



Animal Crossing Community

Issue 10 - September 2020

Boo! Or shall we say ... welcome to the 10th issue of the ACC Newsletter!

With summer on its way out, and fall quickly approaching, we hope you have had a chance to sit back and relax. A new season means new content and events in *Animal Crossing: New Horizons*. So grab a snack and get caught up on what's to come!



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Animal Crossing: New Horizons Events and Updates

Brought to you by: Devin2600

Since our last newsletter we've received some major updates to *Animal Crossing: New Horizons*! We've recapped all the events and updates below and also speculate on what is to come in the future!

Bug-Off (June 27th, July 25th, August 22nd)

Arriving at the end of June was our first Bug-Off (for Northern Hemisphere players). The Bug-Off is now slightly different from past games, and is almost identical to how the Fishing Tourney is held. After talking to Flick you are given 3 minutes to catch as many bugs around your island before time runs out. Collect over 3 bugs to get some extra points. Trade in those points for special prizes ... and if you're lucky good enough you may just earn a trophy!



Summer Update - Wave 1 (July 3rd)

Nintendo kicked off summer (or winter for our Southern Hemisphere friends) with one of the largest updates to the game yet! We finally got swimming and diving, which is a returning feature from *Animal Crossing: New Leaf* on the Nintendo 3DS. Swimming allows players to traverse the waters around their island and discover new sea creatures crawling on the ocean floor.



This new feature also introduces us to Pascal - a returning special character from previous games. Pascal will give you new Mermaid Series DIY Recipes, items, and pearls when you catch scallops. Have you received them all yet?

We were also introduced to a rather odd *new* character named Gullivarr. This is essentially Gulliver, but dressed up as a pirate. Find his missing communicator by swimming and diving, and he will send you some special pirate prizes!

Summer Update - Wave 2 (July 30th)

Summer is not over yet! With the wave 2 update we received Fireworks Shows (another returning event from previous games in the series). During these shows you have the chance to enter Redd's Raffle and win special prizes such as balloons, bubble blowers, sparklers, and more! You can also speak with Isabelle to obtain special head gear, as well as set up special fireworks (using patterns) to go off that evening. Did you enjoy the show?



Along with the Fireworks Shows we were also introduced to Dream Islands! This feature was originally introduced in *Animal Crossing: New Leaf*. When you lay down on a bed you're now given the option to sleep. Doing so will allow you to meet Luna, who will guide you to visit different dream islands, or even allow you to upload your own island as a dream. Dreaming allows you to visit other people's islands without them being

there (and also allows others to visit your island too). Just remember, it's all a dream, so anything you've done at someone's island won't be permanent.



Season Change (September 1st)

With the new season brings new DIY Recipes and items. Similar to the blue summer shells you could find around your island, if you shake trees around your island acorns or pinecones may fall from the trees! You can use the acorns and pinecone to craft different seasonal furniture.

What's To Come?

We do know that a Fall Update is coming eventually. With fall officially starting rather soon it's just a matter of time before we know what the next update contains. Going off of previous installments in the series we can assume that in this update will include events such as Halloween, and even the Harvest Festival.

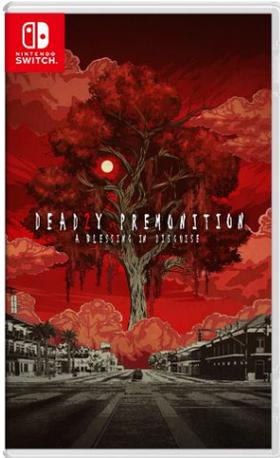
Besides the events a lot of players are looking for more things to do on their islands. Could we finally get Brewster and his café The Roost, or even another expansion of Nooks Cranny? That could help fill out the space on a lot of our islands, as I know for myself I have a large space with not much to do with it.



Recent & Upcoming Releases

Brought to you by: ASUtown

Recent Releases:



Deadly Premonition 2 - A Blessing in Disguise



Warhammer 40,000 Mechanicus



Paper Mario - The Origami King



Giraffe and Annika



Street Power Football



No Straight Roads



Captain Tsubasa - Rise of New Champions Month 1



MX vs ATV All Out



Ary and the Secret of Seasons



RPG Maker MV



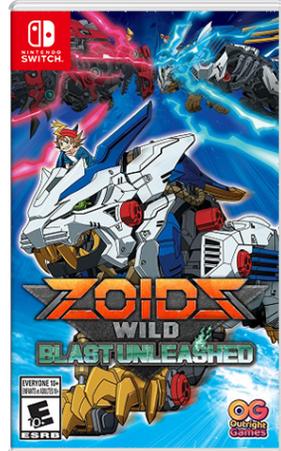
Tin & Kuna



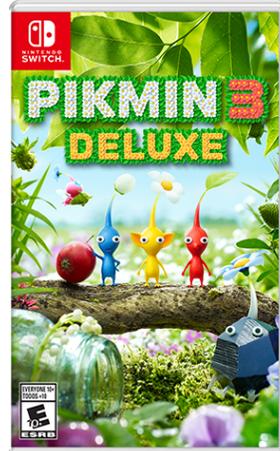
Upcoming Releases:



*Super Mario 3D
All-Stars*
Sept 19th 2020



*Zoids Wild - Blast
Unleashed*
Oct 16th 2020



Pikmin 3 Deluxe
Oct 30th 2020



*Hyrule Warriors:
Age of Calamity*
Nov 20th 2020



Game & Watch: Super Mario Bros. (Limited Edition)
November 13th 2020

Isabelle's Upcoming Announcements

Brought to you by: ASUtown

SEPTEMBER 2020

sunday	monday	tuesday	wednesday	thursday	friday	saturday
		1 Violet	2 Flo	3 Spork Maggie	4 Cally	5 Greta
6 Giovanni Cesar	7 Tucker Celeste	8 Astrid	9 Pinky	10 Pecan	11 Peewee	12 Lottie Boone
13 Moose	14 Ricky	15 Tutu	16 Ed	17 Whitney	18 Bubbles	19 Fuchsia
20 Norma Octavian	21 Henry	22 Ankha	23 Cranston	24 Blathers Apple	25 Mitzi	26 Leilani Teddy
27 Beardo	28 Kody	29 Marshal	30 Monique			
HHA		Northern Hemisphere		Southern Hemisphere		Animal Crossing

OCTOBER 2020

sunday	monday	tuesday	wednesday	thursday	friday	saturday
				1 Boyd	2 Diva	3 Big Top
4 Goose	5 Elmer	6 Bitty Tex	7 Cobb	8 Kiki	9 Drift	10 Franklin Benedict
11 Kitt	12 Plucky Lyman	13 Gonzo Chops	14 Egbert	15 Brewster Bea Hippeux	16 Friga	17 Limberg
18 Redd Al	19 Clay	20 Antonio	21 Sandy Timbra	22 Katie Sylvana	23 Groucho	24 Snooty Brockina
25 Portia	26 Eugene	27 Jambette	28 Katrina Gaston	29 Rodeo	30 Wade	31 Jack HALLOWEEN
HHA		Northern Hemisphere 		Southern Hemisphere 	Animal Crossing	

NOVEMBER 2020

sunday	monday	tuesday	wednesday	thursday	friday	saturday
 1  Butch	2  Iggly	3  Snake	4  Lucky	5  Lobo	6  Boris	7  Barn
 8  Alli	9  Pango	10  Saharah Rodney	11  Mac	12  Mathilda	13  Queenie	14  Gracie Pancetti
 15  Sly	16  Daisy	17  Mallary	18  Tia	19  Amelia	20  Sparro	21  Phyllis FIP
 22  Sable Claudia	23  Knox	24  Shep	25  Wolfgang	26  How	27  Phil	28  Peaches
 29  Kabuki	30  Kicks Tasha					
 HHA		Northern Hemisphere 		Southern Hemisphere 		 Animal Crossing

RETRO CORNER

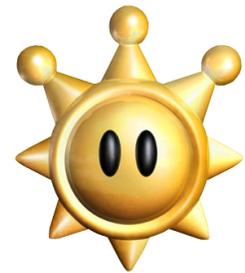
Brought to you by: JellyBeans97

Region	Release Date
Japan	July 19 th , 2002
North America	August 26 th , 2002
Europe	October 4 th , 2002



In this edition of the ACC newsletter, we are turning back the clock to review a blend of retro and original themes present in *Super Mario Sunshine*, released on the GameCube in 2002 for Japan, North America, and Europe.

Mario's adventure begins by jetting off to Isle Delfino with Princess Peach for a relaxing vacation accompanied by Toadsworth and several other toad aides. During the landing, Peach's pink plane screeches to a halt on the runway to avoid the large "M" that has been smeared in slime "goop". Similar graffiti appears across the tropical paradise, having been vandalized by Shadow Mario. As a result of the defacement, Shine Sprites - the sun-kissed medallions used as a power source - vanish and scatter across the land, enveloping the haven in a blanket of shade. Mario's reputation is tarnished, for the Pianta-plant residents of the islet circle the innocent plumber like vultures during his trial, vehemently declaring that Mario cannot leave until the island has been cleansed. With the assistance of the Flash Liquidizer Ultra Dousing Device (F.L.U.D.D.) water cannon to wash away any remaining vandalism, Mario seeks to regain his honor, restore sunshine to Delfino by collecting 120 Shine Sprites, and save Princess Peach from the greatest enemy of all; himself.





Across the dolphin-shaped archipelago there are 10 locations concealing Shine Sprites and further graffiti, including; Pinna Park, where Mario must wield F.L.U.D.D. and climb the overcharged Ferris Wheel overpowered by a Red Electrokoopa; Sirena Beach, invaded by a giant electric manta which divides into tiny minions when doused with water; and Corona Mountain, the lair of Shadow Mario which rumbles menacingly above the Plaza. Delfino is no ordinary island by any means.

Reflecting upon the island's stages, each area retains nostalgic challenges to obtain Shine Sprites; for instance, a hidden Shine Sprite can be found in every area after amassing 100 yellow coins, a similar duty in *Super Mario Bros* to earn an extra life. Several stages including "The Red Coins of Windmill Village" in Bianco Hills and "Red Coins in the Coral Reef" from Gelato Beach task Mario with collecting 8 red coins, an undertaking prevalent in the fourth mission of Bob-omb Battlefield in *Super Mario 64* to obtain a Power Star.

In contrast, *Super Mario Sunshine* presents the player with a number of contemporary twists. The acquisition of blue coins in all stages in secret locations or presented as "M" murals illustrates this novel idea - In this game, the writing is literally on the wall. 10 blue coins can then be redeemed for one Shine Sprite. Meanwhile in other locations, Mario must run faster than the speed of light against Il Piantissimo to seize the flag first as the breeze whistles through the trees in Pianta Village for example. Several stages arguably carry the most infuriating (!) test when Shadow Mario steals F.L.U.D.D., leaving Mario doomed to ground pounds (by pressing the L trigger mid-air) and spamming the A button to maneuver wall jumps across crumbling sand blocks and rotating wooden platforms on his working vacation, all whilst the "Ground Theme" from *Super Mario Bros*. taunts you with its snapping fingers.



On account of the modern approach, several differences exist between *Super Mario Sunshine* and its predecessors, most notably the introduction of F.L.U.D.D. because the dousing device appeared for the first time at Delfino Airport. (Showering furious Piantas and Noki with water was a cruel but amusing childhood past time). In addition, the game allowed players to ride Yoshi in 3D for the first time whilst he gobbled up Cataquacks, Sleepy Boos, Strollin' Stus, and sprayed fruit juice to reveal new pathways. Be warned; if the dotting dinosaur does not eat any tropical fruit or

touches water, he evaporates into thin air. Nevertheless, Peach also manages to (albeit briefly) enjoy her vacation with Mario before being whisked away by his shadowy alter-ego in front of Toadsworth's own eyes, as opposed to other titles where she is kidnapped some-other-where from the outset.

Through selling 5+ million copies worldwide and retaining stellar reviews, *Super Mario Sunshine* truly has stood the test of time due to the fusion of new and established themes. If I were to have one *miniscule* criticism, it would be to have incorporated a two-player mode with minigames to be enjoyed by friends and family, so that the game is enjoyable for all (e.g. rushing to find all 8 red coins first in a level), for I spent many many childhood hours ticking off the blue coin locations in the game's strategy guide whilst my brother rampaged on his quest to find all 120 Shine Sprites and 240 blue coins (which he did, three times).



Spoiler: Shadow Mario reveals himself to be none other than Bowser Jr., who kidnapped Princess Peach as he originally believed that the Princess was his mother. He later reveals that he knew this was not true.

Trivia:



After collecting 30 Shine Sprites across the game, Mario can receive a pair of sunglasses from the Pianta sunglasses vendor who appears in all stages except for Sirena Beach and Noki Bay.



The Shine Sprite has become an iconic symbol throughout *Super Mario* games over the last 18 years. In *Mario Kart DS* and *Mario Kart 8* for example, players must battle each other to collect the most Shine Sprites in 'Shine Runners' and 'Shine Thief'.



Super Mario Sunshine contains a number of Easter eggs referencing previous games in the series. When F.L.U.D.D. scans Mario during their initial meeting, a brief clip of Mario spinning Bowser by his tail in *Super Mario 64* is played.

(All images obtained from Super Mario Wiki)

Trivia Challenge

Brought to you by: JellyBeans97

1. In *The Legend of Zelda: Breath of the Wild*, how many full heart containers (not temporary ones) are needed to obtain the Master Sword?

- a. 8
- b. 13
- c. 10
- d. 20

2. Which flower type is currently not available in *Animal Crossing: New Horizons*?

- a. Rose
- b. Pansy
- c. Tulip
- d. Violet

3. When Princess Peach invites Mario to Toadstool Castle in *Super Mario 64*, what has she baked for him?

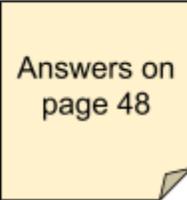
- a. Cobbler
- b. Cookies
- c. Cake
- d. Muffins

4. *Mario Kart: Double Dash* was released for the GameCube in which year?

- a. 2003
- b. 2005
- c. 2002
- d. 2004

5. A Gym type was introduced in *Pokémon Sword/Shield* that had never been in the *Pokémon* series before. What type of gym was it?

- a. The first Grass-type Gym
- b. The first Water-type Gym
- c. The first Dark-type Gym
- d. The first Fire-type Gym



Answers on
page 48

Company Crossing

Brought to you by: ACWWFreakazoid

GRANDIA

The *Grandia* series is developed by Game Arts. The first game released in Japan for the Sega Saturn in 1997. Most of the titles are stand-alone, but they all focus on the theme of adventure and exploration. Read on for a Grandia overview of the series!

Grandia



Platforms:

Saturn (JP), PS1, PSN, Switch, PC

Take the role of Justin, an aspiring adventurer who wishes to follow in the footsteps of his father. Determined to prove there's more to explore past a giant wall known as the End of the World, he sets off from his hometown of Parm with his cousin Sue.



Battles in *Grandia* are a modified turn based system. Icons for each combatant move along an IP bar at the lower right. When a combatant reaches a certain point, they can specify a command, either a physical attack or magic spell. Upon reaching the end, the action will be executed. However, there's a catch! Combatants can be interrupted and canceled during this time if they are attacked before completion of the action. Careful timing is key to a successful strategy!



Levelling up works the same way as most RPGs. Get enough experience points and receive a level up with stat boosts. However, weapons and spells can also be levelled up. Use a weapon or spell type enough with a character and their proficiency with that weapon or spell type will increase, granting a permanent stat increase of some sort. Level up the correct combination of weapons/spells to learn new, more powerful skills.

Grandia II



Platforms:

Dreamcast, PS2, Switch, PC

Thousands of years after a battle between the god of darkness, Valmar, and the god of light, Granas, a young mercenary named Ryudo is hired by the Church of Granas. He is tasked with escorting Elena, a Songstress of Grana, to a ceremony. After something goes terribly wrong during the ritual, it is revealed that Elena has been

possessed by the Wings of Valmar, a piece of Valmar that had lain dormant since the battle thousands of years prior. Ryudo is then asked to take Elena to Pope Zeras of the Church of Granas so that she can be cleansed. Before he can even begin on the mission, Ryudo is attacked by a mysterious woman named Millennia. Set out on Ryudo's journey and discover the truth behind Elena, Millennia, and the Church of Granas.



Battles work in much the same way as in *Grandia*. Learning new moves and spells is a bit different though. Instead of levelling up through repeated use, they are instead learned by using Skill Coins and Magic Coins. Additionally, skills can be learned from various Skill Books and can be equipped to add effects to attacks and spells.



Grandia III



Platforms:
PS2, PSN

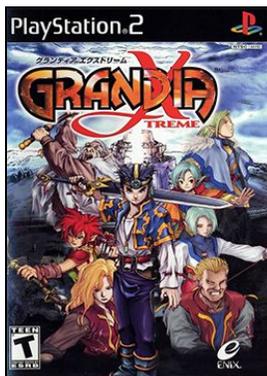
Titalos Island is surrounded by the vast Belion Sea. The main form of transportation is magic-powered airplanes or flying creatures such as dragons. Only one person, the legendary Sky Captain Schmidt, has managed to fly the entirety of the sea. Idolizing him and determined to follow in his footsteps, Yuki toils tirelessly on building a plane of his own. After many failed attempts, he thinks he finally has a successful plane and sneaks away from home to set off on his journey. However, unbeknownst to Yuki, his mother stows aboard the plane and the extra weight causes it to crash (Ash Ketchum is probably realizing just how lucky he is that his mom only pesters him about clean underwear). Before they can argue it out, they notice several men chasing a girl in a carriage. They save her and learn that her name is Alfina and that she is a communicator, one who can speak with the Guardian Beasts. Understanding of her plight, they agree to escort her to a temple in Arcriff, unwittingly getting themselves involved in a plot larger than they could have imagined.



The battle system is largely unchanged from the first two games. The ability to send foes airborne and execute special Aerial attacks is the main new addition to the combat system. Navigation on the world map is also shifted towards flying a plane to various ports, with more opening up as the game progresses.



Grandia Xtreme



Platforms:

PS2

Taking a different approach from the other games, *Grandia Xtreme* is more of a dungeon crawler. Only two towns are accessible in the entire game, with everything else taking place in dungeons. Also, only a single save point exists in the entire game in the starting town of Locca. Luckily dungeons have a warp-out point or two that allow you to exit and then return to that point after saving and restocking. The story focuses on Evann, a Ranger able to interact with various ruins as he is forced to help uncover the cause of the Elemental Disorder threatening a fragile peace between humans, Arcadians, and Hazmans. Dean Cain, Mark Hamill, and Lisa Loeb voice three of the characters, leaving little budget for the remaining characters.

Battles work almost the same way as previous titles. The main difference is the addition of combo attacks and how spells and skills are learned. While exploring dungeons, you'll pick up various Skill Books, Skill Scrolls and Mana Eggs. Take the Scrolls back to Locca and get them appraised to reveal what skill they hold. That skill can then be attached to a Skill Book and equipped to a character, allowing the skill to level up. Mana Eggs can be combined to form more powerful Eggs with more powerful spells and increased MP capacity. Skills and Eggs can only be equipped while in Locca, which becomes a bit of a pain.



Other games



Grandia Digital Museum

An expanded media disc for *Grandia*. Complete 4 dungeons to unlock various assets from the game.



Grandia Parallel Trippers

A side story that focuses on Yuuhi, a student that gets transported to the world of *Grandia*. He must find his friends and return home.



Grandia Online

A prequel to *Grandia* in the form of a MMORPG. It chronicles the Age of Genesis. Servers were shut down in 2012.

TOUCH DETECTIVE

Developed by BeeWorks, the *Touch Detective* series (known as *Mystery Detective* in PAL regions) follows aspiring detective Mackenzie (Rina Ozawa in Japanese). Assisted by longtime family butler Cromwell and her squishy pet anthropomorphic mushroom Funghi, she solves various cases to become the greatest detective the world has ever seen.

All of the main games are reminiscent of point-and-click adventure games. You interact with various characters to gather clues and items to solve a case. Items can be further examined to reveal additional clues. Mackenzie has a penchant for touching various things to see what they feel like, and even keeps a Touch List recording them all that can be filled throughout the games.





The first two games, *Touch Detective* and *Touch Detective 2 ½* (named in homage to the *Naked Gun* movies) are available for the DS as well as on mobile devices. These games are known as *Mystery Detective* and *Mystery Detective II* in PAL regions. The third game was released for 3DS and never made it out of Japan. It's title translates roughly to *Touch Detective Rising 3: Does Funghi Dream of Bananas?*

The character of Funghi has become immensely popular in Japan (where it's known as Nameko) and around the world. As a result, many mobile spin-offs starring Funghi have been created. Additionally, a Japan-only 3DS rhythm game has been released along with a puzzle game, *Funghi Explosion*, for 3DS in Japan and Switch worldwide..



Franklin's Fantastic Foods: Rice Krispie Treat Pumpkins

Brought to you by: Devin2600

What You Need:

- Rice Krispies (6 cups)
- Butter (½ stick)
- Large Marshmallows (1 bag)
- Food Coloring (Yellow and Red)
- Mini Rolo's or Hershey Kisses
- M&M's (Green)
- Cooking Oil (optional)



How To Make:

1. Over low heat melt butter and then add marshmallows. Stir until mixture is combined.
2. Remove from heat and add food coloring to reach desired shade of orange. Mix well.
3. Add the Rice Krispies to the mixture and stir to combine.
4. Optional: Coat hands with cooking oil to prevent mixture from sticking to hands.
5. Roll the Rice Krispie mixture into balls and place onto a parchment lined baking sheet.
6. While the balls are still somewhat warm push the mini Rolo's or Hershey Kisses onto the top to create the stem. Place a green M&M next to it as a leaf.
7. Allow to fully cool and enjoy!

Crafty Creations

Brought to you by: ASUtown

Creating an underwater abandoned birdhouse

What you need:

- Unpainted birdhouse
- Green paint
- Fake moss
- Glue gun/glue gun sticks
- Stickers/vinyl (optional)



1. Paint the birdhouse.
2. When painting the roofs I applied some moss so that it would dry on with the paint. I also added moss with glue inside the fence.
3. Using the glue gun I let some strands drip down to create an abandoned effect. I added some paint to have it match.

I used my Cricut Machine to cut the vinyl. You may want to use a vinyl that attaches better to wood, or you can glue any loose pieces.

Created by @ASUtown

Harvey's Photo Wall

Island of the Month Contest

Brought to you by: PenguinGeek

Hey ya'll! Welcome back to another installment of Harvey's Photo Wall! First up, you will see our latest winners of our Island of the Month contest! Congrats to all of you and thank you all for participating, we love seeing your creations!

June: Beach Day

Winner: Kaitlin Hannah



July: July Cook-out

Winner: Cassie T.



August: Best Water-scaping

Winner: Sarah H.



Staff Favorites

Brought to you by: HatakeSage



Costume Party!

Brought to you by: PenguinGeek



ASUTOWN AS: POWER RANGERS



HATAKESAGE AS: NARUTO



PENGUINGEEK AS: THE QUEEN OF HEARTS

Spooky Pets

Brought to you by: The Staff!



SPOOKY PETS! STAFF EDITION



**SALEM AS:
A PUMPKIN**



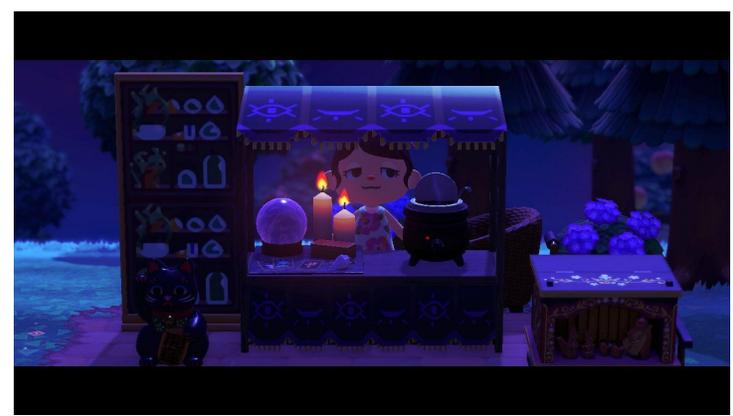
JACK AS: A COW



**FRANK AS: A
POSTMAN**

Fun New Horizons Moments!

Brought to you by: The Staff!





Puzzles

Brought to you by: ASUtown



MATCH THE CHARACTER TO THEIR CATCHPHRASE

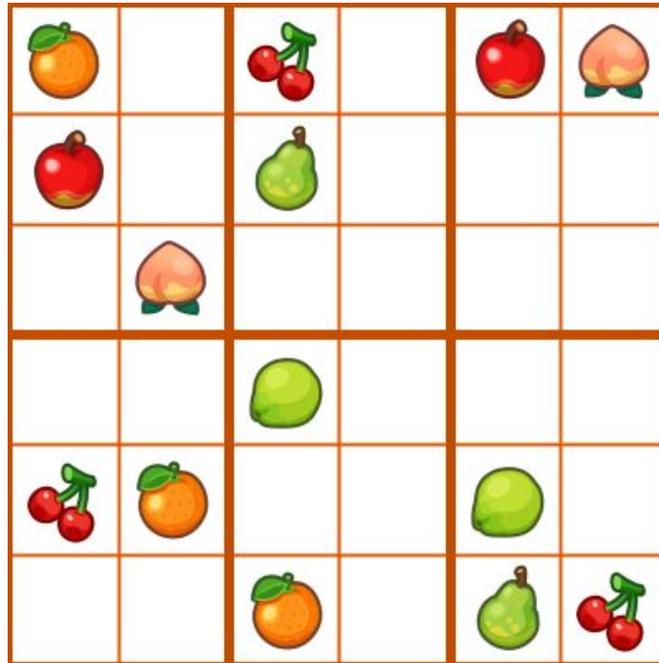
			BRAINFREEZE
			BUEKO NO DOY
			UFF DA
			VILLAIN SHREDDER
			WUT PTHHPTH
			TOOOOOT

send your answers to @ASUtown and earn +5 points on the ACC Points Leadership Board



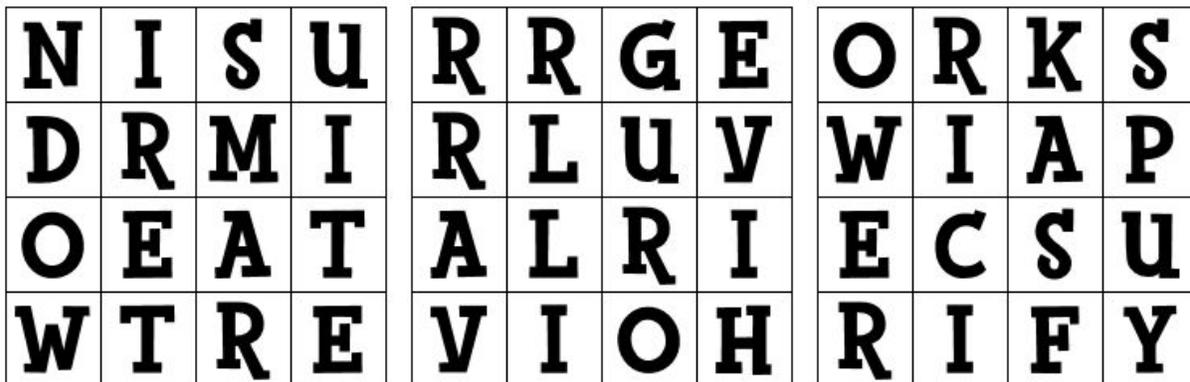
FruitDoku

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



Answers on page 48

Interview with Dimentio95

Brought to you by: PenguinGeek



Hey ya'll! This time around, I have a never-before-seen interview with the one and only Dimentio95! Once a Researcher, and now a Mod, he has done it all! Keep reading for the whole scoop!

1. Where can we normally find you on ACC?

Most likely on the Off Topic boards, especially Forum Games, or ACNH General.

2. How did you feel when you were asked to join the Mod team?

I was really surprised! I didn't see it coming at all, but I decided I was up for trying something new.

3. Who is your favorite Animal Crossing character and why?

Hugh the pig! He was one of the first villagers I encountered as a kid that I remember well, and he was my avatar for a long time on ACC. He also currently lives on my island now.

4. Has it been an easy transition from Researcher to Moderator?

It's really hard to say because they're totally different. It takes a little time to transition from thinking about making new content for the site to thinking about making improvements and keeping it safe.

Something that people don't always realize is that a lot of the staff help one another across all sorts of areas. So just because I have a different primary focus I'm still able to give a little free time to help with other tasks groups like the R&D team are still leading.

5. What is your favorite thing to do on ACC?

My favorite thing to do on ACC is participating and helping in our special events! It's always fun to have all these special occasions with the whole community involved, and all the games and special graphics that are prepared for them.

6. Can you tell us a little bit about yourself, hobbies, etc?

I graduated from college 2 years ago with a degree in Chemical Engineering and work as a plastics manufacturing engineer in real life, I've always loved math and science. I'm always playing some sort of Nintendo game, with my favorites being the Zelda and Paper Mario series. Helping with ACC can be a hobby of its own too. I'm always wasting time playing YouTube videos or music as well, haha.

7. You host some pretty great games, do you have a favorite one and why?

My favorite forum game is Doors of Luck! As of writing this I am on #36, which is crazy. The premise of the game is so simple, just testing your luck each round by choosing an option and seeing if you get eliminated or not. But it's my favorite because I get to come up with these random themes and funny scenarios where your choice is something that can influence the story or create an absurd situation.

8. If you could add a feature in *New Horizons*, what would it be?

Remove some of the unnecessary dialogue like Isabelle's announcements or the Dodo Airlines process!

Collector's Cranny

Brought to you by: PenguinGeek, ASUtown, ACHW\Freakazoid

A cute Halloween Lego set that I found happened to be one of my favorite animals (besides penguins): the bat! This cute set also features a little pumpkin if you didn't think it was already too Halloweeny! It's wings, feet, and ears can move, which makes this little guy even more interactive!



LEGO Nintendo Entertainment System



The Nintendo NES Lego Set features several different builds all contributing to the overall theme of the set. The NES system opens up for the *Mario Bros* cartridge to fit inside, and also allows the lego controller to plug into it, as a real controller would. The television sits on a stand, which unfortunately does not connect. The television has a crank that moves the screen to resemble actual gameplay. Lego Mario (sold separately) can sit on top of the television and mimic the sounds of the blocks that the Mario on screen hits, providing music and a more realistic scene. My only complaint is that Lego Mario can be difficult to hear.

Club Nintendo Mario Diorama



This *Mario* diorama was the 2010 US Platinum level reward for Club Nintendo (RIP). It includes most of the main *Mario* characters, plus Goomba. Some fans may be disappointed in the lack of characters such as Wario, Waluigi, Daisy, and some of the other classic enemies like Koopa, Bob-omb, and Cheep-Cheep. The diorama comes in a cardboard box themed after the in-game ?-blocks.



Mario teamed up with Lego to come out with several play sets, as well as 10 collectable characters! I was able to collect 7 out of 10...but the Blooper and other sea enemies have evaded me. These cute little characters are great for collectors and easy to build!

Animal Crossing Community Poll Insight

Brought to you by: Degeneration

If you are a math nerd like me, you love the weekly polls on ACC! Weekly polls can give us an insight into the community. What do people think of the game, and how does it influence their behavior? In this article, I'll discuss what poll results from the last few months mean.



Game Updates

One way that *New Horizons* is different than past games is its frequent game updates. Many of ACC's polls explore the community's reaction to recent updates. Three recent polls asked people how they felt about a recent update: Reese and Cyrus' wedding collection, the mermaid series, and a question about the July update in general. Reactions to the wedding and mermaid sets were pretty lukewarm. Half of the people who responded to the wedding series polls "kind of" liked it and only went and got more when they remembered, and about a quarter had no interest in it at all. People are more interested in the Mermaid series, a throwback to *New Leaf*. Twice as many people love the mermaid series compared with the wedding furniture. But a sizable group of people (35%) think it's only "ok."

Interestingly, though reactions to the Mermaid series were mixed, most people were happy with the July update in general. The July update brought more changes than the Mermaid Series. Other significant changes included swimming and diving as well as a new visitor: Gullivarr. Over three-quarters of people thought the update was great, while only three voters were "not thrilled" with the update.

What might these differences mean? For one diving, pirate items, and the mermaid series are all features of *New Leaf* missing from *New Horizons* at first, whereas the wedding series is new. Perhaps old *Animal Crossing* fans want to see more things from *New Leaf*? Or people prefer diving for pearls or communicator parts to arranging a wedding scene. I'll be interested to see what the community thinks of future updates.

The Museum

Donating to the museum has been part of the game since its introduction on GameCube. Past games typically have a reward for completing the museum. *New Leaf* not only gave the player a museum model for completing the entire museum, but various other milestones unlocked items for sale in the museum gift shop. There appears to be no reward for completing the museum in *New Horizons*. Despite that, most players (88%) prioritize completing the museum, and more players wish Redd would show up more often than all the other special visitors in that poll combined. A sense of completion has always been a strong motivation for many players in *Animal Crossing*, and the *New Horizons* museum would seem to be a goal for many players, despite a lack of rewards.

Trading Methods

Trading has been a part of *Animal Crossing* from the beginning. The *Animal Crossing* economy functions much like a real-life economy in many ways. The more people want something and the scarcer it is, the more you can trade it for. The recent poll on trading shows us that, unlike many modern economies, most people prefer to barter by trading items for items. This makes sense. Like past games, once you reach a certain level of Bells, having more doesn't get you much in-game. And unlike real life, there's no need to save money for unexpected expenses. Holding on to an item many people want might help you get something you want as sometimes traders will only trade a coveting item for a particular item they're looking for.

The emergence of Nook Mile Tickets as an alternative currency is really interesting. Of the trading methods in the poll, Nook Mile Tickets were the least popular. Nonetheless, the fact that people use them for trading is fascinating. Alternate currencies happen in the real world, too. In the United States, during the 1830s, President Jackson abolished the national bank, which led to many privately minting alternative currencies collectively referred to as "hard times tokens." In modern times, towns or other types of local regions sometimes produce local currencies to encourage people to shop locally. This happens throughout the world, in places such as the United Kingdom, Kenya, and Malaysia.

So why have Nook Miles Tickets emerged in *New Horizons*? It may have something to do with Bells not buying you much in-game. The inability to use an ATM on another person's island is probably also key. Because of this, there is a limit to the number of bells you can carry, and so Nook Miles Tickets are more efficient than Bells.

The poll on trading also shows that there are quite a few players who don't trade at all. Almost twenty percent of *New Horizons* players who responded said they don't trade. This could be because they can't work because of poor WiFi or not having a Switch account. Or it could be because they prefer to obtain all the items they want on their own.

What else will we learn about our community through polls? I'm excited to find out. If there is something you're wondering about, you can always suggest a poll idea to one of the site admins by clicking [here](#)!

Thanks for nerding out with me!

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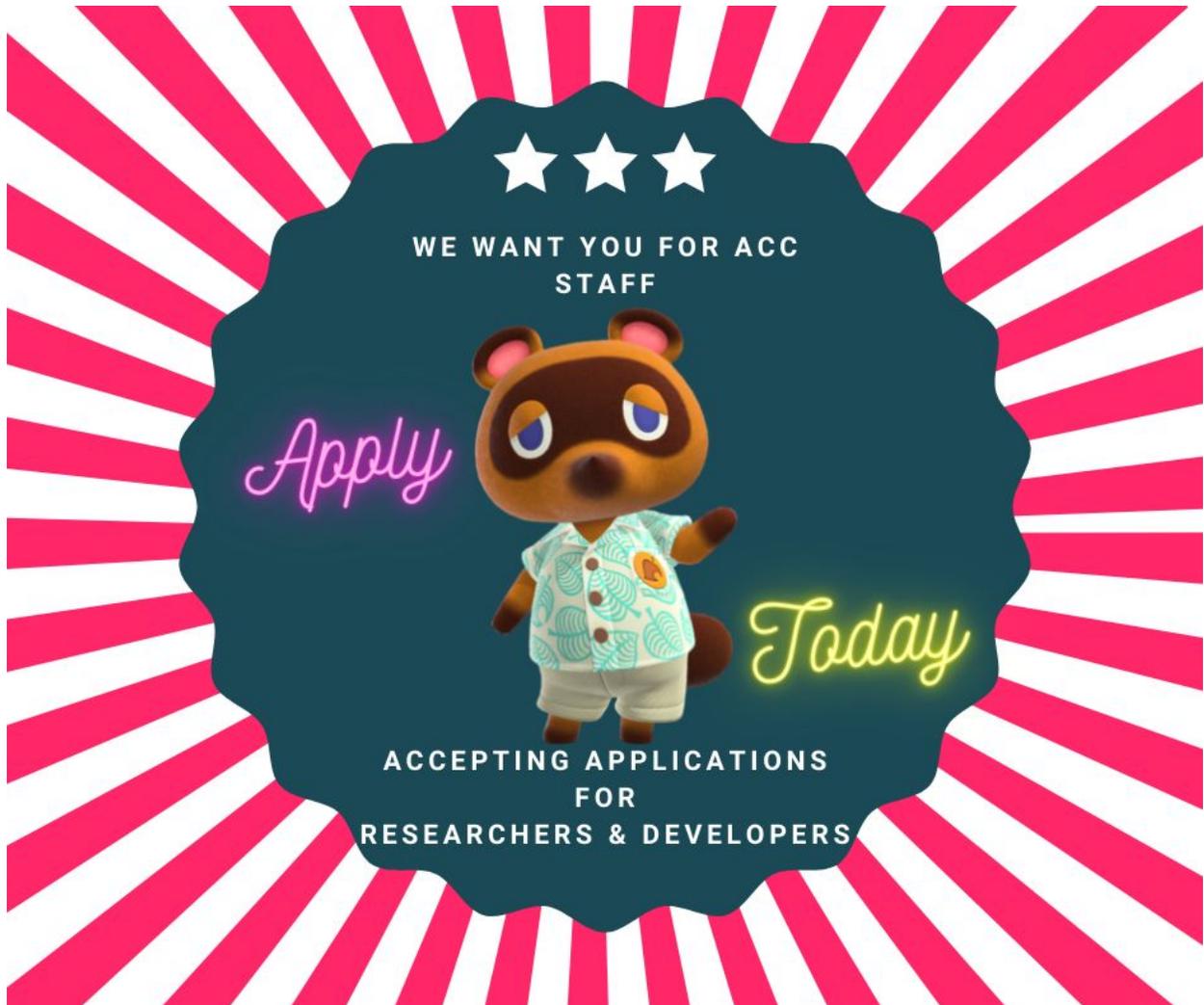


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+ Lily's Garden Shop +

LGS is a Giveaway offering free **furniture**, **hybrids**, and **DIY items** for New Horizons.

We also have the **Diggin' for Treasure** thread and **Quiz Questions** threads, offering prizes of **NMTs**, **star fragments**, and more!

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

Lily & Beth (Co-Owners)

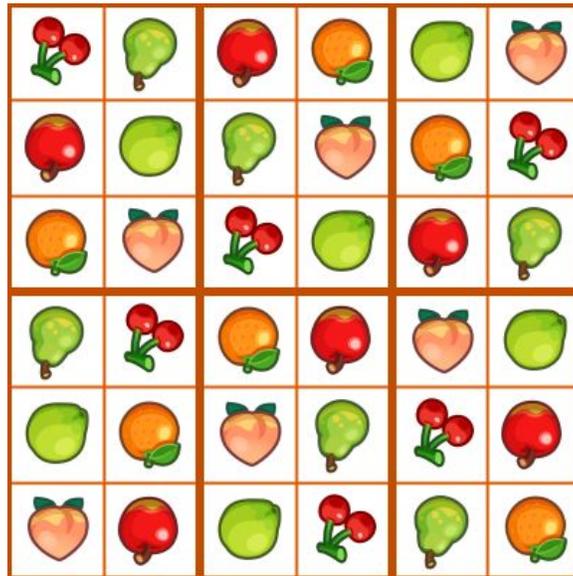
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FruitDoku Answer:



Hidden Word Answers:

1. DREAM SUITE 2. GULLIVARRR 3. FIREWORKS

Trivia Challenge Answers:

1. b - 13 full heart containers (not temporary ones) are needed to obtain the Master Sword in *The Legend of Zelda: Breath of the Wild*. The Master Sword is located in the Lost Woods in front of the Great Deku Tree.
2. d - Violets are a flower type not available in *Animal Crossing: New Horizons*. Neither Carnations nor Dandelions are available at this time either.
3. c - Princess Peach invited Mario to Toadstool Castle in *Super Mario 64*. On the invitation she states she has baked a cake for him.
4. a - In November 2003, *Mario Kart: Double Dash* was released on the GameCube. Approximately 7 million copies of the racing game were sold.
5. c - The first Dark-type Gym was introduced in *Pokémon Sword/Shield*, with Piers as the Gym Leader. Pokémon cannot Gigantamax or Dynamax in the Gym.