



Animal Crossing Community

Issue 14 - April 2023

Welcome to the 14th issue of the ACC Newsletter!
Don't worry, it's a completely normal edition.
Nothing strange about it at all.

Sit back, relax, and happy reading!



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Isabelle's Upcoming Announcements

Brought to you by: sunnycarnation

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1 Cephalobot
2 Tammi Cashmere	3 Eunice	4 Buck	5 Beau	6 Hopper	7 Rasher	8 Maelle
9 Stella	10 Shari	11 Punchy	12 Melba	13 Candi	14 Rocket	15 Leaf
16 Vesta	17 Charlise	18 Piper	19 Pietro	20 Stu	21 Agnes	22 Phoebe
23 Miranda	24 Walt	25 Bertha	26 Kevin	27 Katt	28 Ava	29 Coach
30 Angus						





Text Alternative Calendars

Brought to you by: Milly_MFG

April

Sun	Mon	Tues	Weds	Thurs	Fri	Sat
						1: Cherry Blossoms begin (NH) Bunny Day begins
2: Tammy & Cashmere Birthday	3: Eunice Birthday	4: Buck Birthday	5: Beau Birthday	6: Hopper Birthday	7: Rasher Birthday	8: Maelle Birthday
9: Stella Birthday	10: Cherry Blossoms end (Northern Hemi) Shari Birthday	11: Fishing Tourney Punchy Birthday	12: Bunny Day ends Melba Birthday	13: Candi Birthday	14: Rocket Birthday	15
16: Vesta Birthday	17: Charlise Birthday	18: Piper Birthday	19: Pietro Birthday	20: Stu Birthday	21: Agnes Birthday	22: Phoebe Birthday
23: Nature Day Begins Miranda Birthday	24: Walt Birthday	25: Bertha Birthday	26: Kevin Birthday	27: Katt Birthday	28: Ava Birthday	29: Coach Birthday
30: Angus Birthday						

May

Sun	Mon	Tues	Weds	Thurs	Fri	Sat
	1: May Day Clyde Birthday	2: Mint Birthday	3: Sylvia Birthday	4: Nature Day ends Deirdre Birthday	5: Paolo Birthday	6: Tank Birthday
7: May Day ends Ozzie Birthday	8: Curlos Birthday	9: Bunnie Birthday	10: Patty Birthday	11: Cherry Birthday	12: Ellie Birthday	13: Biskit Birthday
14: Canberra Birthday	15: Leonardo Birthday	16: Ike Birthday	17: Gayle Birthday	18: International Museum Day begins Pekoe Birthday	19: Olaf Birthday	20: T-Bone Birthday
21: June Birthday	22: Colton Birthday	23: Peggy Birthday	24: Deli Birthday	25: Derwin Birthday	26: Bruce Birthday	27: Del Birthday
28: Renee Birthday	29: Purrl Birthday	30: Hamlet Birthday	31: International Museum Day ends Marcie Birthday			

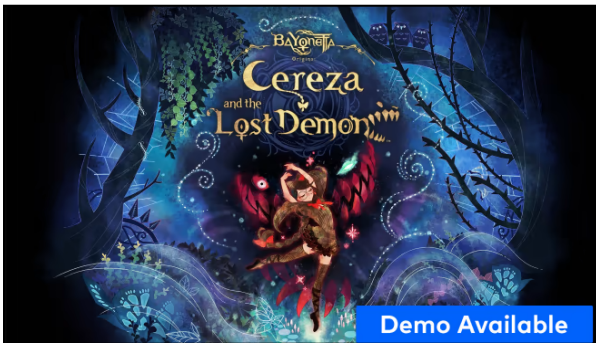
June

Sun	Mon	Tues	Weds	Thurs	Fri	Sat
				1: Wedding Season begins International Children's Day Keaton Birthday	2: Lucy Birthday	3: Filbert Birthday
4: Reneigh Birthday	5: Camofrog Birthday	6: Raddle Birthday	7: Zell Birthday	8: Peanut Birthday	9: Alfonso and Cyd Birthday	10: Walker Birthday
11: Pudge Birthday	12: Bettina Birthday	13: Scoot Birthday	14: Pippy Birthday	15: Maple Birthday	16: Roscoe Birthday	17: Spike and Tangy Birthday
18: Cookie Birthday	19: Sally Birthday	20: Summer/Winter Solstice Graham Birthday	21: Father's Day Sydney Birthday	22: Jacques Birthday	23: Tammy Birthday	24: Bluebear Birthday
25: Drake Birthday	26: Marina Birthday	27: Bug Off Deena Birthday	28: Kidd Birthday	29: Merry Birthday	30: Weber and Broccolo Birthday	

Recent & Upcoming Releases/ Nintendo News

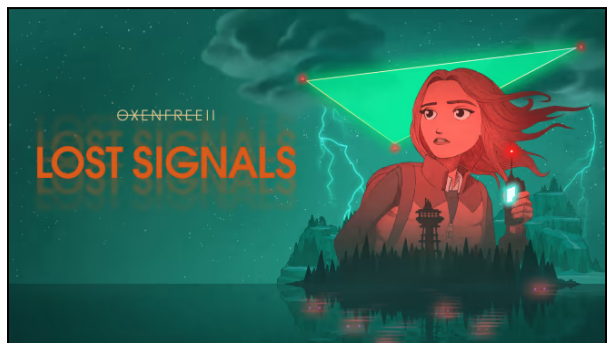
Brought to you by: Milly_MFG

Recent Releases





Upcoming Releases





RETRO CORNER

Brought to you by: ACWNFreakazoid



The Sword of Hope



The Sword of Hope II

It's time to go old school with a couple of Game Boy games from the early 90's: *The Sword of Hope* and *The Sword of Hope II*. In Japan, they are known as セレクション (*Selection*), with the first game being 選ばれし者 (*Erabareshi Mono*, English: *The Chosen One*) and the second 暗黒の封印 (*Ankoku no Fuuin*, English: *Seal of Darkness*). Both were developed by Kemco, known today for their glut of low budget, inexpensive games.

In *The Sword of Hope* the king of Riccar, Hennessy, has been possessed by the insidious Dark Dragon. Not only does he remove the Sword of Hope from its resting place, releasing a terrible curse, he also kills his wife and attempts to do the same to their newly born son, Theo. All hope is not lost though, as Theo is rescued by the brave knight Pascal, and the castle sealed to prevent the spread of the curse.

You take the role of Prince Theo 15 years later as he sets off to free his father from the control of the Dark Dragon and save the kingdom. In order to do so, he must seek out the three magicians that sealed off the castle in order to recover the Sword of Hope and vanquish evil. The journey will not be an easy one though, as monsters lurk around every corner.

Unlike some RPGs of the time, there is no overworld. Instead, the interface harkens back to more of a first person point-and-click. You can either move or interact with the current screen using "Look", "Open", or "Hit" and then choosing

a target. Each action potentially has a different effect depending on the target, if any at all.



Should you encounter an enemy when trying to change screens (this can be predicted by the dot next to the arrow), a typical turn-based battle begins. Like *Dragon Quest* games, enemies are divided into groups during encounters. Normal attacks target random individuals within the selected group, while magic has different areas of effect depending on spell.



Sounds simple enough, but watch out for some wrinkles. For one, enemies of different types will actually attack each other sometimes. Furthermore, some spells cannot be aimed and you can end up hitting yourself randomly. The same applies to enemies though, so they'll often fire off a spell that turns into friendly fire. The other annoying feature is that unless you outlevel the enemy enough, your attack can do almost no damage occasionally. This can make it hard to predict exactly what will happen. Again, the same applies to enemies, so the RNG can really make or break boss fights.

The Game Pak lacks a battery, so a password system is employed. You can get the current password from Pascal at your starting location, and conveniently you start off with a spell that lets you return at any time as long as you have enough MP. The only annoying part is that the game developers decided to include odd symbols like ∞, ∩, Δ, and ≡ in passwords for whatever reason.

Luckily *The Sword of Hope II* Game Pak comes with a battery and 3 save files, so no more bothersome passwords. You can also save the game at any time by pressing the Start button. How's that for convenient?

The story begins five years after the events of the first game. Prince Theo is living happily with his father and Riccar enjoys peace and prosperity. Unfortunately such a situation is not fated to last as a thief breaks the seal on the casket of the demon Zakdos, sealed 500 years prior, releasing a bolt of red light. This matches an ancient prophecy foretelling doom and disaster, and to make matters worse the Sword of Hope goes missing. Prince Theo must again set out to restore peace to the land.

This time around though, he doesn't have to go it alone. Joining him along the way are up to two other companions at a time. Some of the quirks of the first game are also gone, as enemies no longer target one another and spells lose their friendly fire. Outside of battle, gameplay remains the same.



In terms of translation, things can get a little hairy at times in both games. Some enemies get interesting names (shout out to Hag turning into Hug), and the limited space for item names makes for some head scratchers. Enjoy your SHD HTHZ, whatever kind of shield that is.

✂ Box art from www.gamefaqs.com and screenshots from www.mobygames.com

Franklin's Fantastic Foods

Brought to you by: sunnycarnation

Meatloaf Cake

Creamy whipped potatoes atop tender beef patties are the makings of a practically perfect food—or, better yet, a perfect practical joke

Today's recipe is one of Blanca's favorite meals!

Ingredients:

For the "Cake"

- 1 small carrot, shredded
- 3 tablespoons quick-cooking oats
- 2 tablespoons fat-free milk
- 1 teaspoon Worcestershire sauce
- 1 garlic clove, minced
- 1/4 teaspoon salt
- 1/8 teaspoon pepper
- 1/2 pound lean ground beef (90% lean)

For the "Frosting"

- 2 medium potatoes, peeled and cubed
- 3 tablespoons fat-free milk
- 1/8 teaspoon salt
- 1/8 teaspoon white pepper
- 2 tablespoons reduced-fat cream cheese, divided
- Orange and green food coloring
- 1/4 cup panko bread crumbs, toasted

Directions:

1. In a small bowl, combine the carrot, oats, milk, Worcestershire sauce, garlic, salt, and pepper. Crumble beef over the mixture and mix well. Shape into two 1-in. thick patties.
2. Grill burgers, covered, over medium heat or broil 4 in. from the heat for 6-8 minutes on each side or until a thermometer reads 160° and juices run clear.
3. Meanwhile, place potatoes in a small saucepan and cover with water. Bring to a boil. Reduce heat; cover and cook for 10-15 minutes or until tender. Drain. Press through a potato ricer or strainer into a small bowl. Stir in the milk, salt, and white pepper.
4. Place one burger on a serving plate. Spread 3/4 cup mashed potatoes over top. Top with the remaining burger. Spread remaining mashed potatoes over top and sides of cake. In a small bowl, tint 4 teaspoons cream cheese orange; pipe carrots over top of the cake. Tint remaining cream cheese green; pipe tops on carrots. Press bread crumbs into the sides of the cake.

The final results...

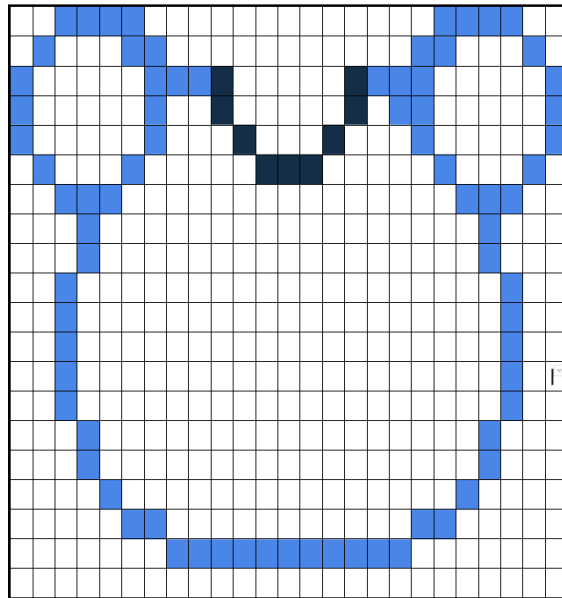


Crafty Creations

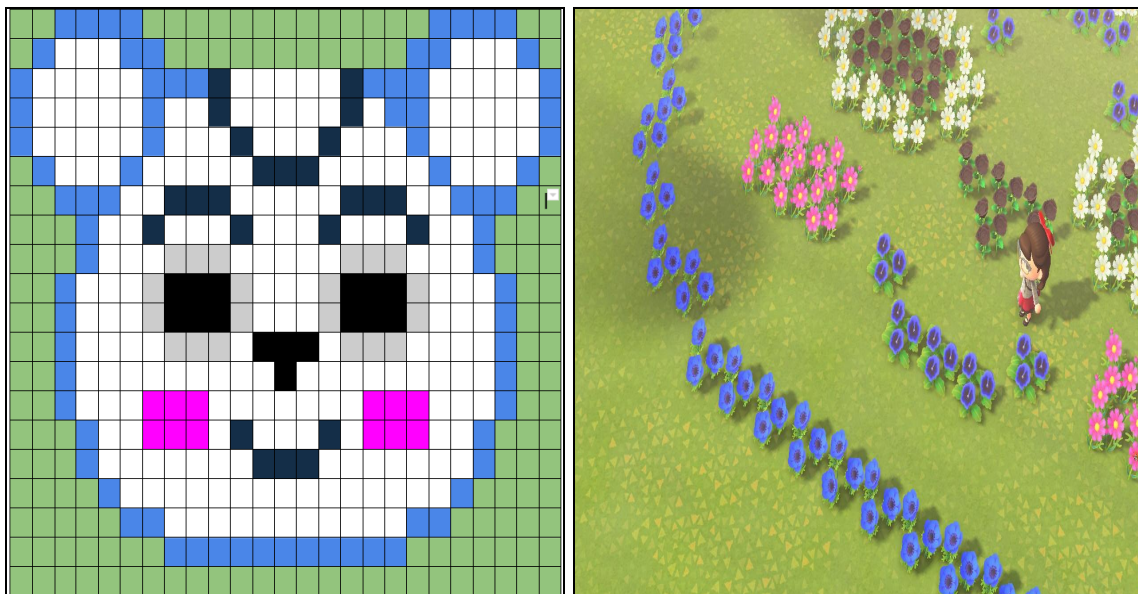
Brought to you by: Milly_MFG

Filbert Flower Arrangement

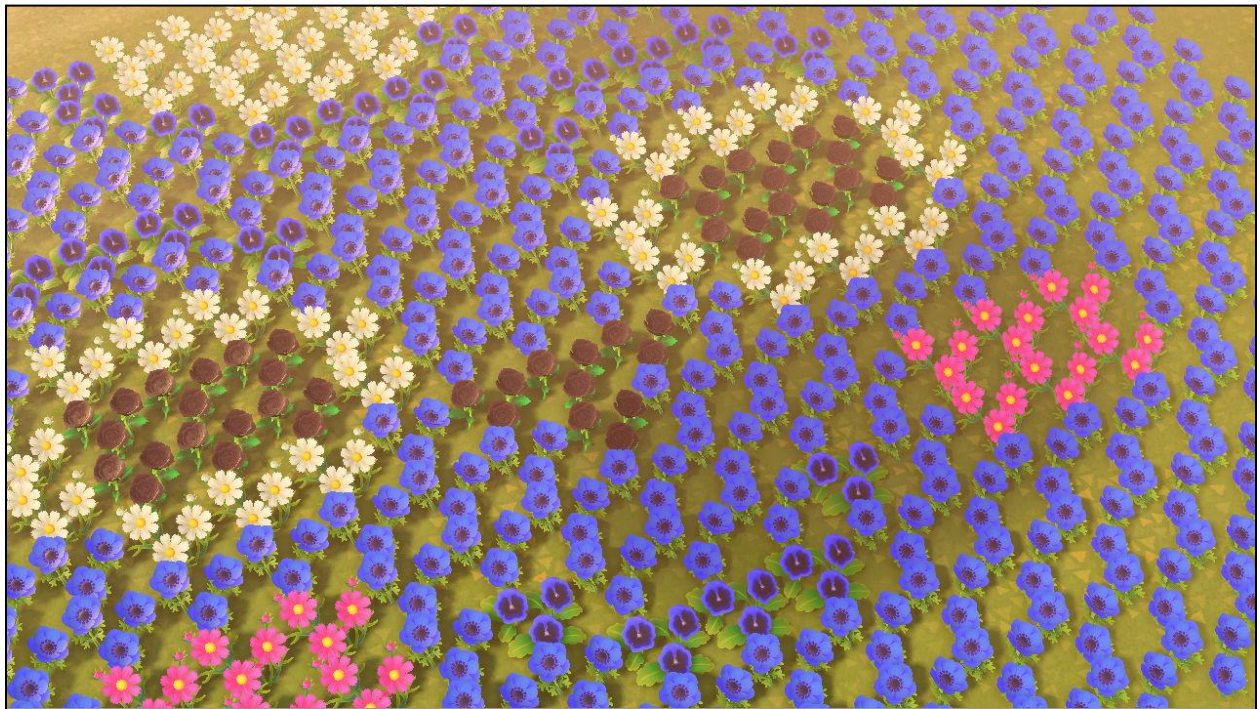
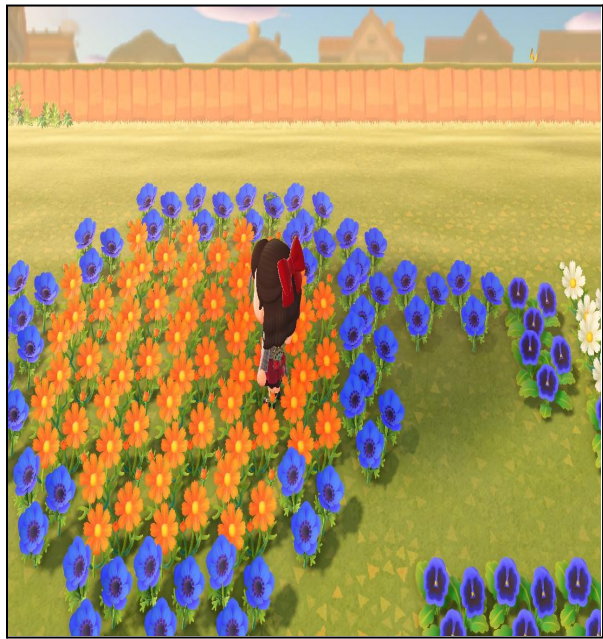
Step One: Make the outline of Filbert's head. You will need to free 25x20 in spaces for this project.



Step Two: Fill in the face



Step three: Fill in the rest!



Staff Interview: aldericon

Brought to you by: PenguinGeek



Howdy ya'll, PenguinGeek here! In this issue, we had the opportunity to interview one of ACC's new owners, Lauren! Keep reading for some ACC 2.0 tidbits!

1) Introduce yourself! Tell us about your favorite things to do, or anything you want to mention!

My name is Lauren. I live in New York with my husband, who's also a Software Engineer, and my 9-year-old cat Eevee. I've been programming since I was 8 years old when I got on Neopets and started making web pages for my Neopets. I would spend hours just making HTML tables by hand while watching TV, and I had no doubts years later when choosing a degree and a career that I wanted to be a developer.

My top favorite things to do, in order: Programming, Reading, Video Games. I know a lot of people who can't wait for the weekend to start, but I thoroughly enjoy my work life - I feel like I'm flying when I'm programming and spend my working hours programming, then spend more time programming at home (mostly on ACC stuff!). A lot of my days I have trouble because I'm enjoying programming so much that it's hard to pull myself away to do other things, like eating and sleeping. Since college when I got to an uncomfortable amount of weight, I have been doing aerobics for about 2 hours a day, although mileage may vary. I also have started weight training the past few years, as I found I couldn't mow the lawn very easily because it was too heavy for me to move.

My favorite season is winter, as I've found it's easier to manage my body temperature if it's cold rather than hot outside, and think snow-covered trees are the most beautiful thing to be seen in nature. Despite being a techie, I enjoy nature quite a bit - my house is on about an acre of land, and I have woods surrounding the house (no nosy neighbors to watch us whenever we come out the front door!). The first morning we had our house, November 2018, we were having breakfast and we watched open-mouthed as two coyotes had a fight in our backyard! Luckily we haven't seen them since, but we do get frequented by deer, squirrels, chipmunks, turtles, frogs, and every other woodland creature it seems, all to the amusement of my cat, who enjoys watching our land through huge windows in the back of our house.

I enjoy reading a lot. It stuck with me - my Mom is an avid reader, and you'll often find her with a book in the evenings - and it's become a good habit to get me to sleep every night. I'm always reading a book; back in the day I'd bring the physical book with me to class, but nowadays I prefer to acquire the book digitally, and if I like it enough then purchase a physical copy. My library is 400 books and counting (or so my niece tells me!), and it's been a true pleasure to go in there and pick up old series to read, as well as loaning books out to family and friends.

Random other facts:

- I'm a Taylor Swift fan; I've been listening to her music every day straight since 2019.
- I've been on 6 cruises, and somewhere around 15-20 countries.
- I enjoy growing my nails long and take good care of them.

- I have had glasses since I was young but got Lasik done (I recommend it!) in 2019.
- I spend most of my day now in sweats (no regrets), but I enjoy dressing up - I have a good-sized jewelry collection that I used way more when I was younger (I can say that now, I'm 30).
- I've been eating the same breakfast and lunch for probably close to 20 years, and I eat the same 6 meals every week (with 1 meal being random).
- My favorite authors are Tamora Pierce (she helps out cats if you'd like to donate) and Cassandra Clare, I buy every single one of their books.
- I enjoy doing my taxes.
- I prefer pens over pencils so much that in school for the state-wide tests that required a pencil, I would write out my whole essay in pen first on a separate piece of paper and then copy it over in pencil to limit the amount of time I'd spend using a pencil.
- Pink tulips are my favorite (you can thank City Folk for that).
- I played clarinet and piano growing up, as well as soccer and tap (dancing).
- I go skiing once a year with my niece, the only other person in my immediate family that enjoys skiing.
- I horseback ride every week at a nearby farm.
- I've been playing *Animal Crossing* since Christmas 2002 when my brother got it for Christmas and I got *Super Mario Sunshine*; needless to say we ended up switching games, although my brother remains a fan of AC.
- I've had my own computer, a laptop, since I was 10, and grew up using a touchpad, which I continue to use to the amazement of every gamer I mention it to.

2) Who is your favorite *Animal Crossing* character and why?

My Dad originally bought *Animal Crossing* for the Gamecube for Christmas in 2002, but when I joined ACC in 2007 Wild World was in full swing and the one everyone was super into. I fell in love with Celeste because you could make pictures in the sky with the telescope in the museum, and my Dad is an amateur astronomer, so some summers he would take me to an astronomer camp - he got to look at the stars with a bunch of other astronomers and I got to stay up really late, playing video games on a laptop under the stars. Which was pretty cool when your bedtime was 9:30 PM on school nights! Ever since I was a Scout in 08 I've also had Celeste as my avatar, so now I've become quite closely connected to the character, especially as she's changed roles in the game over the years.

This is her in *City Folk* on the left:



Then in *New Horizons*:



She went from inviting people for a hug to saying 'come fight me bro' and I'm just really digging the vibe she throws off in every generation of the game.

3) Tell us about your transition from Dev to Owner: is it still surreal?

The transition and drive behind my buying ACC is a long story spanning over 15 years. Way way way back in '08 I was invited to be a Scout, and that was before we had developers or researchers. Although the site was a lot more active than it is today, the Scouts didn't have too much to do - sending out PTs to new members you've adopted only took a few minutes - and I was itching to do more. I joined many giveaways and helped out on the SIC (Site Improvements Committee) and overall just tried to do as much as I could. I remember when the Bell System came out when a rework on ACC was started, and when Developers and Researchers joined the staff. I wasn't a part of the first wave of developers, but I joined them a year later - it was such a good fit for me because I was struggling at the time as a Scout who wanted to do so much more than just help with members, and didn't fit into the mod role. When I joined in 2012, I was starting my 2nd year of college, already had started down the path of earning my Computer Science degree, and had so much time to devote to personal projects.

It was tough. Although jader had put out the Bell Shop, he definitely slowed down in organizing the team, so although I had a lot of energy and completed a lot of projects, not a lot of it made it to the site. The last thing I knocked out was a series of projects in the summer of 2014 - including Username Changes - but it never made it to the site. It was a great source of frustration for me, and I kind of went into hibernation at that point. I graduated college - majored in Computer Science, and minored in Philosophy - in 2015, and proceeded to get my life organized until September 2019, when ACWWFreakazoid reached out to me about starting work on ACC 2. I then proceeded to spend a good chunk of time since then programming for ACC and decided that I wanted to own what I was building.

It's a couple of different factors that made me become an owner: I was there at the beginning when we promised the site we would push new features out, we would do the Bell Shop, and we would remake ACC. And it's been 10 years - not weeks, not months, not a couple of seasons, but YEARS - since we've said this. And I had the energy, the time, the skills, to do all this, but I kept being held back, often what felt like stemming right from jader. Years later, becoming owner, I've read through a lot of those old threads at the time, and I understand how disorganized it was and the miscommunication that flourished, but it was really frustrating at the time, and remains a core value in me as I race towards ACC 2 - I promised all those years ago and darn it if I wasn't going to finish what I started.

Also as anyone could tell you, it's hard keeping your skills sharp as a programmer - new technology is showing up almost on a yearly basis, and if you don't keep updated on it you kind of fall behind after a few years. ACC is a nice way for me to keep my skills, heck even my mind, sharp, in a project that I really enjoy working on. I enjoy being in charge too; I don't have anyone but myself to hold me back, and it forces me to work with a lot of different people from around the globe. As an introvert and programmer, I'm inside a heck of a lot, so it's good for me to interact with different kinds of people than me and keep myself from falling into a hole with only my own thoughts for company.

Thinking about the actual transition itself: it's exciting, especially in the beginning when it was new and I was being made an administrator on the site, finally getting access to a lot of the information - data, threads - that was out of reach before. It's now been 4 months since we transitioned the site to us, and although Jarikira often checks in with me to make sure I'm taking care of myself, I haven't regretted buying ACC for one second. I can't wait until we can upgrade the site and start building up the community once more.

4) Do you have a favorite soon-to-be ACC 2.0 feature?

Something that hits you in the face as you visit the site every day - our seasons! We've built a color scheme where the site changes seasons not just with the seasons, but every day. So fall will start off green with summer ending then eventually get redder and redder until it's like staring at a tree with all the leaves changing color. And it's not just the site header or the background that follows this, but every part of the site - tables and buttons and borders. This was one of the core features of the site that continues to impress me to this day, and something we succeeded in expanding on with ACC 2.

I don't have much graphics or UI skill, but what I do succeed in is logic, so one of my other favorite parts of ACC is our Pattern Maker. Nintendo has a very....interesting QR code system, which we cracked a bit ago, and I managed to get it so you could not only upload patterns to our site using a QR code from NL or NH but the site will attempt to make a QR code whenever you make a pattern, regardless of which game's colors you choose to make the pattern in. If the pattern can be matched to colors from NL (which is what the QR codes from both games use), it will make the QR code for you to bring immediately into your game. So when ACC 2 comes out, go check out the patterns people have made on the site from the last 20 years - you might just find one you like that you can transfer right into your game with a QR code!

I also like - *shut up I've been working on this for years I can have a lot of favorite features* - our Map Maker! If you go to each Map Maker for each game on the current site, the Map Maker is actually a different map maker (check out that URL!) for each game. I managed to create a single system for the first four games (with NH getting its own map maker). It... well it doesn't look or sound that impressive but it was some very interesting logic configurations I had to figure out at the time, so it was pretty cool to do.

Also... **staff members start dragging me away**

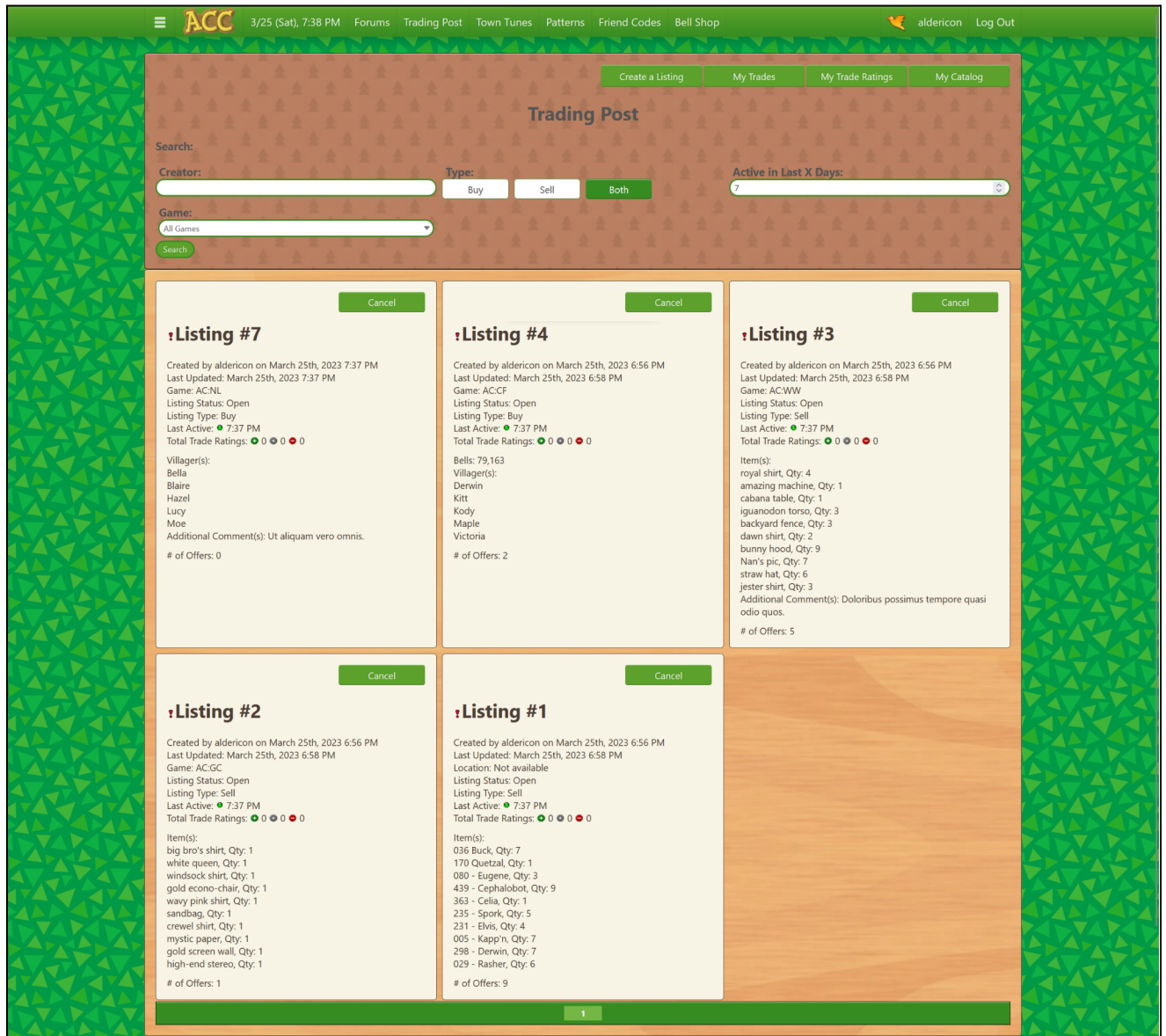
5) If you could add a new animal species to Animal Crossing, what would it be?

I mean.... they have deer, cats, and penguins, there's not much more I could ask for from *Animal Crossing!*

ACC 2.0 Preview: The Trading Post

Brought to you by: aldericon

Happy April Fools Day! In celebration of 1 year since our announcement, we'd like to showcase our new and improved Trading Post!



The Trading Post has been upgraded to support all 5 main *Animal Crossing* games as well as all e-Reader and amiibo cards. The main search page allows you to find Open Listings by game, user activeness, or by your catalog wishlist.

ACC 3/25 (Sat), 7:40 PM Forums Trading Post Town Tunes Patterns Friend Codes Bell Shop aldericon Log Out

My Trades My Trade Ratings My Catalog

Create a Listing

What type of trade is it?

In-game Cards

What game is this for?

Animal Crossing Animal Crossing Wild World Animal Crossing City Folk Animal Crossing New Horizons Animal Crossing Pocket Camp

Type: Buy Sell

Item(s): Select item(s)...

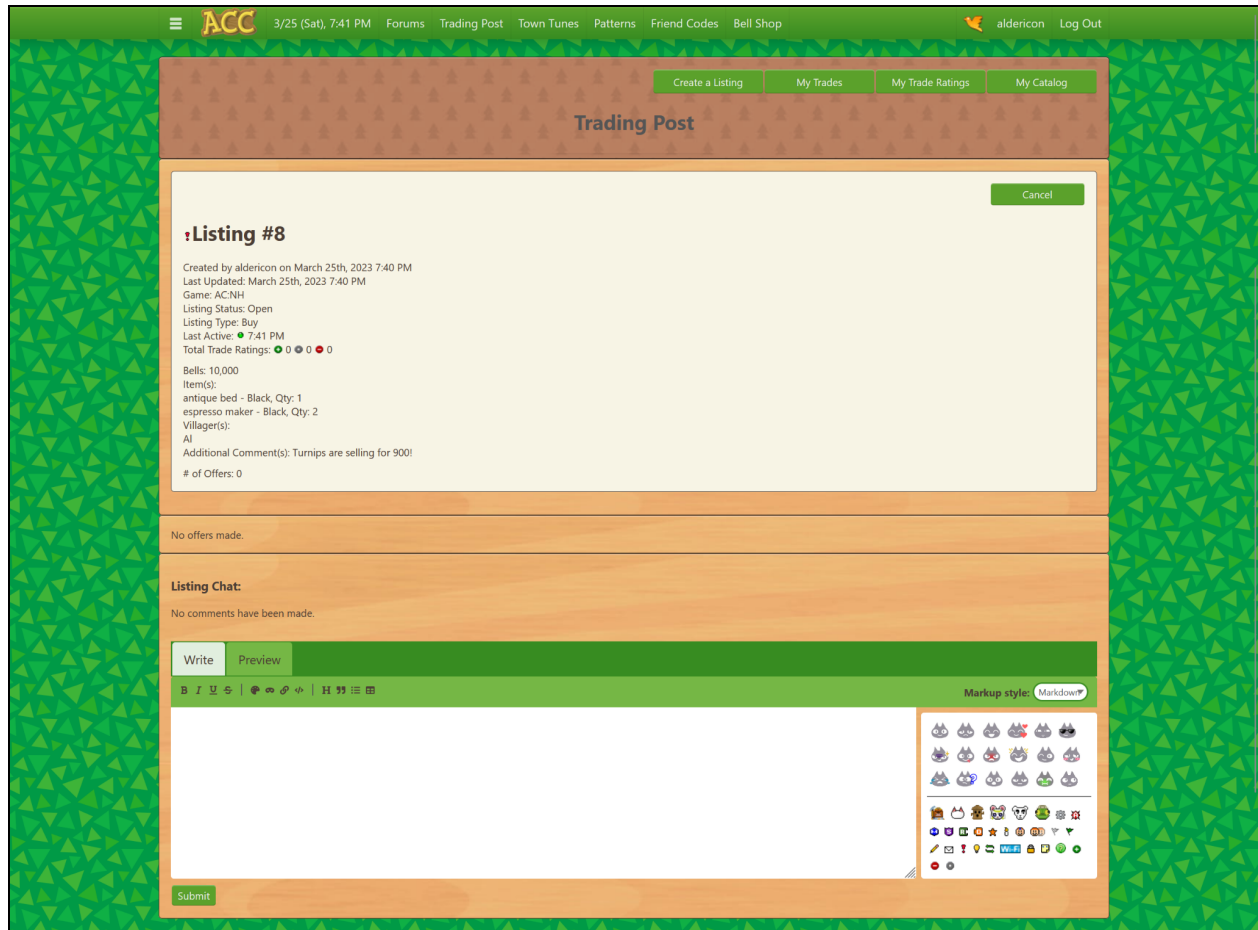
Bells:

Villager(s): Select villager(s)...

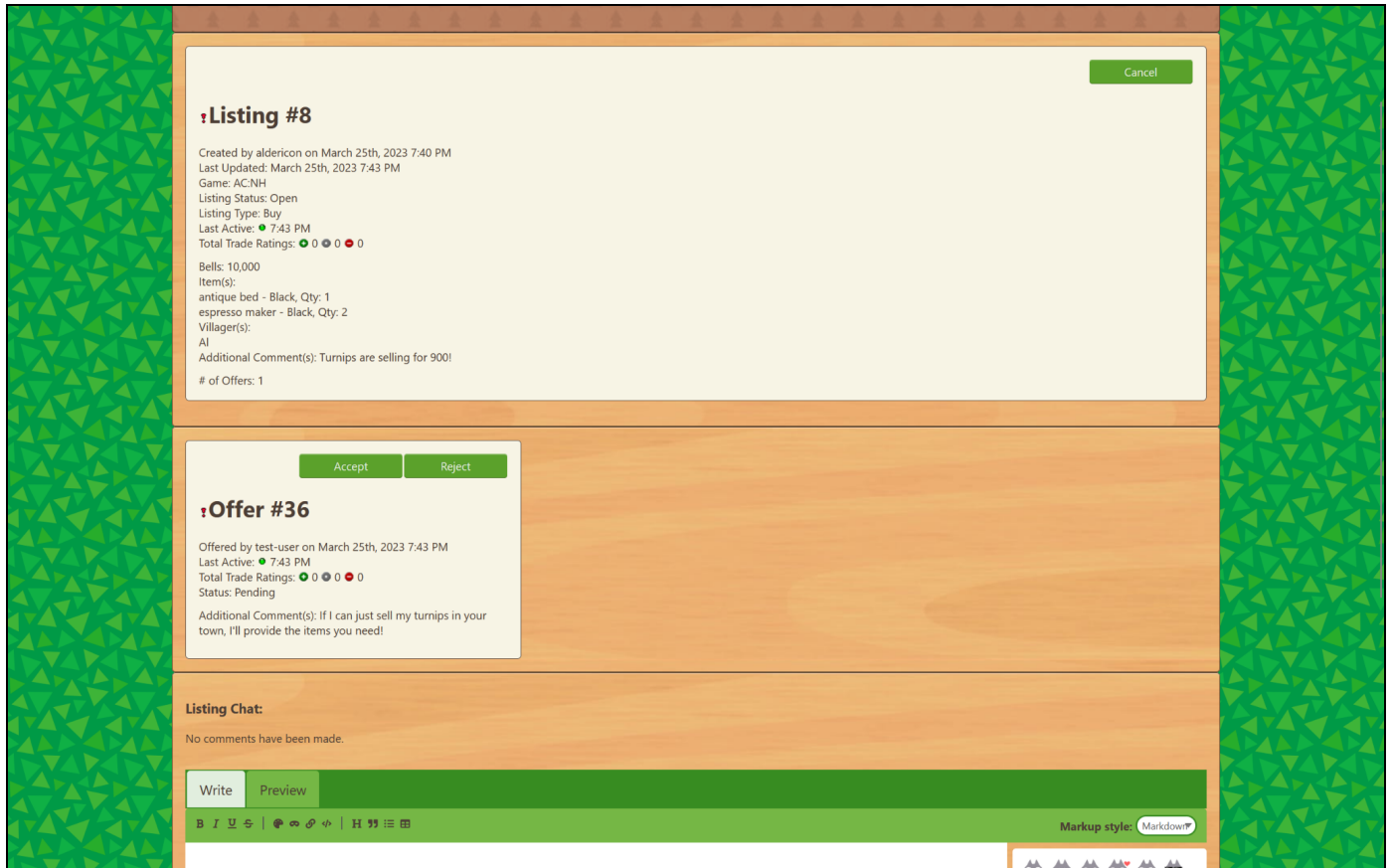
Additional Info:

Submit

When creating a listing, users can choose to Sell or Buy their stuff, as well as trade for items, villagers, Bells - or really anything else they can think of.



Once a listing is created, the user will be notified of any offers. The listing chat is also available to anyone who wishes to communicate with the listing creator.



As offers come in, the listing creator can Accept or Reject the offer.

The screenshot shows a trading post interface with a green geometric pattern background. At the top, a white box contains the following information: Last Active: 7:43 PM, Total Trade Ratings: 0 0 0 0, Bells: 10,000, Item(s): antique bed - Black, Qty: 1; espresso maker - Black, Qty: 2; Villager(s): 1; Additional Comment(s): Turnips are selling for 900!; # of Offers: 1. Below this is a 'Reject' button. The main section is titled 'Offer #36' and includes: Offered by test-user on March 25th, 2023 7:43 PM; Last Active: 7:43 PM; Total Trade Ratings: 0 0 0 0; Status: Accepted; Additional Comment(s): If I can just sell my turnips in your town, I'll provide the items you need! Below the offer is a 'Character:' dropdown menu with 'Select...' and a downward arrow. This is followed by an 'OR' separator. Then, a 'Friend Code:' field with the value 'SW-0000-0000-0000' and a placeholder '(SW-0000-0000-0000)'. Another 'OR' separator follows. Then, a 'Dodo Code:' field with the value 'XXXXX' and a placeholder '(XXXXX)'. A 'Submit' button is located below the Dodo Code field. At the bottom, a 'Listing Chat:' section shows 'No comments have been made.'

Once Accepted, various forms of communication can be used depending on the game chosen. The Trading Post will offer as many different options as possible, allowing users to use the Trading Post without setting up a character or catalog.

espresso maker - Black, Qty: 2
Villager(s):
AI
Additional Comment(s): Turnips are selling for 900!
of Offers: 1

Offer #36
Offered by test-user on March 25th, 2023 7:43 PM
Last Active: 7:44 PM
Total Trade Ratings: 0 0 0
Status: Accepted
Additional Comment(s): If I can just sell my turnips in your town, I'll provide the items you need!

Character:
Select...

OR

Friend Code:
SW-0000-0000-0000 (SW-0000-0000-0000)

OR

Dodo Code:
B20XA (XXXXXX)

Status
This trade is currently in progress.

Listing Chat:
No comments have been made.

As long as one trading partner uses a communication method, the trade is then allowed to be completed however the users deem appropriate. This allows minimal sharing of data if desired.

The screenshot displays a trading post interface with a green patterned border. The main content is divided into several sections:

- Listing #8:** Created by alderich on March 25th, 2023 7:40 PM. Last Updated: March 25th, 2023 7:44 PM. Game: AC:NH. Listing Status: Completed. Listing Type: Buy. Last Active: 7:44 PM. Total Trade Ratings: 0 (all green). Bells: 10,000. Item(s): antique bed - Black, Qty: 1; espresso maker - Black, Qty: 2. Villager(s): AI. Additional Comment(s): Turnips are selling for 900! # of Offers: 1.
- Offer #36:** Offered by test-user on March 25th, 2023 7:43 PM. Last Active: 7:44 PM. Total Trade Ratings: 0 (all green). Status: Accepted. Additional Comment(s): If I can just sell my turnips in your town, I'll provide the items you need!
- Submit Feedback:** Includes a Rating section with three buttons (green, grey, red) and a Comment text input field with a Submit button.
- Listing Chat:** No comments have been made.

Once both trading partners have marked the trade as completed, they have the ability to give feedback to each other.

The screenshot displays a trading post interface with a green geometric pattern on the left and right sides and a light brown background for the main content. The interface is divided into several sections:

- Listing #8:** Created by aldericon on March 25th, 2023 7:40 PM. Last Updated: March 25th, 2023 7:45 PM. Game: AC:NH. Listing Status: Closed. Listing Type: Buy. Last Active: 7:46 PM. Total Trade Ratings: 1 green, 0 grey, 0 red. Bells: 10,000. Item(s): antique bed - Black, Qty: 1; espresso maker - Black, Qty: 2. Villager(s): Al. Additional Comment(s): Turnips are selling for 900! # of Offers: 1.
- Offer #36:** Offered by test-user on March 25th, 2023 7:43 PM. Last Active: 7:46 PM. Total Trade Ratings: 1 green, 0 grey, 0 red. Status: Accepted. Additional Comment(s): If I can just sell my turnips in your town, I'll provide the items you need!
- Ratings:** Two rating boxes are shown. The first is for User: aldericon, Rating User: test-user, Last Updated: March 25th, 2023, with a comment: "Thanks for the items!". The second is for User: test-user, Rating User: aldericon, Last Updated: March 25th, 2023, with a comment: "No problem!".
- Listing Chat:** No comments have been made.

With trade feedback complete, the trade is finished.

We hope you enjoyed the preview!



Besides the miscellaneous items such as the laptop case and pens, the majority of this collection can be split into two categories: Cooking goods and loungewear.

The former includes an apron, a timer, an electric kettle, a pot (for induction cooking only), and a scale. In-game icons for items in the game are used as detailing on the scale, which is a nice touch!

For loungewear, there are two separate T-shirts, a long-sleeve sweater and pants set, and a hairband. The shirts each come in sizes S-XL (with an additional children's size) and the set is available in sizes for men and women

This set may have been made with fall in mind, but that doesn't mean it can't be enjoyed year-round! You can check out more information at the stores' official Twitter account: @N_Officialstore.

Katrina's Horoscopes

Brought to you by: kikiat



Capricorn (Earth Sign) - *Independent, hardworking, and dedicated to any project or relationship they are working on. If you know someone successful and well-put-together, it's more than likely a Capricorn! Need help with a business plan? You better have a Capricorn on speed dial.*

Animal Crossing Villagers with this sign:



Aquarius (Air Sign) - *Free, unique, and artistic with an open mind who loves to have fun and is unbothered by the pessimistic side of life. Your favorite song was probably written by an Aquarius.*

Animal Crossing Villagers with this sign:



Pisces (Water Sign) - *Smart, compassionate, self aware, and sensitive to what life has to offer. With that being said, a Pisces will go through life with a warm heart and smile even though they wear their heart on their sleeve.*

Animal Crossing Villagers with this sign:



Aries (Fire Sign) - *Feisty, high energy, and courageous but don't cross one! Everything about an Aries illuminates intensity, but once you get to know one (and they actually like you) they would do anything for you. You'll never go into a battle alone with an Aries close by.*

Animal Crossing Villagers with this sign:



Taurus (Earth Sign) - *Stubborn, gentle, and set in their ways, a Taurus is also one of the most trustworthy signs of the zodiac, a Taurus will offer you a three course meal and your favourite dessert just because they like you, but whatever you do, do not disagree with them!*

Animal Crossing Villagers with this sign:



Gemini (Air Sign) - *Wild/outgoing, curious, and a ball of energy, probably the most carefree sign of the zodiac, you might find them in Europe one day and Las Vegas the next, you never know! One thing for sure is if a Gemini is planning your Birthday, it's going to be a good one!*

Animal Crossing Villagers with this sign:



Cancer (Water Sign) - *Positive, nurturing, and extremely understanding, Cancer's are the "mom" of the zodiac, they're great at keeping secrets and giving advice! If you've ever done something silly, I'm sure a Cancer has made you feel ten times better about it.*

Animal Crossing Villagers with this sign:



Leo (Fire Sign) - *Loyal, humble, and brave, if you know someone who can do almost everything and anything and while wearing the most perfect outfit, it's more than likely a Leo! One thing they love more than themselves is a good friend, you'd be extremely lucky to have Leo bestie.*

Animal Crossing Villagers with this sign:



Virgo (Earth Sign) - *Studious, witty, and strong-willed, a Virgo knows their stuff. If you need help with any homework assignment (and I mean ANY), it's a Virgo who will come to your rescue. Not sure how they know everything but they do, and they're stoic while doing so. Greek God vibes.*

Animal Crossing Villagers with this sign:



Libra (Air Sign) - *Peace-loving, expressive, and calm, if you need someone to go shopping with and pick out every detail of your next outfit, it's a Libra! They have a natural eye for the beauty in life and love sharing it with the world. "Whatever, I'm getting cheese fries".*

Animal Crossing Villagers with this sign:



Scorpio (Water Sign) - *Deep, emotional, and mysterious, another spicy zodiac sign. A Scorpio loves secrets and being trusted with them as they have many. They may come across as dark and aggressive but truth be told they feel the deepest of any zodiac sign and if they love you, they're gonna love you forever, Joe Goldberg style.*

Animal Crossing Villagers with this sign:



Sagittarius (Fire Sign) - *FUN, FUN, and FUN, no really, they're great. Also, probably the most hilarious sign of the zodiac, if you were interested in staying in tonight and watching your favorite show, you better get up and get ready because the Sagittarius in your life is bringing you out! If you want to laugh and have the best conversation of your life, call one ASAP!*

Animal Crossing Villagers with this sign:



The Case of Blanca

Brought to you by: Milly_MFG



Working as a Researcher can be tough business. Especially when the newsletter deadline is approaching and we are searching for good stories and exciting content to bring to the members of the community. While we worked on the content the Researcher Leads Jess and Milly put up a placeholder picture on the front page of the newsletter. (Seen above).

No big deal as we planned to create the formal cover after receiving all of the other Researchers drafts. However, on a day no different than most Jess made a terrifying discovery. On the front page of the newsletter was no longer just a cute picture of Bob and Filbert, but a large presence was placed over them. It was... Blanca.



We jumped into action trying to discover who could've led Blanca to our cover, but when we checked the history all we could find was *anonymous*. We decided to take things into our own hands and begin to question those who had already placed their content onto the newsletter. We sent in our top interrogator to check out the potential suspects. He's blue, lazy, and can crack even the toughest nut. You guessed it - Filbert!

Filbert lined up all the potential suspects.



FrigusReamerus



kikicat



klx125



StarlitGlitch



sunnycarnation



ACWWFreakazoid



After careful interrogating I was thrown a very unexpected accusation.

(ACWWFreakazoid)

I feel like this is some sort of attempt by Milly to prank us all. ;\

I was perplexed, was the one I was looking for... me? It made no sense, but then I only had two coffees that day so I couldn't account for all my actions. But, if I was brought into it that meant so was Jess. Now, we added in two more suspects. Now with eight suspects in the mix things became intense.

Devin2600 Jess (PenguinGeek)
I blame Jess I blame Devin

(ACWWFreakazoid)

Hey now. Can't we all just get along?
Surely we can blame both Jess and
Devin. ;\

All this back and forth did was give us our ninth suspect... Devin. So now, here we are pointing fingers, adding suspects, and figuring out absolutely nothing. Here is the now updated list of suspects.

FrigusReamerus



kikicat



klx125



StarlitGlitch



sunnycarnation



ACWWFreakazoid



Milly_MFG



PenguinGeek



Devin2600



Unfortunately, we were left with no way to narrow down the suspects. With this case open we are open to any help. If you have an idea of who it was, send a message to Milly_MFG and you will automatically earn **+5 points** towards the [ACC Leaderboard](#).

Suspects are: FrigusReamerus, kikicat, klx125, StarlitGlitch, sunnycarnation, ACWWFreakazoid, Milly_MFG, PenguinGeek & Devin2600

Have you seen me?



Traders of the Crossed Park

Brought to you by: Warwick Zadofea

Michigan Smith approached the gathering in the park hurriedly, beads of sweat on his forehead belying his anxiety. How long had he waited for this day? Finding a froggy chair for his daughter meant everything to him, and he would stop at nothing, no matter the cost. His quest, however, would have to wait as a shadowy figure approached him.

"Good day, sir. If essay writing is what you seek, may I suggest a most wonderful service? Before, I would spend countless hours at night fretting over essays. Now with a simple click of a button, I can rest easy."

Before Michigan could respond, a cloud of blue smoke enshrouded the solicitor, leaving a void in its place when it dissipated. He shook his head and continued on towards the market, his eyes scanning each booth like a hawk. Again, a voice interrupted his effort.

"Mitch, I'm glad I found you, bucko. I stumbled across this while cleaning my house and thought of you." The blue squirrel pulled out a donut stool and handed it over. "If you have no use for it, feel free to recycle it, bucko."

Michigan nodded politely, and placed the donut stool in his pocket. No sooner had he done so then another voice rang out.

"Mitch, the bugs told me you have the perfect item for sitting on, pthhpth. Would you trade your donut stool for my most prized possession, an automatic washer?" Michigan agreed and exchanged items with the purple cat. "Thanks a bunch. I can't wait to eat some sweet gelato on this chair, pthhpth."

Michigan waved goodbye and hurried towards the booths in the market. He was losing precious time. Luckily, he didn't have to look far as a froggy chair sat on display in front of a pink rabbit clad in ninja clothes.

"Greetings, how may I help you, binyup?" the proprietor asked as he approached.

"I'll take this froggy chair. How much is it?"

"For you, 1600 Bells, binyup."

"Right on, here's 1600 Bells." Michigan handed over the payment, but before he could obtain the froggy chair a yelling voice pierced the air.

"Just who do you think you are, bunyip? This is my booth!" exclaimed an identical rabbit, panting from the sprint. Without a second thought, the rabbit behind the booth grabbed various items, including the froggy chair, and bolted. However, it wouldn't get far before crashing into a stall of fish tanks. Water splashed everywhere, drenching the thief. To the surprise of all the onlookers, purple and pink began streaming down the rabbit's body, eventually revealing a white, faceless cat.

"Oh dear, I guess the cat is out of the bag now. It doesn't matter though, good luck catching me!" Without skipping a beat the cat fled towards the river and along the bank to the bridge crossing it. Michigan followed in pursuit, using his trusty vaulting pole to take a shortcut across the river. He waited near a tree in the cat's path, and as it approached shook the branches.

"Plop!" A wasp's nest hurtled to the ground, and its agitated occupants swarmed the scarpering cat, who dropped one of the items in its haste to pull out a party popper.

"KERPOP!" The buzzing swarm dispersed and the cat bolted away before Michigan could react. All hope was not lost though as the dropped item still lay on the ground. He held his breath as he bent down to pick it up. Alas, it was merely an exotic chest.

"Why did it have to be Snake's?" he lamented. Before he could sulk further, a nearby letter on the ground caught his attention. He picked it up and let out a gasp of disbelief. The letter had his name on it. Having to steady his shaking hand, he gingerly opened it.

"You are cordially invited to the upcoming official werewolf on Animal Crossing Community. Further instructions will be delivered on a future date. You better be there if you want to see your precious froggy chair again."

Suddenly, the skies opened up and rain began bucketing down. Michigan had no clue what was going on, and merely stood in the rain at a loss as water streamed down from the brim of his fedora. Just who was that white cat? What is a werewolf and where is this Animal Crossing Community? Would he be able to retrieve the froggy chair? Just what does Tom Nook do with everything you sell to him? Find out next time on Wagon Haul G: Assemble the Room!

Harvey's Photo Wall

Brought to you by: sunnycarnation

With Spring right around the corner that can only mean one thing.. Spring Cleaning! While many villagers throw their junk out on the side of their houses or drop it into the donation box, some people just can't let it go.

Take this lovely room for example. While we may scrunch our nose up in disgust and start dialing Tom Nook.. This resident is thriving in their filth! It seems only fair to showcase this.. work of art.



Yeah.. it might be best to contact Nook to settle this situation.



Before you do that, why don't we showcase a packrat who knows how to party!
This is what we love to call an "organized mess". No need to call Nook for this
one - unless he is up to paaaaartay!





Get your glowsticks ready! We sure do love a party room!
Pietro - take some notes!

That seems like all the time we have. Good luck with your Spring Cleaning! And,
remember folks - *March winds and April showers bring May Flowers!*



Staff Pet Pics

Brought to you by: PenguinGeek



Skye - kikicat



Captain - PenguinGeek



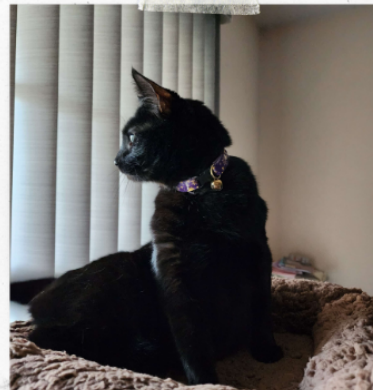
Frank - Milly_MFG



Link - Jarikira



Eevee - aldericon



Sprite - PenguinGeek



Charlie - Milly_MFG



Salem - PenguinGeek



Skye - kikicat

Trivia

Brought to you by: FrigusReamerus & kikiat

This issue's trivia is all about Super Mario to celebrate Mar10 day and the upcoming feature film, *The Super Mario Bros. Movie* coming out April 5th 2023

1. In which year was the first *Super Mario* game released?
 - a. 1985
 - b. 2023
 - c. 1995
 - d. 1981

2. What is the name of the fish-like creature that can be found in the water levels of *Super Mario Bros. 3* and *Super Mario World*?
 - a. Blooper
 - b. Blipp Bleep
 - c. Cheep Cheep
 - d. Flippy

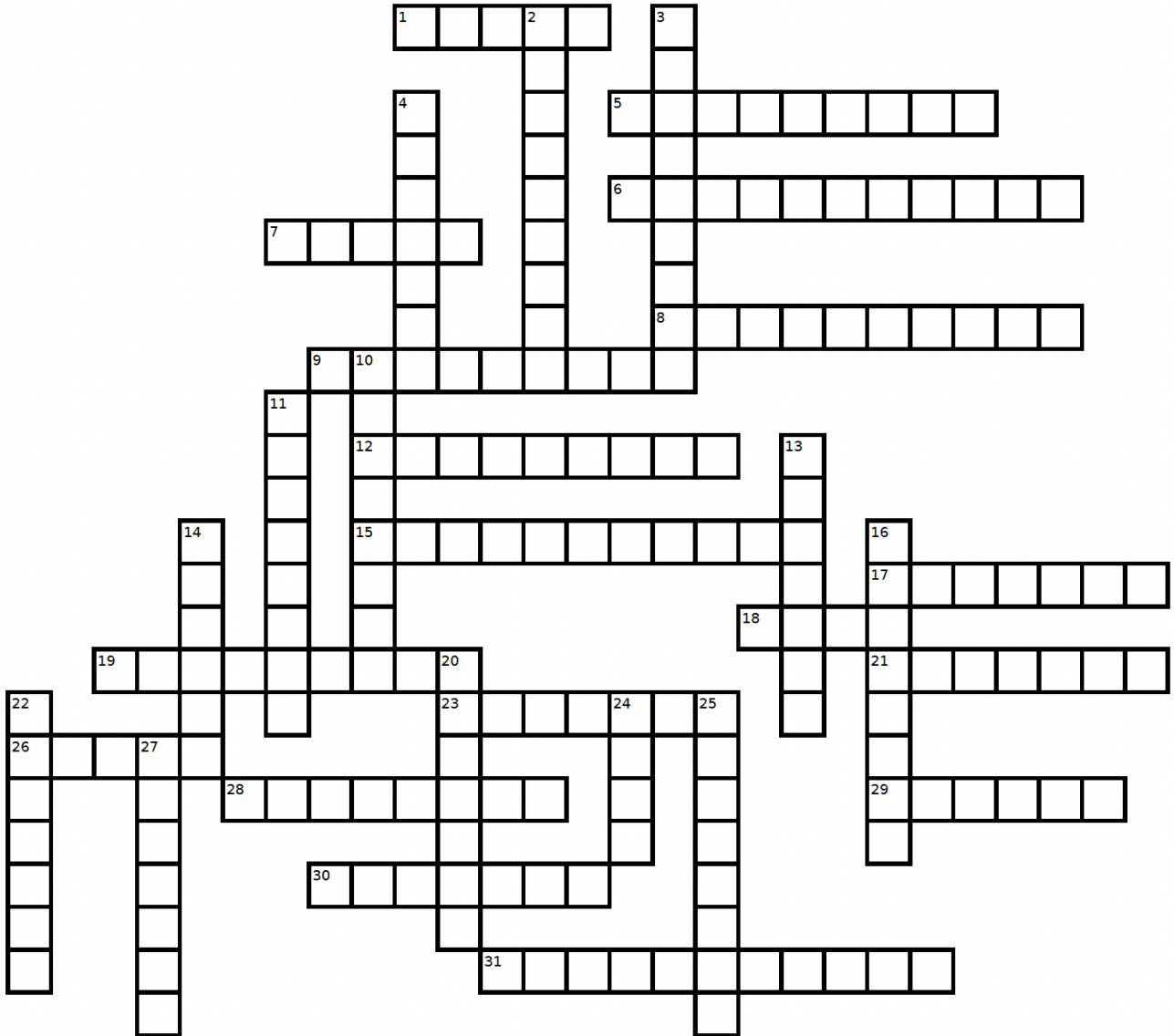
3. In which year was the first official "Mario Day" celebration held?
 - a. 2013
 - b. 2002
 - c. 2016
 - d. 1995

4. What was the original name of the character we know today as Bowser in the Japanese version of *Super Mario Bros*?
 - a. Titan Turtle
 - b. Mighty Spike
 - c. King Goomba
 - d. King Koopa

5. Which of the following actors has never officially voiced or portrayed the character of Mario in a video game, TV series or movie?
 - a. Charles Martinet
 - b. Lou Albano
 - c. Robin Williams
 - d. Bob Hoskins
 - e. Walker Boone
 - f. Captain Lou Albano
 - g. Chris Pratt

Puzzle: All About Spring!

Brought to you by: FrigusReamerus



1

Down:

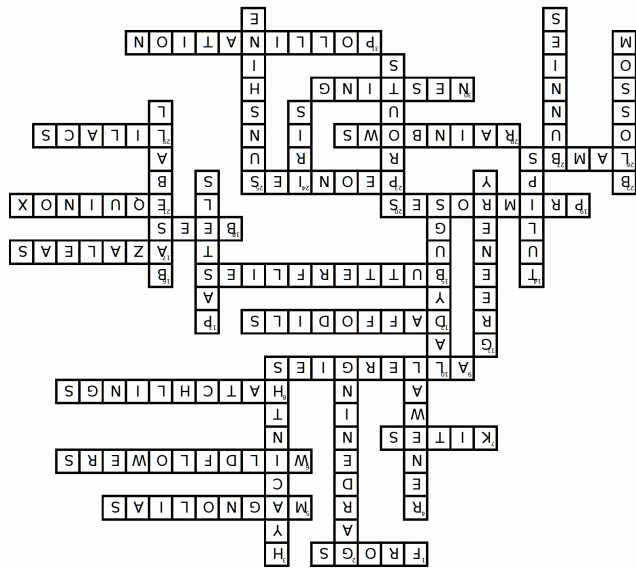
2. *planting and nurturing flowers, vegetables, and herbs.*
3. *fragrant flowers that bloom in clusters.*
4. *the rejuvenation of nature and personal growth during spring.*
10. *red and black beetles that help control garden pests.*
11. *fresh plant growth appearing after winter dormancy.*
13. *soft, muted colors associated with the season.*
14. *colorful, cup-shaped flowers that bloom in spring.*
16. *sports season beginning in spring, with fans enjoying outdoor games.*
20. *young plants emerging from seeds in the soil.*
22. *delicate flowers that bloom on trees during spring.*
24. *elegant flowers with sword-shaped leaves and intricate petal patterns.*
25. *warmer temperatures and longer daylight hours.*
27. *young rabbits often associated with the season.*

Across:

1. *amphibians that become more active and vocal during spring.*
5. *trees with large, fragrant blossoms in shades of pink and white.*
6. *colorful plants growing naturally in fields and meadows.*
7. *light, windborne toys flown in open spaces.*
8. *baby birds emerging from their eggs.*
9. *immune responses triggered by pollen and other airborne irritants.*
12. *vibrant yellow flowers symbolizing rebirth and new beginnings.*
15. *colorful insects emerging from cocoons and feeding on nectar.*
17. *flowering shrubs with bright, showy blooms.*
18. *insects that play a crucial role in pollination.*
19. *delicate flowers in shades of yellow, pink, and purple.*
21. *the moment when day and night are of equal length.*
23. *large, showy blooms with a lush, romantic appearance.*
26. *young sheep born during the season.*
28. *colorful arcs appearing after rain, symbolizing hope and renewal.*
29. *bushes producing clusters of sweet-smelling, purple or white flowers.*
30. *birds building homes to lay eggs and raise young.*
31. *process of transferring pollen to fertilize plants, enabling reproduction.*

Puzzle & Trivia Answers

Trivia Answers:
 1. A
 2. C
 3. C
 4. D
 5. C



Ask Nat

Brought to you by: ACWNFreakazoid

Calling all budding entomologists, or anyone with a picture of a scrump... err, interesting bug they want to know more about! Just head on over to this form [here](#) and submit your image along with some basic info about the circumstances behind your encounter with said sna... bug. Select entries will be covered in the next newsletter.



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Brought to you by: Milly_MFG

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