. This critically acclaimed game originally released in 2015 on Windows and Xbox One. In this game the player controls Ori, a small white guardian spirit, and Sein. What discoveries await you in this world? You can find out September 27th on Nintendo Switch.

Super Mario Maker 2

Brought to you by: PenguinGeek & DaBraxMan



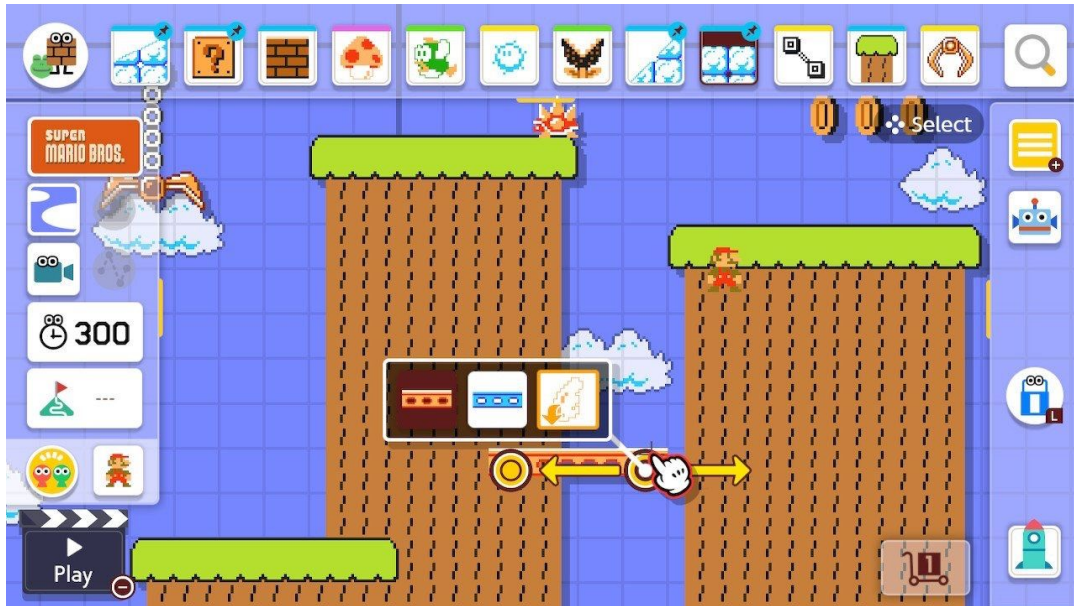
Super Mario Maker 2 was released on June 28th 2019, and since then MILLIONS of levels have already been uploaded to play and enjoy! In this article, Ethan and I will break down the game in sections, offline and online play!

Story mode centers around ... I'll give you a hint ... the main objective of the game is to... BUILD! That's right! You are to help Toadette and the boys rebuild Princess Peach's castle after that pesky Undo Dog destroyed the first one! Toad gives you "jobs" to complete to earn coin since no one else can do it but you! The levels range from 1 star to 4 star difficulty, which makes it challenging as you go!

There are also "side missions" you can do, such as helping the Undo Dog or climbing up a vine to a dancing frog. After completing Story mode, you have the option to pay Toadette 1000 coins, and each time help to construct a giant mural! I won't give it away, you'll have to build it for yourself! Story mode is the perfect way to dip your toes in the water, in terms of trying to find new and innovative ways to use the tools provided to you in Maker mode. But be careful, some of these levels are rather tricky!

In Maker Mode, there's a TON of new tools and gadgets to use now! The most popular being used are the ON/OFF switch blocks and the crane. In this sequel, we can again use the original Super Mario Bros., Super Mario World, and Super Mario Bros. 3. New editions include: Super Mario Bros. Wii U and Super Mario 3D World. It is a little more difficult to make levels without the Wii U gamepad and stylus, so I highly recommend purchasing a Switch friendly stylus to make your life a bit easier. There is a

new feature called “Night mode” where you can change the time of day in each level setting! Night mode also comes with some perks, it can change the environment depending on what game skin you are playing on. For example, if you are creating in SMB3 Underground, changing the time to night will flip the level upside down! Cool, huh? This is very useful in creating ‘mirror’ levels, a very popular and creative level idea!



Super Mario Maker 2's online is a general improvement over the original *Super Mario Maker's*. Players can still find courses and play randomized ones of varying difficulties, but the game also adds an exciting new feature: online multiplayer. Let's talk about each of the four online modes and some of the rest Course World has to offer.

First is the Courses mode, where you find...you guessed it! Courses! There are five tabs: Hot Courses, Popular Courses, New Courses, Detailed Search, and a Star tab.

- Hot Courses can include newer courses that have received some attention and may be worth your perusal. You can filter these by difficulty via the search tab (the magnifying glass) on the left. You can also refresh the page...and it's amazing to see how quickly the results change!

- Popular Courses are well-established courses that many players have played and enjoyed. You can filter through these by difficulty and region, as well as their All-Time Ranking or their Weekly Ranking. So if you want to see the most popular courses of all time or the most recently popular, you have the choice for both. Very nice!

- New Courses are exactly what they sound like: the newest courses. You don't have an option to filter them, but believe me, you have plenty to choose from. It's amazing to think how many people are uploading courses this very minute, all around the world.

- Detailed Search allows you to set several filters to look for courses. It's remarkably detailed: if you wish, you can choose the game style (e.g. *Super Mario World*), the course theme (snow, desert, underwater), the difficulty, the region, and even certain tags that course makers can set when uploading courses. And you can also look for either the least played or most popular results. So if you want a expert-level puzzle ghost house in the *Super Mario Bros. 3* style that many players haven't played, you have almost countless options.

- Now, what's that Star tab mean? This is the tab for your favorite makers (which you can pick by selecting the Star icon in any player's Maker Profile. So if you just want to see your friends or favorite level creators' newest creations, you can find them all here. Again, no filter, but not really necessary.



Next up are the Leaderboards, with four tabs of their own: Course Makers, Players, Versus Players, and another Star tab.

- In Course Makers, you can see those who have gotten the most Maker Points (weekly or all-time results). You get Maker Points when people like your courses.

- In Players, you can find the leaderboards for players who have the highest number of level clears, first clears, and world records, or made it the farthest in the Endless Challenge in various difficulties.

- In Versus Players, you can see the highest ranking players that have played the Multiplayer Versus mode (and you can search per region).

- In the Star tab, you can keep up with your favorite makers' Maker Points. But...that's all. If you want to see more, you have to select them and see their profile. It's a shame you can't compare versus rankings or level clears as easily as Maker Points.

And now for Network Play. I was very excited about this mode when I heard about it, so let's dive right in!

You have four options: two for Global Play, two for Nearby Play (that's right: no Regional mode, no Online With Friends mode [yet!]).

- For Global Play, you can play the unranked Multiplayer Co-Op mode or the ranked Multiplayer Versus mode. In Co-Op, only one player has to clear and you're all winners. In Versus, it's a race to the finish, and only the one in first place wins!

- In Nearby Play, you're restricted to Multiplayer Versus (not that it really matters, as it doesn't affect your ranking). You can make or find a room, and only one player needs a Nintendo Switch Online subscription. That's nice.

- The little square with the chart below allows you to compare wins and plays with players you've played with in Nearby Play.

- You also have the option to set your chat options (the speech bubble in the bottom right), which is fairly useful for Co-Op. You can also let it read out the messages to you, if you wish, but the monotonous

Miitomo-like voice it gives you is a bit annoying to me. I wish you could customize it!

Those who remember the 100 Mario Challenge from the original *Super Mario Maker* will definitely see a similarity with its successor (and replacement), *Endless Challenge*. You have an Easy, Normal, Expert, or Super Expert difficulty choice, as with 100 Mario Challenge, but with a twist: in Easy and Normal, you start with 5 lives. In Expert, you start with 15 lives. In Super Expert, a whopping 30! Those used to starting with 100 lives may not be so pleased, but keep in mind the goal has changed. You're not trying to complete a set number of courses this time: the possibilities this time are endless! Mario's journey doesn't end until you run out of lives. You can fight for your personal best or...the world record!

Now for that Mii on the right of the Course World screen, that would be you! Change up your look here: your face, name, and outfit/pose. By completing various objectives throughout the game (Story Mode included) you can get wacky hats, shirts, pants/skirts, and body outfits (like overalls). Several shirts are even animated... What fabric are they using?! I will admit, I wish sometimes there was some more normal looking stuff here...but this is *Mario Maker*, after all!



You can also see your Maker Profile by hitting Y. You can peruse through a general overview of your awesomeness (for more details, select your Mii on this screen), your uploaded courses and the responses to them (comments, likes, etc.), your liked courses, and your recently played courses. You can also see the courses you hold world records for. But why just look at your own? Many of these details can be seen when you see other players' Maker Profiles, not including their recently-played courses; just tap their Mii when you see it in the level listings.

Just want to find a course or particular Course Maker? Hit the ID tab on the right of the Course World home screen and type in the ID of that Course or Maker. Still can't search for Courses or Makers by name.

When you select a course, you can see its Course ID and you're presented with the option to play or even download the level. After you've spent some time in the course (or finished it), you have the option to give it a like ("I like it!") or a dislike ("Boo!"). I've never received a notification for any "Boo!" I may have received (nor do I know about any I have received), so perhaps it's just a way of keeping troll courses out if enough "Boos" are given.

Overall, I'm quite pleased with *Super Mario Maker 2's* online. The Endless Challenge is fun and I've seen some really good levels on it (and some troll courses as well), and the difficulty settings are relatively fair. It does seem a bit murkier between Expert and Super Expert sometimes, but the system doesn't have to be perfect.

My major complaint is that online multiplayer is so restricted and definitely has a few hiccups. Sometimes a level is virtually unplayable in multiplayer (e.g. almost any level where you must bounce off of a Banzai Bill to gain height), and sometimes the lag is almost unbearable, slowing to a crawl (and it can be due to just one player, a huge fix when he or she leaves the room). The latter situation could be helped with a Regional

option like *Mario Kart* has. As for the former, Nintendo may just need to change their selection algorithms (or include some patch so items and enemies refresh better for other players' sakes).

Fortunately, however, the ability to play online with friends is apparently coming in an update, though we don't know when. This should improve the online experience substantially. I'm really looking forward to it!

I do have a few nitpicks, such as being unable to search for levels by name, Mii customization things (voice customization, option for no facial expression change in poses, etc.), and the inability to cancel when a course list is loading for a long time. Overall though, I'm very pleased not only with *Super Mario Maker 2*'s online as it is, but especially for what it can be in the future – and hopefully the near future!

Featured Levels from our Staff/SPT and YOU!

“*Coin Maze*” by GavinGoneGlobal

Course ID: KPH-HVN-NDG

“*Monty Mole's Delivery Service*” by Pikminsatellite

Course ID: QTX-PNM-1VF

“*Cloudy Climb in Speedy Skies*” by DaBraxMan

Course ID: KXF-SVS-SCG

“*Superball Coin Conundrum*” by Devin2600

Course ID: XKM-CBL-SLF

“*Sleepwalking Disaster*” by PenguinGeek

Course ID: W8Q-KRK-1MG

Ring Fit Adventure

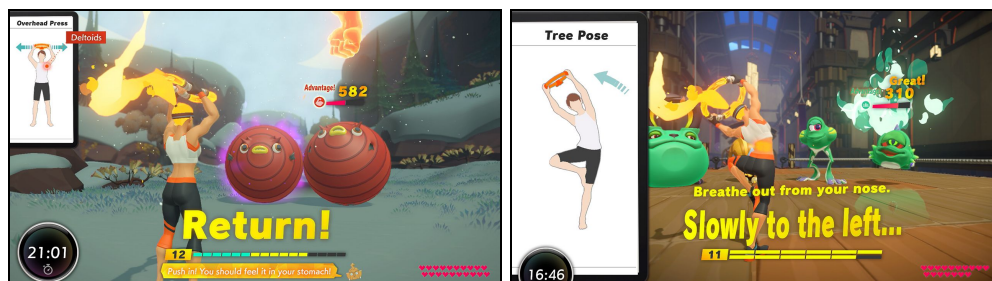
Brought to you by: ACWNFreakazoid

Have you ever wanted a game where you go on a quest to find the perfect ring to propose to the love of your life? Well, if you do then *Ring Fit Adventure* is, unfortunately, not the game for you. Instead, you'll use the power of exercise to defeat a bodybuilding dragon. That's the completely more realistic scenario anyways, right?

Place Joy-Cons into the new Leg Strap and Ring-Con accessories and you'll be well on your way to exercising all of the demons, monsters, and bosses terrorizing the world. Each accessory allows your movement to be precisely captured and replicated on-screen. Don't worry if you've been skipping arm day, or exercising in general. The Ring-Con can be adjusted to be easier or harder to use depending on your strength.



You move by jogging in place. How do you battle you may ask? Simply show the enemies your moves. The better you follow the on-screen prompts, the more damage you'll do. Each enemy is weak to one of three types of moves, so choose wisely.



Ring Fit Adventure launches October 18th on Nintendo Switch. More information can be found [here](#).

Recent & Upcoming Releases

Brought to you by: ACWwFreakazoid

Recent releases:



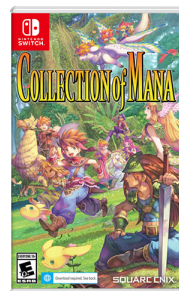
Super Mario Maker 2



Dragon Quest Builders 2



Fire Emblem: Three Houses



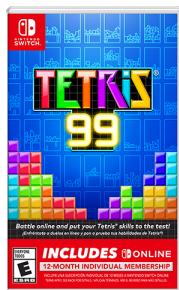
Collection of Mana (physical)



Astral Chain



Spyro Reignited Trilogy



Tetris 99 (physical)



DAEMON X MACHINA



Isabelle Smash amiibo



Pichu Smash amiibo



Pokémon Trainer Smash amiibo

Upcoming releases:



The Legend of Zelda: Link's Awakening

September 20



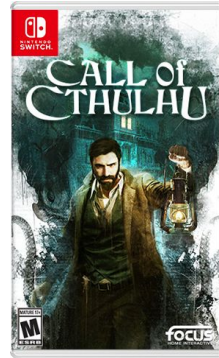
Ni no Kuni: Wrath of the White Witch

September 20



Dragon Quest XI S

September 27



Call of Cthulhu

October 8



Ring Fit Adventure

October 18



Vampyr

October 29



Luigi's Mansion 3

October 31



Mario and Sonic at the Olympic Games

November 5



Layton's Mysterious Journey

November 8



Pokémon Sword & Shield

November 15

amiibo



September 20:

Ivysaur (Smash)
Squirtle (Smash)
Snake (Smash)
Link (Link's Awakening)



November 15:

Chrom (Smash)
Incineroar (Smash)
Simon (Smash)

RETRO CORNER

Brought to you by: DaBraxMan



Region

Release Date

Japan

December 9, 1988



I've heard of *Vs. Excitebike* for a while, but didn't try it until well after it was added to the NES Online library a few months ago. I'm a fan of the original *Excitebike* and have enjoyed it ever since playing it in *AC:GC* for the first time; this once-Japan-exclusive Famicom Disk System "sequel" of sorts, however, is even better than the original in multiple ways. I would even go so far as to say it is the *Doubutsu no Mori e+* of *Excitebike*: the definitive edition of a classic.



But what IS *Vs. Excitebike*?

The original *Excitebike* is a motocross game where you must control a red-and-white-wearing biker over a variety of obstacles over a four-lane track. You have ramps to jump over, dirt to avoid, and little bumps in the ground you can either lift your bike over or avoid – but simply driving into them at high speed with no preparation will cause you to wreck!

The controls are simple and intuitive. Press A to accelerate, and up and down to move through the lanes. Press left or right to tilt your bike backwards or forwards to make the most of your ramp jumps and landings. Tilting the wrong way will result in a wreck – and when you wreck, you might find yourself dismounted from your bike quite a ways! Your solution then is to mash A or B repeatedly to scramble back to your bike and rejoin the race. Ooh, and let's not forget the all-important turbo: press B to go a little faster, at the risk of overheating your bike. If you don't overuse the turbo, it can be an effective means to get ahead in the race; if you do overuse it, you'll overheat and be forced to mosey to the side to cool off. It's a bit of a risk, but a great reward! If you find yourself in a pinch, just drive over one of the pads on the ground that look like groups of arrows – they'll refresh your heat gauge so you can boost more.



So, what does *Vs. Excitebike* do differently from the original *Excitebike*? Well, in terms of gameplay, there aren't really any new obstacles. The courses are different, but the obstacles are the same – dirt patches, ramps, and so on. But the A and B modes from the original *Excitebike* have been combined into one mode, “Original Excite.” This is a sort of grand prix mode, the single player campaign of the game. You begin with a qualifier race, a one-lap run to familiarize yourself with the course. If you at least beat the fifth-place time (displayed on the bottom left), you can move on. You then are pitted against seemingly countless other blue and purple riders, who just love to get in your way and wreck you over and over again. But, as in qualifying, your placement is determined by time, not by how many bikers are in front of you; just consider them obstacles to getting the fastest time. If you beat fifth place again, you move on to the next qualifying race at the next track! Hooray!

After clearing the third round (whether you skip ahead by choosing the “Advanced” mode or get there from “Beginner”), you are entered into a bonus round where you must jump over trucks. Make it to the smiley-faced man at the end and you get a point bonus!



So *Vs. Excitebike* has a more fleshed-out single-player mode over the original game, but it also has something completely missing from the original: multiplayer! Player 1 (on the bottom?) and Player 2 (on the top?!) can race through three courses of varying difficulty. You can choose the number of laps you want to race (up to 9) and the number of rounds (odd numbers up to 9) you wish to play; and you can also choose between Battle or Free mode (whatever that means). Whoever wins the most rounds is the champion!

A really cool feature from the original *Excitebike* was the track builder, which has been refined in the “VS Edit” mode. Yes indeed, you can not only create courses, but you can save four of them to race your friends in. It doesn’t seem quite as fair as the original *Excitebike* in that the course creator will probably be more familiar with the course than the other racer, but...that’s okay. It’s still a really cool feature that even *Mario Kart* doesn’t have, and provides a special multiplayer experience.

Want to join the race? You can purchase this game through the Nintendo eShop on the Wii U (North America only), and it's also included with the NES Online application, free to members with a Nintendo Switch Online subscription. If you want to try the original *Excitebike*, it is an obtainable NES Game in *AC:GC* (and tradable, hint, hint), included in the NES Classic, and available in the Wii U eShop. A 3D Classic remake of it is also available in the eShop for the Nintendo 3DS family of systems.

NOTE: The Nintendo Switch eShop title, *Arcade Archives EXCITEBIKE*, is not the same title as the FDS game described in this article! This game is *only* available on Switch through the NES Online application.

Source: Vs. Excitebike, StrategyWiki

Trivia Challenge

1. Which of the following is not one of the three houses in *Fire Emblem: Three Houses*?

- a. Black Eagles
- b. White Falcons
- c. Golden Deer
- d. Blue Lions

2. What color was the original Game Boy?

- a. white
- b. black
- c. clear
- d. gray

3. How many tools (including variants) are available in the GameCube version of *Animal Crossing*?

- a. 8
- b. 6
- c. 4
- d. 10

4. How is Nintendo written in kanji in Japanese?

- a. 닌텐도
- b. 任天堂
- c. にんてんどう
- d. 人店同

5. Where does *Super Mario Land* take place?

- a. Mushroom Kingdom
- b. Bowser's castle
- c. Sarasaland
- d. Mario's nightmare

Answers on
page 38

Franklin's Fantastic Food

Brought to you by: sarab

Hello everyone, Franklin here! Now that we are finally transitioning into fall, it's the perfect time to serve up some of my favorite Harvest Festival dishes! I have two different recipes for you to try this season: a hearty mushroom stew, and a cookie recipe perfect for your next harvest party!

Mushroom and Wild Rice Stew

From *Gimme Some Oven*

Vegetarian

Serves 8

Ingredients

6 cups (1440 milliliters) vegetable stock
1 cup (240 milliliters) uncooked wild rice
8 ounces (240 grams) mushrooms, sliced
4 cloves garlic, minced
2 medium carrots, diced
2 stalks celery, diced
1 large sweet potato, peeled and diced
1 small white onion, peeled and diced
1 bay leaf
2 tablespoons (30 milliliters) Old Bay Seasoning**
3 tablespoons (40 grams) butter
¼ cup (35 grams) all-purpose flour (regular or gluten-free)
1 ½ cups (360 milliliters) milk
2 large handfuls of kale, roughly chopped with stems removed
Salt and pepper to taste

****If unavailable to you, you can substitute with:**

½ tablespoons (6 grams) celery salt

½ tablespoons (6 grams) black pepper

½ tablespoons (6 grams) crushed red pepper flakes

½ tablespoons (6 grams) paprika

Instructions

- 1) Heat (an extra) 1 tablespoon butter in a large stockpot over medium-high heat. Add onion and sauté for 5 minutes, stirring occasionally, until soft and translucent. Stir in the garlic and cook for an additional 1-2 minutes, stirring occasionally, until fragrant.
- 2) Add in the vegetable stock, wild rice, mushrooms, carrots, celery, sweet potato, bay leaf, and Old Bay seasoning. Stir to combine.
- 3) Continue cooking until the soup reaches a simmer. Then reduce heat to medium-low, cover and simmer for 45 minutes, or until the rice is tender, stirring occasionally.
- 4) Meanwhile, during the final 10 minutes, prepare your cream sauce in a separate saucepan on the stove. Cook the butter over medium-high heat until melted. Whisk in the flour until combined, and cook for 1 minute. Gradually add in the milk, and whisk until combined. Continue cooking, stirring frequently, until the mixture nearly comes to a simmer and has thickened. (It should be very thick.)
- 5) Add the cream sauce and kale to the soup, and stir gently until combined. Taste and season with salt and pepper (plus any extra Old Bay seasoning, if you would like) as needed.
- 6) Serve warm. Can be transferred to sealed container(s) and refrigerated for up to 4 days.

Banana Pumpkin Cookies

From *Healy Eats Real*

Vegan, Sugar-Free

Serves 8

Ingredients

1 medium banana, pureed

$\frac{3}{4}$ cup (150 grams) pumpkin puree

$\frac{1}{2}$ cup (70 grams) tapioca flour

2 tablespoons (25 grams) coconut flour

$\frac{1}{4}$ teaspoon (3 grams) baking soda

5-7 dates, chopped and pitted or $\frac{1}{3}$ cup (60 grams) chocolate chips

1 teaspoon (5 grams) cinnamon

Instructions

- 1) Preheat the oven to 350°. Use a blender, food processor or stick blender to mix all ingredients except the dates (or chocolate chips).
- 2) If using the dates, chop the dates. Add the dates to the batter and stir gently with a spoon. If using chocolate chips, add them to the dough and fold into the dough.
- 3) Place parchment paper or a silicone baking mat on a cookie sheet to prevent cookies from sticking.
- 4) Place spoonfuls of the cookie dough onto the cookie sheet. The batter will be moister than regular cookie dough. Use the spoon to shape the batter into a flat circle cookie shape. Repeat until all of the batter is out.
- 5) Bake the cookies at 350° for about 10 minutes, or until a toothpick inserted comes out clean.

An Interview with PenguinGeek

Brought to you by: asho28

Asho (asho28) has another interview up his sleeves! This time it's one of ACC's Developer turned Researchers, Jess (PenguinGeek)!



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

I have a Bachelor of Science in Statistics, and am currently working on a Master's in Data Analytics. Yes, I know, math. I have 3 wonderful dogs, and soon a cat! I spend most of my time working, but now I am at the stage where I need to find a new job. I have an obsession with Bath and Body Works, and could honestly open my own store with how much I own. I love video games; I have been playing since the age of 3. *Pokémon Emerald* is my favorite game of all time.

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

When I first saw it, it looked like a really cute and fun forum, so I signed up! Since then I have made tons of new friends, and don't regret that for a second! I think this is a very unique community and I love the people that are a part of it. I hope others find this website and join for the same reasons: to meet new friends and to have fun! We all have one thing in common: *Animal Crossing!*

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

Anytime there is a site event, I'll be there! I also work for MFG and HH (organizations on ACC that give away free items to members), so you might see me post in MFG's Quiz threads! I also just post in random threads that interest me!

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

I was SUPER excited. I love this site, so I was extremely happy that I was asked to join since I love helping out. I am very thankful for the opportunity they have given me.

What does a typical day in your role involve?

Coming up with ideas for future site events, bouncing ideas off of each other and commenting on other researcher's ideas, and providing feedback for future site features and/or ideas. We do a lot of testing and double-checking to make sure we are all up to speed! Like I said, it's a really fun department to work in! We also peruse the Site Suggestions board to see other people's ideas! It's interesting to see what our users can come up with!

What do you enjoy most about being a Researcher?

I love working on site events and the newsletter! It lets me show my creativity while enjoying watching users play the events we worked on! It's also fun to see everyone's ideas and how they tie together! I can't wait for our next one.

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

Definitely *New Leaf*. I LOVE all the new features that were added in this game, such as the Public Work Projects and the new *Welcome amiibo* features! I love having Medli and Wolf Link in my town. *New Leaf* is also just full of so many possibilities, and definitely has a place in my heart. I also spent over 100 hours perfecting my town with hybrids!

Are you looking forward to *Animal Crossing New Horizons*, and if so, what excites you about the new game from what we know so far?

YEEEEES. I can't wait for the crafting!! And to choose where my villagers can go. I can't have them be destroying my flowers. I hope to see new animal species introduced in this game. GIVE ME BATS NINTENDO.

Who is your favourite AC Villager and why?

Bob. I don't have a reason, but just Bob. He is purple and a cat and is just flat-out the best villager there is. You can't hate Bob, he's just too cool.

If there was one thing you could change on ACC, what would it be?

I want a year round Jack emoji. And some villager ones, like Bob! but other than that... we will have to see what will get cooked up for ya'll.

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

My dog Salem, a Nintendo Switch that doesn't die, and fresh water.

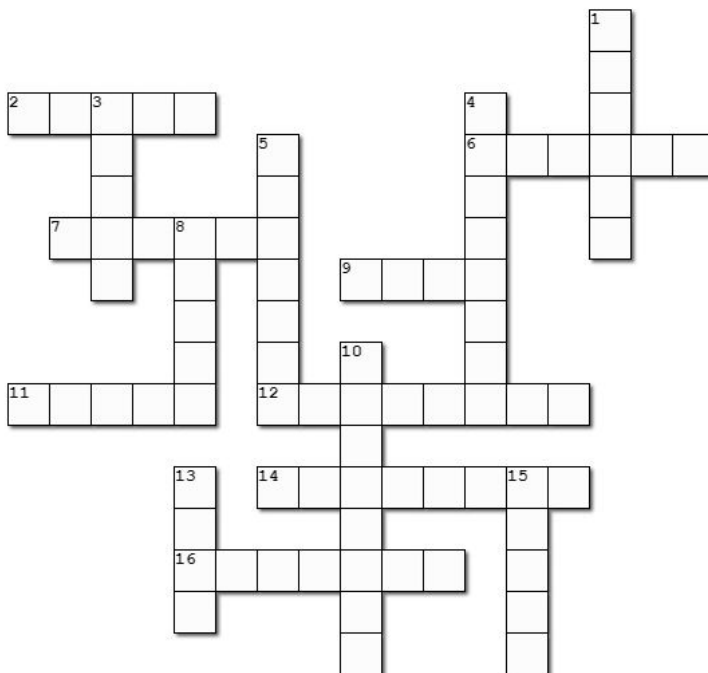
Puzzles

Y K T Y Z A U R I E L Y D D I
O N Y B L J B K Y E A Y V V T
L G P A O O M U U K Q Y A L J
X U S L N O A I A U C F E E V
E V C E S C L O H J P U R R L
H M S N R R Z I G B V D L G J
S E F V D E S I L R A H C M E
Z B H U G H B G B N L J X U D
F I L B E R T Z A Z D C G R F
A T B A U X Y A N D Y N X X A
H O S W R E Y G G L E J G C B
B G F I K I K C L R S Y N V Q
D D O T K Y X L E M D D A D F
H O B E G M X M A J F W F A M
D V A C K B V A V L J X E X U

BONES
FILBERT
CHARLISE
HUGH
KIKI
BOB
PURRL
BANGLE
LUCKY
FANG
MERENGUE

New Horizons Crossword

Complete the crossword puzzle below



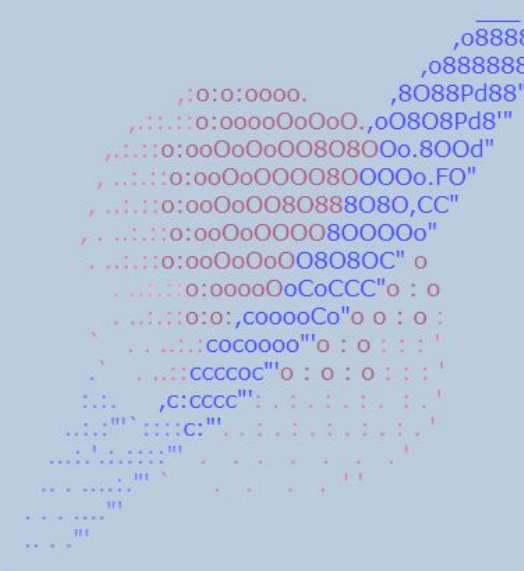
Across

- 2. Playing with others close to home.
- 6. Animal Crossing New Horizons new location.
- 7. Can be scanned in during game play.
- 9. Nook says you never call him on your _ _ _ phone.
- 11. Nooks new points system.
- 12. New support for this hemisphere.
- 14. No longer can build on our paths!
- 16. Furniture can now be placed here.

Down

- 1. Can be hung on your front door!
- 3. Can be dug up on the beach.
- 4. Why walk when you can fly?
- 5. Don't just smell them, pick them up!
- 8. Customize your _ _ _ _ _ just like Cyrus!
- 10. Get out your hammer and let's do some path _ _ _ _ _ !
- 13. His shop has upgraded to Inc.
- 15. New Horizons allows how many to play once?!

Spotlight Advertisements



Milly's Flowers & Gifts has some out of this world promotions for you this September! We invite you to come check our **Services** thread, which is located on the "Services" Forums. If you are in need of customized items look no further because for all of September we are allowing every customer to add a *full customized series* to every customized order!

Looking to complete your catalog or revamp your town? We have two new playgrounds for you to visit! Catalog Completion & Landscaping. In these towns you can fill your furniture catalog, or come stock up on your landscaping necessities.

If you're looking for regular un-customized items, or exclusive promo packs then you can always visit the MFG giveaway thread, where we are always open and accepting orders!

Trivia challenge answers:

1. b - Maybe in *Fire Emblem: Four Houses* for the Switch?
2. d - Other colors would later be released as "Play It Loud!" models.
3. a - The net, fishing rod, shovel, and axe, all with regular and golden varieties. The other tools wouldn't be introduced until later games.
4. b - The kanji are often said to mean something along the lines "leave luck to heaven", though this is most likely false and the true meaning remains unknown.
5. c - Mario must save Princess Daisy from the clutches of the space monster Tatanga.