



Animal Crossing Community

Issue 9 - June 2020

Welcome to the 9th issue of the ACC Newsletter! This is our first newsletter since the release of *Animal Crossing: New Horizons* on March 20th! A lot has happened since then, so we hope you can sit back and read up on some of the past - and upcoming - news and events!



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Animal Crossing: New Horizons - Thoughts & Impressions

Brought to you by: Devin2600

Can you believe *Animal Crossing: New Horizons* has been in our hands for just about three months? In these three months we've experienced a lot of what this game has to offer, but we're sure there are a ton of surprises waiting for us as the months go on! We've covered some of the biggest details of the game below and our thoughts on them so far!

Crafting

As one of the biggest additions to the game, I've found crafting as a welcomed addition to the franchise. At first I was skeptical of its implementation and thought that after a few weeks I'd be tired of it, but I was wrong. While it does have its annoyances (like not being able to craft multiple of the same item, not being able to access resources in storage, etc.) it still adds a great depth to the gameplay that was not there before. It still feels good, three months later, to craft and customize an item to display in your town. This makes it feel like you truly put in the work for every item on your island.



On the other hand, one of the biggest issues I have (besides some limitations as mentioned before) is the durability of tools. There have been countless situations where a tool breaks and I've had to take 5 minutes to run to my house, get supplies from storage, make a new tool, and then get back to what I was doing. I overall just find the tool durability to be more of a hindrance than anything. **SPOILER:** This could easily be fixed when obtaining the gold tools, but sadly those eventually break as well.

Shops

All the normal shops return from previous games (Able Sisters and Nook's Cranny). The Able Sisters feels like previous games, but now includes a changing room to check out a wider array of items. This really is a nice improvement from past games as we can now shop for more than 6 items. Nook's Cranny, like in past games, starts as a small run-down shop and gets upgraded as you spend bells. As of right now there is only one upgrade to the shop. This upgraded shop (still called Nook's Cranny) includes a few more items for sale each day as well as a more appealing exterior and interior. I can't help but hope we get more upgrades in the future.



Currently these are the only shops in the game. It is likely that we will see more shops added in the future (like The Roost in *New Leaf*). While I enjoy the shops we have now, it would feel odd if Nook's Cranny does not upgrade again as that is a feature that happened in all previous games.

Island Visitors

To replace some shops from *New Leaf* we get weekly vendors who visit the town plaza. This includes past characters such as Kicks, Leif, Label, Saharah, Redd, and more. Kicks still sells shoes, socks, and other accessories. Leif sells shrubs and flowers. Label makes you take part in a design challenge. Saharah is still there to purchase mysterious wallpaper, flooring and rugs from.



Redd now docks at the private beach located at the far north of your island. He offers the same sketchy art like in previous games. Be careful not to be scammed! On a side note, I have really enjoyed Redd's addition to this game. He is even more charismatic in this game than in the past! Other special characters that we get visits from time to time are Flick and C.J. Flick purchases bugs from us, and also commissions art. C.J. purchases fish and also commissions art with help from his friend, Flick!



We also get the normal appearances of Daisy Mae, Gulliver, Celeste, and Wisp. As mentioned before it would be nice to get some more characters from previous games (such as Brewster to run the Roost). I think there are a lot of opportunities to add past characters and I hope Nintendo does end up doing so. While I've been very happy with the special visitors in *New Horizons*, I wouldn't complain about more variety.

Furniture/Items

The furniture items in this game look amazing! You can tell there has been a lot of effort put into creating multiple color variations of each item and it is a welcomed addition to the game. I also have really enjoyed some of the new items in the game. It has been amazing being able to place items anywhere in your town to create a unique setting.

That aside, I do feel like we are lacking *something*. I'm missing a lot of the items from past games that would have been perfect to put somewhere on my island. I'm constantly looking for items I remember from *New Leaf* and am disappointed when I realize that said item isn't in the game. I'm hopeful that we will get new furniture series or past furniture series in future updates.

Online Play

What better way to keep socially distant than to play *New Horizons* with friends miles or even continents away? The online play for *New Horizons* has been very enjoyable. It's always so fun to visit islands and hang out with friends. The only real downside to me has been the unbearable loading times. Every time someone enters or leaves an island you have to go through minutes of waiting. That can take up a lot of time if you're waiting for 7 other people to come to your town! I know Nintendo is not the front runner in terms of online play, but I would have hoped that just a little more planning would have gone into the execution of online play sessions.

That aside, there really have been no issues for me during online play! The game runs smoother than I would have ever expected and as already mentioned, it's exciting to chat and hang with friends when that's not something we've all been able to do for the past few months.



Some of the other online mechanics like sending letters to friends have been a game changer! It makes mail in *Animal Crossing* feel even more personable when you receive a letter from a friend (and not just Tom Nook informing me about my monthly interest). I'd love to see the return of online mini-games like on Tortimer's Island from *New Leaf*. Maybe Kapp'n could pick us up on his boat at the town dock and take us to the same type of island from past games? We'll have to wait and see I guess.

While the Island Tours you can go on using a Nook Miles Ticket are not an online service, they still are an important part of the game. These Island Tours have been helpful when I've run low on resources or need a few extra Bells (thank you money rock island). I do wish there was more of a variety of islands to visit though. I feel as if I've seen the same 4 islands 100 times now. As of the last three weeks I've really only gone on an Island Tour 1 or 2 times. The appeal of them goes away as you gain more bells and resources which is a shame.

Updates / Events

A huge change from past games has been that Nintendo has been updating the game to include regular holidays and events. I can only help but think this was done with the intention of stopping people from time-travelling to those events and spoiling the day for everyone else. I think this is a welcomed change, as long as the updates and events continue.



I've really enjoyed almost all of the events thus far! The fishing tourney being one of them. I'm very glad they went away from the "catch the biggest fish" and now rather have you trying to catch the most fish in a certain amount of time. Bunny Day was just OK, but I think really overstepped its boundaries at times. It was obvious that Nintendo realized this and released a patch to help with egg spawn rates. I just think a 12 day event for something like Bunny Day seems like a *lot*.

On a more positive note I've really enjoyed the small and big events that have been added to *New Horizons*! They really have that "Animal Crossing" feel and I can't wait to see what surprises Nintendo has for us in the months, and years, to come!



I can say that *New Horizons* has been such a fun experience! I think our almost 7 year wait for this game was well worth it and as I've stated before, I can't wait to see the surprises that await us in this game. I'm sure there is a lot we have yet to see. Happy gaming!

Animal Crossing: New Horizons Event Recap

Brought to you by: Devin2600

During these first three months of playing *New Horizons*, we've had the chance to experience both new and returning events. We've recapped all the special events we've had so far and also speculate on what's to come!

Bunny Day (April 1st - 12th)



What more can we say about Bunny Day other than... thank goodness there are no more eggs! On April 1st we were once again introduced to Zipper T. Bunny. During this 12 day event, we were tasked with collecting all of the egg furniture before Zipper T. Bunny returned on April 12th. Eggs were found ... *everywhere*. Trees, rocks, the sky, even the waters surrounding our islands weren't immune to the presence of the eggs. Using the DIY Recipes you obtained from balloons and villagers you could use these eggs to craft the oh-so-coveted egg furniture.

April Fishing Tourney (April 11th)

The beloved fishing tourney has a new face! While we no longer see our old pal Chip, it looks like his son C.J. has taken his place. Along with this new face, a new design is brought to the fishing tourney. We are no longer fishing for the largest fish, rather for how many fish we can catch in 3 minutes! You get points for the amount of fish you catch and can exchange these points for special prizes.



We also need to mention the music for this day ... so good!

Nature Day (April 23rd - May 4th)



Nature Day introduced us to Leif! Gone is Leif's physical shop from *Animal Crossing: New Leaf*. Instead, we can expect Leif to appear as a traveling merchant in the town plaza. He will offer us a selection of flowers and shrubs during his visit. Shrubs were also a new addition to the game starting during this event!

Along with the return of Leif were limited time Nature Day activities. Completing these nature-centered activities let you *rake* in some extra Nook Miles!

May Day (May 1st - May 7th)

To celebrate May Day we were given the opportunity to take part in a one-time May Day Tour! This tour included a hedge maze where we had to use materials we found along the way to make our way to the end. At the end we had a familiar face waiting for us, Rover, who gave us a special gift (Rover's briefcase).



International Museum Day (May 18th - 31st)



Blathers kindly put together a stamp rally throughout the museum for us to take part in! Collect the three stamps in each section of the museum (Bug, Fish, and Fossil) and earn some special prizes! Sadly once you've received all three prizes that's it. You can still participate in the stamp rally, but you'll continue to receive the same items.

Wedding Season (June 1st - 30th)

Cyrus and Reese have returned from *New Leaf* to celebrate their anniversary! By visiting Harvey's island you can take part in creating wonderful photo shoots for the couple. By completing different photoshoots you will unlock different items that you can purchase from Cyrus using heart crystals! You will also unlock other special items by completing photoshoots everyday.



What's to come?

A big question - what comes next? Besides the normal holiday events like Halloween, we're bound to get some more unique events dealing with different aspects of the seasons. Could we see the return of the fireworks festivals? Or will there be something completely new? We'll have to wait and see, but with us approaching the end of the announced events, we're likely to get new information soon!

There have been many rumors about new updates to the game. One of the most interesting being that we are likely to see the return of Brewster and The Roost, and also gyroids (which have been noticeably absent from the game so far).



Recent & Upcoming Releases

Brought to you by: ASUtown



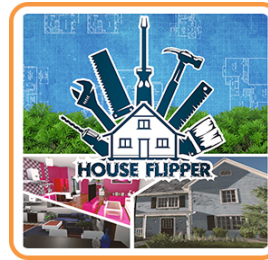
1371 Project Helios

June 9th 2020



Ancestors Legacy

June 11th 2020



House Flipper

June 12th 2020



Burnout Paradise Remastered

June 19th 2020



SpongeBob SquarePants Battle for Bikini Bottom

June 23rd 2020



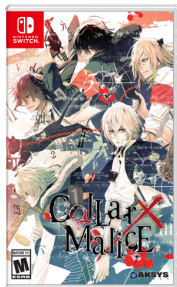
Brigandine - The Legend of Runersia

June 25th 2020



Tower of Time

June 25th 2020



Collar X Malice

June 25th 2020



The Legend of Heroes: Trails of Cold Steel III

June 30th 2020



Deadly Premonition 2: A Blessing in Disguise

July 10th 2020



Paper Mario: The Origami King

July 17th 2020

Isabelle's Upcoming Announcements

Brought to you by: ASUtown

| sunday | monday | tuesday | wednesday | thursday | friday | saturday |
|-----------------------|---------------|----------------------|-------------------|--------------|---------------|----------------------|
| | 1 Keaton | 2 Lucy | 3 Filbert | 4 Apple | 5 Camofrog | 6 Lyle Raddle |
| 7 Timmy Tommy Zell | 8 Peanut | 9 Alfonso | 10 Walker | 11 Pudge | 12 Bettina | 13 Scoot |
| 14 Pippy | 15 Maple | 16 Roscoe | 17 Spike Tangy | 18 Cookie | 19 Sally | 20 Phineas Graham |
| 21 Sydney | 22 Jacques | 23 Tammy | 24 Bluebear | 25 Drake | 26 Marina | 27 Deena |
| 28 Copper Kidd | 29 Merry | 30 Weber Broccolo | | | | |
| 31 HHA | | Bug-Off (North) | | | | |

Animal Crossing

Original Calendar from Nintendo



Original Calendar from Nintendo

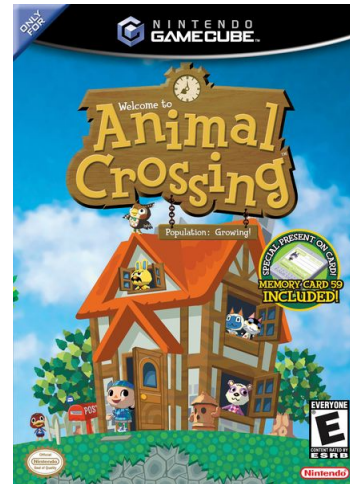


RETRO CORNER

Brought to you by: DaBraxMan



| Region | Release Date |
|---------------|--|
| Japan | December 14, 2001 (<i>Doubutsu no Mori +</i>) |
| North America | September 16, 2002 |
| PAL | October 17, 2003 (AUS) September 24, 2004 (EU) |



If you've been on this site for some time, you're probably already at least *aware* of AC:GC – also known as *Animal Crossing: GameCube*, also known as *Animal Crossing: Population Growing*, also known as just plain *Animal Crossing*. For all intents and purposes, it's the first *Animal Crossing* game in the series – released in 2002 for the Nintendo GameCube, it is a translated and updated port of *Doubutsu no Mori +*, or *Animal Forest +*, which was released in 2001 in Japan. The GameCube was not Nintendo's most successful console (but certainly one of the most beloved), nor did it have the advantage of portability that the DS and 3DS enjoyed, so it makes sense that a lot of people have not yet played this entry in the series. It has seen no Virtual Console re-releases and no ports to other consoles. This year, it will be turning 18 years old. *Animal Crossing* is gonna be an adult, guys.

In this special edition of Retro Corner, we're going to talk about AC:GC. With *New Horizons* having just been released a few months ago, I figure now is as good a time as ever to look back to the first game in the series to see what has changed...and what we've missed since.



Above all else, AC:GC is an *Animal Crossing* game: you catch bugs and fish, pay off and decorate your house, befriend and help out animal neighbors, and do all those familiar activities that are the staple of every *Animal Crossing* game. Despite this root formula, AC:GC fans are fairly prone to talking about how *different* AC:GC is from the other titles, and they're absolutely right.

Perhaps the most glaringly-different aspect about this game is the player character. Back in 2002, we couldn't afford a full head of hair, so we had to wear funny hats. Boys get a horned cap, while girls get a ~~dunee-eap~~ fairy tale princess hat or something. Whatever shirt you put on is also mapped onto this hat. Sometimes it's cute. Sometimes you just really want hair.

Another similarly-glaringly-different aspect is the top-down, acre-based view. Every town is divided up into a 5x6 grid for a total of 30 spaces; these spaces are called acres, and they make for some wonderful organization. Often, Officer Copper will be able to tell you where a special visiting character may be located by telling you the specific acre that character is in. For example, he may tell you Wendell is wandering around Acre D-3 – four spaces down by three spaces right, starting at the top-left corner of your map. However, with this acre system comes a camera quirk similar to the classic *Zelda* games; when you reach the edge of an acre and travel into another, the camera will pan across to show it, slowing your movement. Although it's a cute nod to the series, I don't hear many good things about it. It's not so bad when you get used to it, but you never find yourself wishing it was reimplemented in the future – I mean, not really.



The ever-popular shiny spot... or golden spot... or money hole... or whatever other name you may decide to apply to it... that thing that made a comeback in *New Horizons*. In the GameCube entry of *Animal Crossing*, however, it appeared and functioned a little differently. In this game, it is a circular, shining, golden light emanating from the ground (rather than a star-shaped crack) that, as you may be able to guess, may be dug up with a shovel. Upon doing

so, you will dig up at least 1,000 Bells (or higher amounts, more rarely). You can bury Bells into these spots to make money trees, like in *New Horizons*...but only in *AC:GC* can you also bury ordinary shovels to make golden trees that, when shaken, will drop golden shovels. They don't really do anything else...but they look awesome!

The money rock is also in *AC:GC*, but it functions a little differently; when you hit it, it glows red, fading slowly back to its normal color as time runs out to rack up more Bells. Bell values also do not multiply: you hit it three times to get 100 Bells each time, then three more times for 1,000 bells each time (accompanied by a 1-up Mushroom sound, as in later games), and then striking it after that will result in a 10,000 Bell bag. Why multiples of ten? We GC players have no choice – you can only have them in your pockets as singular 100, 1,000, 10,000, and 30,000 Bell bags. You cannot stack them as you can in *Wild World* onward. Among the few stackable things are stationery and raffle tickets



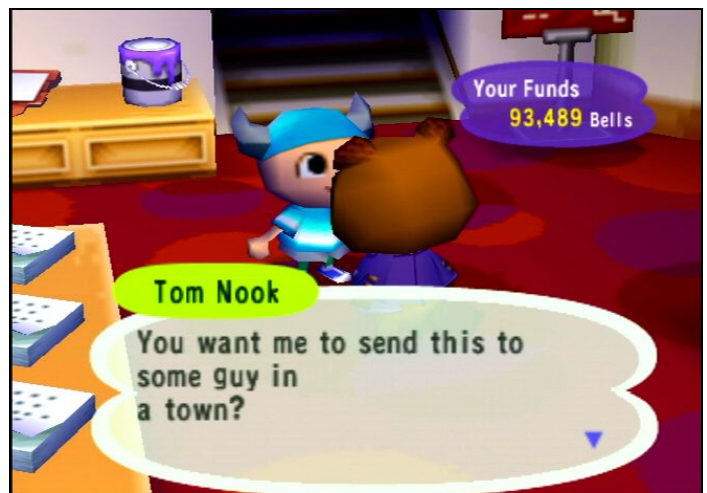
Hmm? What are raffle tickets? Well, on the last day of every month, Tom Nook hosts a raffle at his shop where you can get a chance to win up to three rare items. In order to play in this raffle, you need five raffle tickets pertaining to that month (for example, February Tickets won't work in August); each five raffle tickets equals one turn at the raffle. Upon trading tickets for a try, Tom Nook spins a little wooden wheel which will dispense either a white ball (no prize)



or a colored ball that pertains to one of the three prizes. Although it is possible to win all three quite easily, it is also very possible to get nothing at all. Raffle tickets may be obtained by purchasing various items in the shop (furniture, clothes, carpets, etc.), one ticket per purchase (no matter the cost). It's a really cute idea up until you realize you can't buy or sell anything at the shop *all day* while the raffle is going on. This makes it harder to make cash on the last day of each month.

That's not Tom Nook's only GC-exclusive trick. He also has the occasional sale, advertised by your villagers (often by "accident"), and a letter from Nook. They usually don't offer anything all that important, in my experience – they're just an excuse to get a brightly-colored balloon, which, if you're like me, is enough reason to attend.

More importantly, however, Tom Nook also offers password-based trading. AC:GC doesn't have multiplayer like every game since *Wild World* does (or did, in *City Folk's* case), and it certainly doesn't have online play, so your only options for trading items are traveling to a friend's town via the train and dropping it off or mailing it to them, or using the password system. This system is remarkably complex – it astounds me to this day with how timeless and effective it is. Most items in the game can be traded (certain rare items, like seasonal furniture and golden tools, can't be traded), which can make filling up the catalog a breeze. Upon request, Tom Nook will give you a 28-character code (14 characters on two lines) for each item that you trade that corresponds to a particular player name and town name; you must share this code with the player of your choice in order for them to redeem the gift. These can be shared on ACC by setting up a trade, as a matter of fact – it's a great way to



round out your catalogue if you have the game! Hit me up with a trade if you're interested in helping me get rid of some of my junk!

Speaking of junk, you really can only store so much in AC:GC. Games from *Wild World* through *New Leaf* allow players to access their storage through closets, dressers and similar items. *Welcome amiibo* adds an optional, humongous, hidden storage room. *New Horizons* has larger and more-convenient storage still. AC:GC doesn't have a large storage room, but it does let you store items in closets and dressers and whatnot; however, each item has its own storage – and they can only hold three items each. This wouldn't be so bad ordinarily, but you can't store furniture in these closets – you can only store clothes, tools and other holdable items, wallpaper and carpets, and other miscellaneous treasures. While seasonal furniture is available (Snowman furniture, for example, one of my favorites), you can't store it in closets and dressers. You can stick them in letters and store them in the post office, but that admittedly isn't so accessible. We may complain a lot about storage nowadays, but I think we fail to remember how far we've come!

On the topic of quality-of-life improvements, saving anywhere was introduced in *Wild World* as well. In AC:GC, you have to save at your house's Gyroid. These Gyroids offer more than just saving, however. They also allow you to sell items to other players, flea-market style. Alternatively, you can give these items away for free or even just keep them for yourself – after all, they can hold things dressers and closets won't hold (like FISH). You can also post a design on your door (in case you want a goofy-looking pizza roll staring at you whenever you look at your front door) and teach your Gyroid a message to tell players when they stop by. You have a whole message box at your disposal to work with – which can come in handy.



Perhaps the most well-renowned and beloved GC-exclusive feature was the library of NES games you could play. Indeed, when people talk about the original *Animal Crossing*, this is so often one of the things I hear talked about – and so often one of the features people wish to see return. Several classic NES titles such as *Balloon Fight*, *Excitebike*, and *Donkey Kong* are available as individual furniture items that can be placed in your home and, yes, played in-game. You can also grab a second controller and play with your friend, if you so desire. It's especially fun because you probably never played most of these games before, even if you owned an actual NES. Did *anyone* own *Clu Clu Land*? It's a cryin' shame, because it's *FUN!*

Players willing to go the extra mile with a Game Boy Advance (GBA) and a "GameCube to Game Boy Advance Link Cable" could take advantage of special features players without these two things could only dream about. Among these features was the ability to send certain NES games to your Game Boy Advance, kept in the system as long as the power was kept on. This was a neat option back in the day when Virtual Console wouldn't exist portably for another ten years or so, although not every game could be ported this way. *Wario's Woods* is far too complicated to send, for example. You could also port a pattern maker from the Able Sisters to your GBA; this takes a little while to do, but it's a chance to design up to eight patterns and not have to pay a Bell to do so. By connecting the GBA to your system again, you could transfer these designs and add them to your inventory. If you want to design some patterns in your spare time when you're not playing AC:GC, this is a great feature.

But the best of the best that the GBA had to offer was the Island. *New Leaf* players should distinctly remember the beetle-infested getaway in that game and the eternal summer it offers. AC:GC offers something quite similar; although tropical beetles and sharks aren't in this game, the eternal summer is very much in action! There is no storage box, so whatever you can hold in your pockets can be taken to or from the island. However, what *New Leaf* doesn't offer island visitors is a bungalow you can decorate with your very own furniture – a home away from home that you and the three other players in your town can share (with more storage as well). But this island isn't quite deserted – there is one islander chilling in their own bungalow, which is decorated with furniture given to the islander.

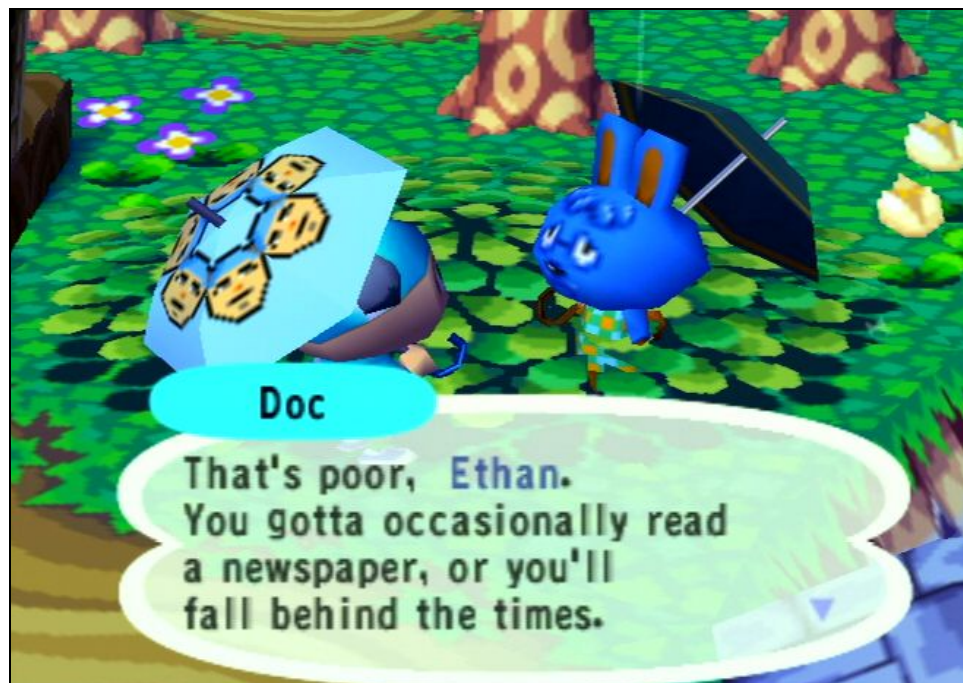


All of these islanders are exclusive to the island – for example, Maelle, Dobie, and Bliss can only be found here. There are also six derivative personality types similar to, but different from, the six personality types you come across in your village, so there's quite a bit of fun reading ahead. Indeed, there's no one quite like your islander. Unless, of course, your other town has the exact same islander.

But the real question is this: can you make extra money on the island? Yes. Totally. But the ultimate money-making method is easily what can take place on the GBA when you leave.

Kapp'n can download a pocket version of the island to your Game Boy Advance, allowing you to interact with your islander virtual-pet style with a mysterious floaty glove. The islander is a surprisingly-complex, surprisingly-moody, surprisingly-*rich* character. You can leave them a few tools and allow them to interact with the environment around them, *or* you can bribe them with fruit and stuff and watch as they throw sack after sack of money like it's salt on McDonald's fries. Traveling back to this island from your village means you can pick up whatever was dropped. That includes the 200,000 bells' worth of money sacks your islander threw away for coconuts.

This is only a sample of what AC:GC has to offer that sets it apart from the other games, but despite all of these differences, it's still *Animal Crossing*. It still has lovable villagers (and some not-so-likeable ones), debts to pay, goals to reach, and houses to decorate with all sorts of cute furniture series. It's a game with a lot of heart, a game truly unlike any of Nintendo's other titles; it set the scene for not only a super-popular series but also this community. If you've never played it, I hope you'll scrounge for a copy and give it a chance!



Trivia:

- The English localization of the game had so much heart and some additional content that Nintendo of Japan was highly impressed. As a result, an updated port of this title (entitled *Doubutsu no Mori e+*) was released exclusively in Japan in 2004, taking further advantage of the e-Reader peripheral and adding a wealth of new features. Some are still exclusive, but many have returned in some form in overseas *Animal Crossing* games (including the Reset Center, public works projects, and several new villagers).
- Balloon presents are particularly rare to see in AC:GC. If seeing them rarely isn't enough, they have to get caught in a tree before the presents can be obtained, since slingshots do not exist in this game.
- Sea bass are extra worthless in this game – they're only worth 120 bells instead of 160 (or 400 in *New Horizons*). That's more like a C-!
- During winter in AC:GC, oftentimes, one of your villagers will have an igloo up somewhere in town. In these igloos, one can obtain what appears to be a beta placeholder item known as the "DUMMY." It's only a floating white triangle with red writing on it, and it can be interacted with as any other ordinary piece of furniture. It's harmless...although it is just a little ugly.
- Tortimer will attempt to fool the player on April Fool's Day by presenting the player with an NES game entitled "Super Tortimer." Attempting to interact with it... well... let's just say it doesn't let you play Super Tortimer...

-Source: Nookipedia

Trivia Challenge

Brought to you by: ACWNFreakazoid

What's the subtitle of the *Paper Mario* game releasing in July 2020?

- a. The Notebook Noble
- b. The Papier-mâché Prince
- c. The Origami King
- d. The Velum Queen

How many Pokémon were in the first *Pokémon* games going into testing?

- a. 150
- b. 151
- c. 158
- d. 147

Which company sued Nintendo over *Donkey Kong*?

- a. Disney
- b. Atari
- c. Tiger
- d. Universal

What real life event has K.K. Slider done?

- a. Served as mascot for a dog food brand
- b. Opened for a concert
- c. Won a Grammy
- d. Won Best in Show at Westminster Kennel Club

The next DLC fighter launching summer 2020 for *Super Smash Bros. Ultimate* is from which series?

- a. ARMS
- b. Xenoblade
- c. Pokémon
- d. Minecraft

Answers on
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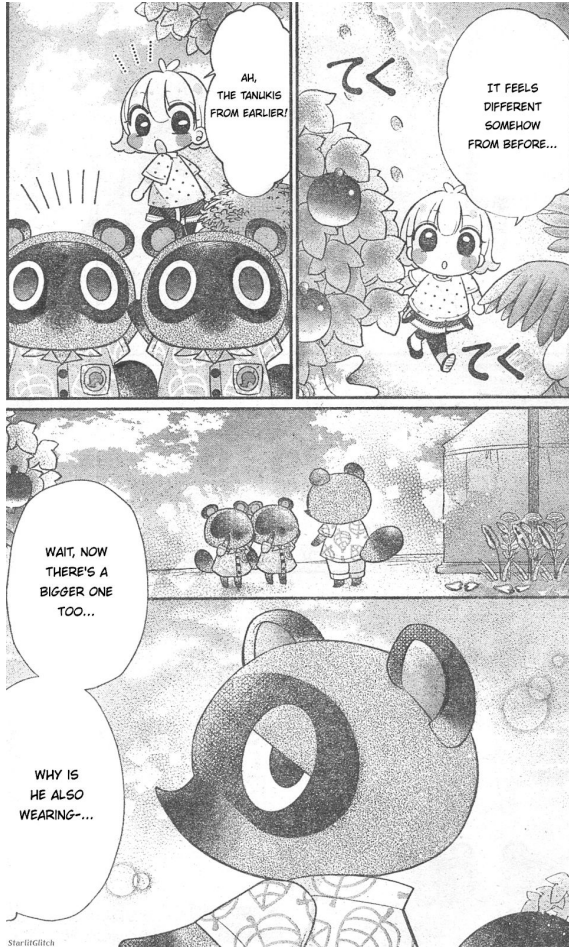
Collector's Cranny

Brought to you by: ACW\Freakazoid, ASUtown, & StarlitGlitch



- This remote controlled Claptrap is a part of the *Borderlands: Handsome Collection*. While the collection comes with the game, and several special lithographs, I actually received this claptrap after my husband nominated me in a contest for it. Wife of CEO Randy Pitchford, CEO of Gearbox Software, personally sent me this amazingly hilarious Claptrap robot after I won the contest on Twitter.
- He is controlled using an app made specifically for him!
- He has several quirky voice lines, and enjoys chasing small dogs around.
- My only complaint is his arms are a bit flimsy, and tend to fall off, but it does align with Claptrap's character.
- Jess (PenguinGeek) is completely obsessed with him and hopes you will attend Claptrap's birthday party in Sanctuary with her.

There are currently two manga series about *Animal Crossing: New Horizons* running in separate Japanese magazines. Each is done by a different artist and has its own take on what it would be like to live on the deserted island in the game.



Ciao



CoroCoro Comic

The manga in *Ciao*, by Minori Kato, centers around a 10-year old named Hana. She ends up on the deserted island by accident after following Timmy and Tommy. The story shows her slowly adjusting to her new life similarly to how the game itself plays out. As is typical with shoujo manga, the backgrounds are beautifully illustrated. Reading this is about as close as you can get to knowing what it would be like to actually live in *Animal Crossing: New Horizons*!

The one in *CoroCoro Comic* is done by Kokonasu Runba who has previously drawn 4-panel manga for *Yo-kai Watch*. This was originally intended to be a one-shot but because of the popularity of the game it is now a series. In part because it is shounen manga, the pacing is much faster than the *Ciao* one. When the story begins the main character, Coroyuki, and his friends are already living on the island. The focus is on comedy rather than immersion.

No word yet on if there will be an official English release of either of these series.

Burger King Pokémon Toys - 2000



To advertise the release of *Pokémon the Movie 2000*, Nintendo teamed up with Burger King to release kids' meal toys in the form of 3D Pokémon "cards". Each card is made of plastic, is fairly thick and slots into a base. When pressed into the base, each card would perform a specific action. Some moved, like the hands of Mr. Mime, others squirted water, like Squirtle, and others still glowed in the dark, lit up, or made noise. The back of each toy showed a scene from the movie and a short description. 24 toys in total were available. A complete list can be found on Bulbapedia.

Franklins' Fantastic Foods

Brought to you by: ASUtown



SMORES

with a twist!



Inspired by recipes from Pinterest

Ingredients

- Crescent rolls
- Chocolate Bar
- Marshmallows



- Roll out the crescent rolls and place one marshmallow with a small piece of chocolate on it
- Roll tight, and repeat until you've used all crescent rolls
- Put in air fryer and follow times that are on your crescent rolls package
- Let cool, drizzle with chocolate sauce if you'd like, and serve!

Crafty Creations - Rainbow Wreath

Brought to you by: ASUtown

RAINBOW WREATH

designed by
ASUtown



Step 1. Apply one dot of hot glue to the ribbon stick on styrofoam and begin to wrap it



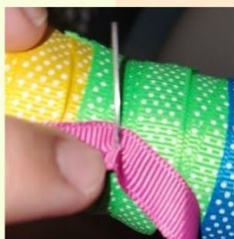
Step 2. overlap end of previous color with new color and wrap, continue until entire wreath is wrapped



Step 3. stretch out a paper clip so it's straight and stick a small piece of ribbon through it



Step 5. wrap the paper clip around the knot to ensure a sturdy hold



Step 4. stick the paper clip through the area you want the ribbon to hang. Double knot it both on bottom, and top.

You need:
Various ribbons,
styrofoam wreath,
paper clip, hot glue
gun and sticks

Company Crossing

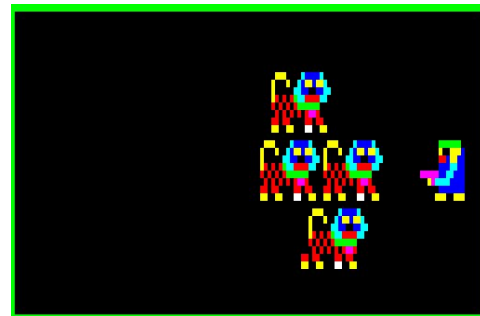
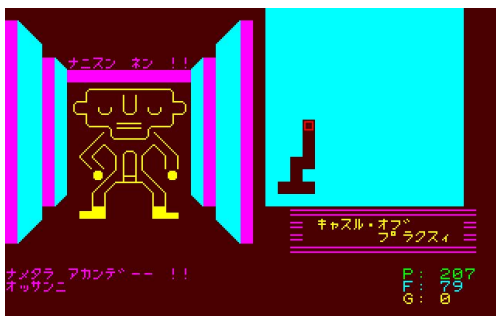
Brought to you by: ACWNFreakazoid



Switch owners may notice a new game releasing in the near future called *The Legend of Heroes: Trails of Cold Steel III*. You may also notice the III at the end and wonder just how it fits into the series. Read on to learn more about Nihon Falcom, usually simply called Falcom, and their games, with an emphasis on *The Legend of Heroes* series.

History of Falcom

Despite developing games for almost 40 years, Falcom is a small studio that often flies under the radar. Founded in 1981, most of their earlier games were initially developed for PC. Their first RPG would release a couple years later in 1983, a game called *ぱのらま島* (Panorama Island). As you can see below, it's certainly no technological marvel, but many elements established in it can be found in Falcom's games since then. Somewhat surprisingly, the game came with a detailed world map for players to use as a reference.



Falcom's two biggest series since then are *Ys* and *Dragon Slayer*. In *Ys* you follow the various adventures of the perpetually shipwrecked Adol Christin. The most recent entry, *Ys IX: Monstrum Nox*, launched in Japan recently for the PS4. The *Dragon Slayer* series is actually an umbrella term that encompasses various games and subseries created by Yoshio Kiya, most notably the *Xanadu* and *The Legend of Heroes* series. The original *Dragon Slayer* game is credited as a major contributor in setting the template of action RPGs. See the "Other Falcom Games" and "*The Legend of Heroes* series" sections below for more information about the aforementioned series.

Despite their PC roots, Falcom has begun to move away from the PC market as it shrinks in Japan and gaming consoles become more prevalent. Recent development has focused on Sony consoles such as the PSP/Vita and PS3/PS4 with ports to other consoles left to outside companies. Various companies such as Broderbund and Hudson have developed such ports in the past. More recently, XSEED has brought over several PC versions of games and NISA has begun to develop Switch ports of games they localize.

Falcom is widely known for the quality of the music they produce for their games. In fact, they formed their own dedicated sound team in 1989, now called Falcom Sound Team jdk. This group is responsible for producing all of the music used in the games. They even compose rearranged versions of some songs that expand upon the in-game versions. Click the links below for samples of their work from various games.

Popful Mail - "Ancient Cave" ([Original](#) | [Arranged](#))

Sorcerian - "Castle - Let's Meet Here" ([Original](#) | [Arranged](#))

Xanadu Next - "Castle Strangerock" ([Original](#))

RINNE - Untitled ([Original](#))

The Legend of Heroes III - "Afternoon on the Beach" ([Original](#) | [Arranged](#))

The Legend of Heroes: Trails in the Sky - "Factory City of Zeiss" ([Original](#))

Zero no Kiseki - "Get Over the Barrier!" ([Original](#) | [Arranged](#))

The Legend of Heroes: Trails of Cold Steel - "Tie a Link of ARCUS!" ([Original](#) | [Arranged](#))

Ys I&II Chronicles - "To Make the End of Battle" ([Original](#))

Ys VIII: Lacrimosa of Dana - "Overcome the Rocky Path" ([Original](#))

Zwei: The Arges Adventure - "Mythical Land Serpentina" ([Original](#) | [Arranged](#))

Tokyo Xanadu - "My Blaze, My Truth" ([Original](#))

All images in this article are either from official promotional material or Giant Bomb (www.giantbomb.com).

The Legend of Heroes series

Though originally part of the *Dragon Slayer* series, only the first two games in *The Legend of Heroes* series retained the *Dragon Slayer* moniker. The first game, *Dragon Slayer: The Legend of Heroes*, was released as the sixth game of the *Dragon Slayer* series in Japan in 1989 for the NEC-8801 PC engine. It would later be released in the US in 1992 for the Turbo CD. This would be the only release of the series outside of Japan until the 2005 release of *The Legend of Heroes: A Tear of Vermillion*, a PSP remake of *The Legend of Heroes IV*.

The games in *The Legend of Heroes* series can be divided as follows.

Dragon Slayer

Releases:

- *Dragon Slayer: The Legend of Heroes*
 - Platforms: NA - Turbo CD | JPN - various (as *Dragon Slayer: Eiyuu Densetsu*)
- *Dragon Slayer: The Legend of Heroes II*
 - Platforms: JPN - various (as *Dragon Slayer: Eiyuu Densetsu II*)

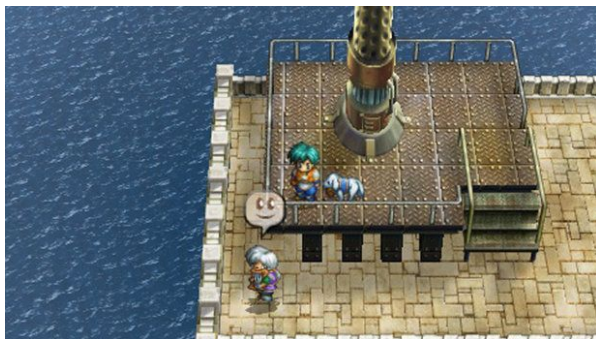


These two games both retain the *Dragon Slayer* in their titles. Only the first game has been released outside of Japan for the Turbo CD. Battles are your standard turn-based fare and the general gameplay is what you'd expect from an RPG in terms of towns.

Gagharv Trilogy

Releases:

- *The Legend of Heroes II: Prophecy of the Moonlight Witch*
 - Platforms: NA - PSP | JPN - various (as *Eiyuu Densetsu III: Shiroki Majou*)
- *The Legend of Heroes: A Tear of Vermillion*
 - Platforms: NA - PSP | JPN - PC, PS, PSP (as *Eiyuu Densetsu IV: Akai Shizuku*)
- *The Legend of Heroes III: Song of the Ocean*
 - Platforms: NA - PSP | JPN - PC, PSP (as *Eiyuu Densetsu V: Umi no Oriuta*)



The next three games all take place in the world of Gagharv, with each covering a separate land cut off from the others as a result of various events. The only releases outside of Japan are PSP remakes, which are hurt by rushed and substandard translations. This also led to the numbering oddities. For some reason the remake of *A Tear of Vermillion* was localized before *Prophecy of the Moonlight Witch* and the localizers chose to start numbering from there

Trails

All games released since the Gagharv Trilogy are part of the *Trails* series. These games are also sometimes referred to as the *Kiseki* games due to their Japanese names. All of the *Trails* games take place on the continent of Zemuria, with different arcs focusing on different countries. Characters from previous arcs often make appearances in later arcs.

Releases:

- *The Legend of Heroes: Trails in the Sky*
 - Platforms: NA - PSP, PC | EU - PSP, PC | JPN - PSP, PS3, PC
- *The Legend of Heroes: Trails in the Sky SC*
 - Platforms: NA - PSN, PC | EU - PSN, PC | JPN - PSP, PS3, PC
- *The Legend of Heroes: Trails in the Sky the 3rd*
 - Platforms: NA - PC | EU - PC | JPN - PSP, PS3, PC



The *Sky* games all take place in the kingdom of Liberl and introduce the continent of Zemuria along with the Bracer Guild. Bracers assist civilians in times of need and always take the side that benefits civilians, even if it means standing against the military or government. The first two games focus on Estelle and Joshua Bright, two junior Bracers, while the third game focuses on a member of the Septian Church with more than meets the eye. All three games are available for Windows on Steam or Good Old Games, and don't require a very powerful computer to run. It's commonly joked that a toaster can run them.

- *The Legend of Heroes: Zero no Kiseki*
 - Platforms: JPN - PSP, Vita, PS4
- *The Legend of Heroes: Ao no Kiseki*
 - Platforms: JPN - PSP, Vita, PS4



The next two games, commonly translated as *Trails from Zero* and *Trails to Azure*, take place in Crossbell, an independent state caught in a power struggle between the Republic of Calvard and the Erebonian Empire. The main protagonist is Lloyd Bannings, a recent graduate of the police academy and member of a unique police squad called the Special Support Section (SSS). Originally released on PSP, these games have not made it out of Japan. PS4 versions recently released in Japan, so there's a chance we might see them, possibly with PC/Switch versions.

- *The Legend of Heroes: Trails of Cold Steel*
 - Platforms: NA - PS3, PS4, Vita, PC | EU - PS3, PS4, Vita, PC | JPN - PS3, PS4, Vita
- *The Legend of Heroes: Trails of Cold Steel II*
 - Platforms: NA - PS3, PS4, Vita, PC | EU - PS3, PS4, Vita, PC | JPN - PS3, PS4, Vita
- *The Legend of Heroes: Trails of Cold Steel III*
 - Platforms: NA - PS4, Switch, PC | EU - PS4, Switch, PC | JPN - PS4, Switch
- *The Legend of Heroes: Trails of Cold Steel IV*
 - Platforms: NA - PS4, Switch, PC | EU - PS4, Switch, PC | JPN - PS4, Switch
- *The Legend of Heroes: Hajimari no Kiseki*
 - Platforms: JPN - PS4 (Fall 2020)



The next 4, soon to be 5, games take place in the Empire of Erebonia. The main protagonist is Rean Scwharzer, recent enrollee in the Thors Military Academy and member of the special Class VII. Unlike the other classes that are either all nobles or all commoners, Class VII is a combination of both. Discover the mystery of Rean and the power struggle within Erebonia's government. This series marks the debut on the Switch with *Cold Steel III* launching later this month and *Cold Steel IV* next year.

Common questions:

- Where should I start the *Trails* series?

While you could arguably start wherever you want, each game builds on threads from the games that came before it and adds its own. Later games do try to give you a quick summary where those threads are revisited, but they won't cover everything. If you want the full impact of returning characters and events, the best play order, complicated by platform and unlocalized games, is release order. However, *Cold Steel* is a decent starting point. Its references to the *Sky* games are limited and *Cold Steel* and *Cold Steel II* take place concurrently with *Zero no Kiseki* and *Ao no Kiseki*. The events in the two arcs then combine in *Cold Steel III* and the rest of the *Cold Steel* series.

- What's the best platform for all of the games?

If you're looking for all of the games on one platform, that gets a bit tricky. All of the *Sky* series is on PC, and it looks like the same will hold true for *Cold Steel*. Should *Zero no Kiseki* and *Ao no Kiseki* get localized for PS4, there's a decent chance that those will have PC versions as well, and maybe Switch versions too. Sticking to consoles, no one console has all of them. The PS4 lacks the *Sky* games. The Switch will have *Cold Steel III* and *IV*, but since the *Sky* games and the first two *Cold Steel* games were localized by XSEED, the chance of Switch ports is diminished.

- What's the combat like?

The *Trails* series is turn-based, with turn order shown in a bar on the left of the screen. You can control your party members' movement on the battlefield, limited by their range. Attacks are divided into 3 types: regular, crafts, and arts. Regular attacks are comparatively weak, but allow for another action more quickly and can be used at any time. Crafts are more powerful, but require Craft Points (CP) and tend to have longer delays until that character's next action. Arts require Energy Points (EP) and have a delay before being cast. More powerful spells have longer delays. The spells available to each character are determined by the combination of Quartz objects they have equipped. Quartz can either be bought or crafted from Sepith dropped by enemies.

- What's the story like?

The defining features of the *Trails* series are the interconnected plots and world building. While the games are certainly not ones to shy away from tropes and clichés, characters tend to have more depth than first meets the eye. Even NPCs are given special treatment by the writers and change their dialogue frequently as the story progresses. You won't find someone telling you to press Start to open the menu at the end of the game. In fact, you probably won't ever find anyone telling you that. The one flaw of the story is Falcom's reliance on a specific gameplay loop. You go to a new location in each chapter and help the locals as a part of the major plot unfurls behind the scenes until it percolates to the surface by the end of the chapter. Granted, that's not too different from the general RPG formula of go to a new town, scout locals, solve problems, and go to the next town. The major difference is that you're often railroaded into a specific location, quite literally in some of the games.

Other Falcom games

> Ys

Sometimes misspelled as Y's, the Ys series is pronounced like geese minus the g. It follows red-haired swordsman and adventurer Adol Christin's trials and tribulations following shipwrecks. The earlier games use a "bump system" where you damage enemies by running into them, though the majority of the games have transitioned into a more traditional action system. Most releases are available on Steam or Good Old Games, and *Ys VIII* is even available on Switch.

Releases:

- *Ys I: Ancient Ys Vanished* (Worldwide)
- *Ys II: Ancient Ys Vanished - The Final Chapter* (Worldwide)
- *Ys III: Wanderers From Ys* (Worldwide, *Ys: Oath in Felghana* on PSP/PC)
- *Ys IV: Memories of Celceta* (Worldwide)
- *Ys V: Lost Kefin, Kingdom of Sand* (Japan only)
- *Ys VI: The Ark of Napishtim* (Worldwide)
- *Ys Seven* (Worldwide)
- *Ys VIII: Lacrimosa of Dana* (Worldwide)
- *Ys IX: Monstrum Nox* (Currently Japan only, international release TBA)
- *Ys Origin* (Worldwide)



> *Zwei*

Explore dungeons to unlock the mysteries of the world. Unlike traditional RPGs, defeating enemies nets you no experience. Instead, chow down on food to fortify your body and grow your level. Collect food and trade it in for even better food. The name of the games comes from the German *zwei*, meaning 2, and refers to the fact that you control a pair of main characters. The first game focuses on ~~future Animal Crossing~~ writer punster Pokkle and his pampered sister Pipiro while the second one follows treasure hunters Ragna and Alwen. Pokkle and Ragna use physical attacks while Pipiro and Alwen excel at magic. Both games are available on Steam and Good Old Games. Despite being the second game, *The Ilvard Insurrection* was actually localized first.



Zwei: The Arges Adventure



Zwei II: The Ilvard Insurrection

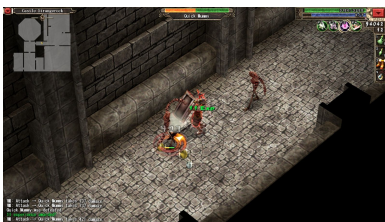
> *Xanadu*

The first *Xanadu* game is the second *Dragon Slayer* and has spawned a fair number of sequels, all action RPGs. All games since *Faxanadu* have made it out of Japan.



Releases:

- *Xanadu: Dragon Slayer II*
- *Xanadu Scenario II*
- *Faxanadu*
- *Xanadu Next*
- *Tokyo Xanadu (eX+)*



> Other *Dragon Slayer* games



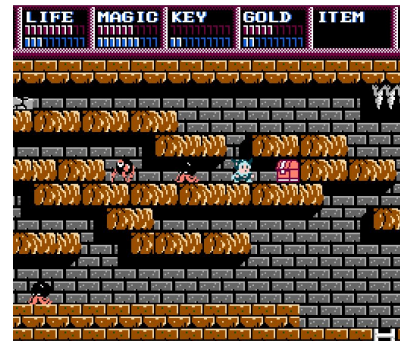
Pictured are the main games released in the *Dragon Slayer* series. Many became their own series with multiple sequels. The games are only connected by name and the fact that Yoshio Kiya was involved in development. Previously covered titles are left off for the sake of brevity. *Dragon Slayer* is considered a major influence in the history of action RPGs. Only *Dragon Slayer IV*, released on NES as *Legacy of the Wizard*, and *Sorcerian* (for DOS) have made it out of Japan.



Dragon Slayer



Romancia



Dragon Slayer IV: Drasle Family



Sorcerian



Lord Monarch



The Legend of Xanadu

> *Brandish*

Another prominent series of action RPGs. Character movement is controlled by clicking squares around the character. Only the first game has been released outside of Japan, first on SNES and later as a remade PSP version on PSN.



Brandish



Brandish 2: The Planet Buster



Brandish 3: Spirit of Balcan



Brandish 4: The Tower of Sleeping God

> Other games with English releases



Popful Mail
Sega CD



Gurumin: A Monstrous Adventure
PSP, 3DS, PC

Harvey's Photo Wall

Brought to you by: PenguinGeek, ASUtown

Hi y'all, PenguinGeek here! For the past few months I've been hosting a Campground Design of the Month contest, and we have recently transitioned it into the Island of the Month contest! I hope you've enjoyed it so far! We've decided to compile all of our past winners for you to see! Enjoy!

Campground of the Month Past Winners!

October 2019: **Selena A.**



November 2019: **Sulie T.**



December 2019: **Angela S.**



January 2020: **Angela S.**



February 2020: **Shawna A.**



March 2020: **Alex A.**



Island of the Month Contest Past Winners!

April 2020: **DarkfoolDave**



May 2020: **Arielle C.**



ASUtown here! Those campgrounds and towns are incredible, but now let's turn focus to what you wear when you strut your stuff around those fantastic towns. Here are some ideas to keep you looking cool in the hot summer ahead!



Staff Pics





Puzzles & Leaderboards!

Brought to you by: ASUtown



[Learn more about ACC's Leaderboard by clicking here!](#)

Animal Crossing New Horizons ~ Summer Wordsearch

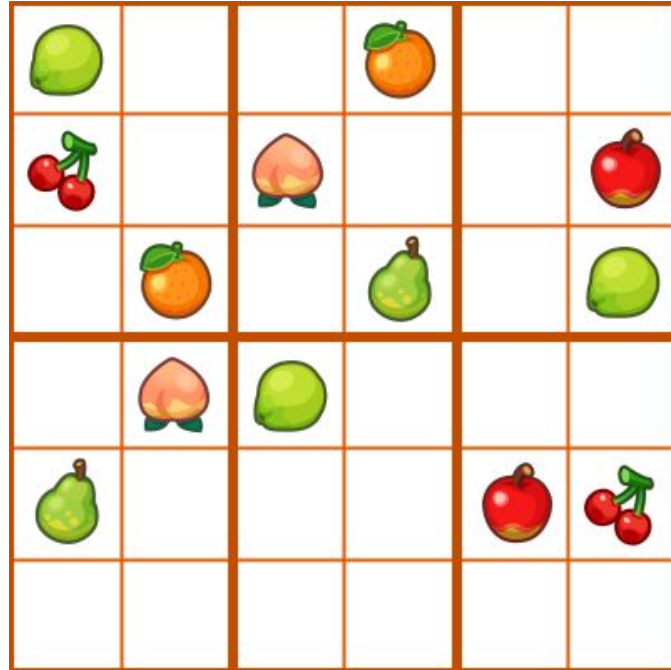
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C Y D Y I T E O B S C O C A C S G O E G
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R Q W G O V H I R J Q C Q P Z G E E S C
U F S U M M E R S O L S T I C E E A F H
S T F L I P F L O P S K V J I W K A M C
A W P S B S Y Y S C I A R T E G V T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

| | | | |
|-----------------|-----------------|-----------------|----------------|
| Summer Solstice | Fishing Tourney | Winter Solstice | Shooting Stars |
| Summer Shells | Flip Flops | Fireworks | Coconuts |
| Hydrangeas | Reese | Bug Off | Wedding |
| Sharks | Cyrus | | |

Answers on
page 54

FruitDoku

Fill in the following grid so that each row, column, and 2x3 crate outlined in bold lines only has one type of each fruit (apple, cherry, orange, peach, pear, coconut).



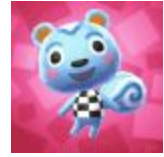
Hidden Words

Find a hidden word of at least 6 letters that's related to *New Horizons* in each 4x4 grid below. Each word must be formed by starting at one letter in the grid and using adjacent letters, no diagonals. Each letter may only be used once.

| | | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| A | Y | R | E | D | E | U | G | E | R | O | A |
| D | I | I | C | O | N | N | G | D | E | C | R |
| N | E | P | S | R | I | T | E | N | A | I | A |
| U | M | O | T | M | A | S | L | I | L | S | H |

An Interview with ASUtown

Brought to you by: PenguinGeek



I sat down with the Filbert Queen herself to bring y'all some super secret information regarding our own ASUtown. Enjoy!

1. How did you first begin on ACC? How did you find us?

The very first *Animal Crossing* game I played was *City Folk*, and as I was online constantly looking for guides I realized I continuously returned to the same site for those resources (ACC), and so I joined, and the very first thing I did was create a drawing thread where I took requests to draw villagers, and eventually moved on to the giveaway scene.

2. What is your favorite thing about being a Researcher?

I love tedious projects and the Researcher role is basically that. I love being detail-oriented and organized and this position allows me to use my talents just for that.

3. Do you have a favorite ACC project?

I think my favorite project I worked on was Color Wars, and we're excited for phase 2 of that! For personal projects, Puzzle League is near and dear to my heart. My friend Asho and I hashed out the idea, and now I run the thread with my co-host Steven, and enjoy coming up with creative games for everyone to play.

4. Who is your favorite Animal Crossing villager that ISN'T Filbert?

Since *New Horizons* this has changed. I loaded up my game that first day and was met with Goose as my starting villager. I wasn't too crazy about him at first glance, but have grown to absolutely adore him.

5. Where can we find you the most on ACC?

I am a little bit of everywhere, but easily, the Shops and Services & Giveaway Threads. I'm very active there and enjoy every moment I spend with my great team.

6. Tell us a bit about yourself!

I graduated with my Masters in Creative Arts with a focus in Creative Writing this year, and have written dozens of stories, and am working on two separate series with each book between 60-80,000 words. I spend a lot of time here running my shop and giveaway, and my main priority is being a caregiver for my adult brother, and of course,

a happy dog mom of 6, or 7 if you include my cat who thinks he's a dog. I am obsessed with coffee, and Pokémon, and enjoy staying home being happy with my husband, family, and four-legged children.

7. If you could change one thing in *New Horizons*, what would it be?

Easily the way Ables works. I dread when I want to buy multiple outfits of the same color. Please give us a select multiple option, Nintendo!

That's all folks! Tune in next time...I wonder who we will interview next!

Trivia Challenge answers:

1. c - When Princess Peach's castle is surrounded by mysterious streamers by the nefarious organ! being King Ollie, Mario must team up with Ollie's sister Olivia and some unlikely allies in Bowser and his minions.
2. a - Mew was originally supposed to cut, but after removing the debug code the developers discovered that there was enough room for one more Pokémon. Adding content after testing is complete is highly frowned upon as it potentially creates unknown bugs, which is why Mew sometimes would glitch into the games. This created so much attention that they went ahead and made Mew official to capitalize on it.
3. d - Universal was involved in a series of lawsuits regarding *King Kong* during the 1970s. Afterwards, they acquired some of the rights to *King Kong*. Fast forward to 1981 and Nintendo released the first *Donkey Kong* game, loosely based on the concept of King Kong. Given its popularity, Universal saw a chance for some easy money and sued Nintendo, led by lawyer John Kirby (believed to be the pink blob's namesake), successfully argued that many aspects of *King Kong* were in the public domain, a position Universal themselves had argued in their original court battles. The judge ruled in Nintendo's favor and asserted that the case was so baseless that Universal owed Nintendo reparations. Furthermore, thinking they would win Universal had agreed on a *Donkey Kong* clone from Tiger and that was found to infringe on Nintendo's copyright on *Donkey Kong*.
4. b - A holographic K.K. Slider was the opening act of a *Splatoon* concert in Kyoto during a Nintendo Live event in 2019.
5. a - The exact ARMS character has yet to be revealed and current events may delay development and the release date.

Spotlight Advertisements

+ Lily's Garden Shop +

Lily's Garden Shop (LGS) is a New Horizons shop selling **hybrids**, **furniture**, and **landscaping services**.

Thanks to the dedication of our team and site members, we have expanded to a **Quiz Thread** and a **Recruitment Centre**.

You can find **LGS** on the [Shops and Services Board](#). We hope to see you soon!

come see us for all your New Horizons & New Leaf needs



Milly's Flowers & Gifts

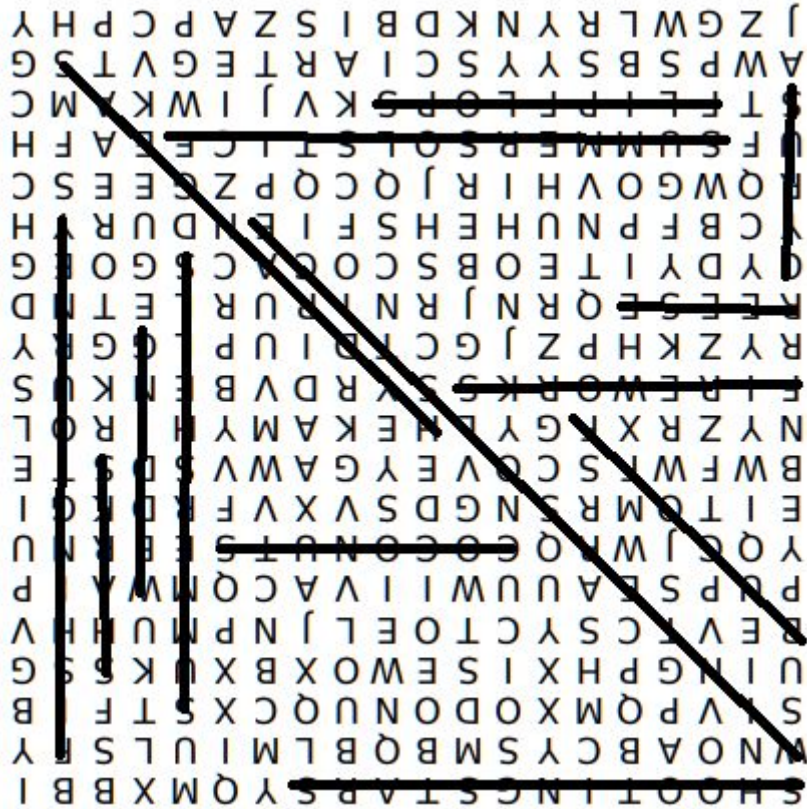
SHOP, SERVICES AND GIVEAWAY

offering specific-items, hybrids, special gifts & more!

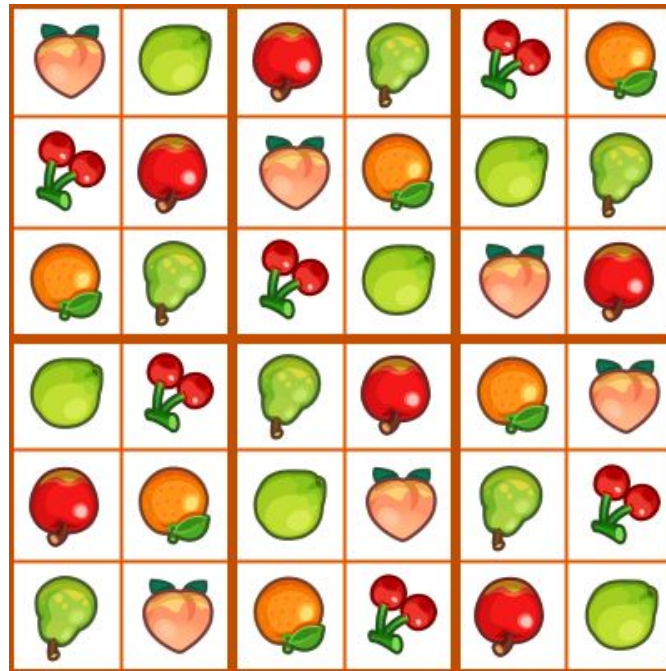


Puzzle Answers

Word Search



FruitDoku



Hidden Words

DIY RECIPE, IRON NUGGET(S), ISLAND(ER)