



Animal Crossing Community

Issue 16 - October 2023

Happy October and welcome to 2.0! We hope everyone is enjoying it so far, and don't forget if you have any questions please reach out!

HAPPY HALLOWEEN!!!



In This Issue...

Recent and Upcoming Releases	3
New Releases	3
Upcoming Releases	4
Isabelle's Upcoming Announcements	5
Text Alternate Calendars	8
Ask Nat	11
Katrina's Horoscopes: What Should You Be for Halloween?	13
Retro Corner	18
Collectors Cranny	21
House & Island	22
Staff Interview: ACWWFreakazoid	25
Spooky Trivia	28
Costume Party & Decorations	29
Trivia and Crossword Answers	31
Franklin's Fantastic Foods	32
Spotlight Advertisements	36

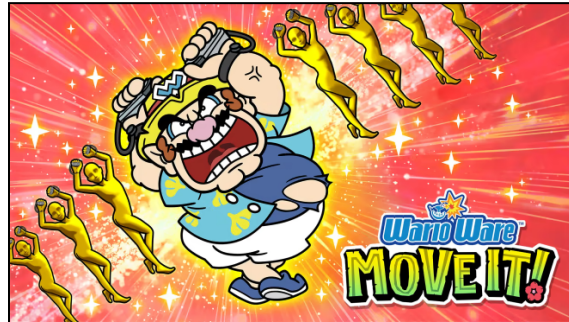
Recent and Upcoming Releases

Brought to you by: Milly_MFG

New Releases



Upcoming Releases



Isabelle's Upcoming Announcements

Brought to you by: Alexander1





DECEMBER 2023

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 Rooney, Sprocket	2 Annalise
3 Claude	4 Robin	5 Hans, Carrie	6 Kyle	7 Monty, Buzz	8 Eloise	9 Becky
10 Tom	11 Sterling	12 Lucha	13 Bianca	14 Freya	15 Chadder	16 Gabi
17 Cousteau	18 Fang, Azalea	19 Chief	20 Rudy	21 Blanche	22 Quillson	23 Ken
24 Chabwick	25 Ruby	26 Pashmina	27 Goldie	28 Bella	29 Vic, Murphy	30 Hugh
31 Marcel						



The calendar features a winter theme with snowflakes, trees, and a house silhouette at the bottom. The Animal Crossing logo is located at the bottom center.

Text Alternate Calendars

Brought to you by: Alexander1

October 2023

October 1st: Boyd & Raymond	October 2nd: Diva	October 3rd: Big Top	October 4th: Goose	October 5th: Elmer	October 6th: Bitty & Tex	October 7th: Cobb
October 8th: Kiki	October 9th: Drift	October 10th: Benedict	October 11th: Kitt	October 12th: Plucky & Lyman	October 13th: Gonzo & Chops	October 14th: Eggbert
October 15th: Bea & Hippeaux	October 16th: Friga	October 17th: Limberg	October 18th: Al	October 19th: Clay	October 20th: Antonio	October 21st: Sandy & Timbra
October 22nd: Sylvana	October 23rd: Petri & Groucho	October 24th: Broffina & Snooty	October 25th: Portia	October 26th: Eugene	October 27th: Jambette	October 28th: Gaston
October 29th: Rodeo	October 30th: Frett & Wade	October 31st: Shino				

November 2023

			November 1st: Butch	November 2nd: Iggly	November 3rd: Snake	November 4th: Lucky
November 5th: Lobo	November 6th: Boris	November 7th: Pam	November 8th: Alli	November 9th: Pango	November 10th: Rodney	November 11th: Mac
November 12th: Mathilda	November 13th: Queenie	November 14th: Pancetti	November 15th: Sly	November 16th: Daisy	November 17th: Mallary	November 18th: Tia
November 19th: Amelia	November 20th: Sparro	November 21st: Flip	November 22nd: Claudia	November 23rd: Knox	November 24th: Shep	November 25th: Wolfgang
November 26th: Willow	November 27th: Phil	November 28th: Peaches	November 29th: Kabuki	November 30th: Tasha		

December 2023

					December 1st: Rooney & Sprocket	December 2nd: Annalise
December 3rd: Claude	December 4th: Robin	December 5th: Hans & Carrie	December 6th: Kyle	December 7th: Monty & Buzz	December 8th: Eloise	December 9th: Becky
December 10th: Tom	December 11th: Sterling	December 12th: Lucha	December 13th: Bianca	December 14th: Freya	December 15th: Chadder	December 16th: Gabi
December 17th: Cousteau	December 18th: Fang & Azalea	December 19th: Chief	December 20th: Rudy	December 21st: Blanche	December 22nd: Quillson	December 23rd: Ken
December 24th: Chabwick	December 25th: Ruby	December 26th: Pashmina	December 27th: Goldie	December 28th: Bella	December 29th: Vic & Murphy	December 30th: Hugh
December 31st: Marcel						

Ask Nat

Brought to you by: ACWNFreakazoid

In the spirit of Halloween, this issue's featured sna... cough, subject is the velvet spider, family *Eresidae*. The almost 130 species in this family, found primarily in Eurasia and Africa, exhibit a wide range of appearances and behaviors. Some are quite plain, while others are quite scrumpt, ahem, striking. They can often look velvet in texture, hence the common name.



Eresus kollari
By Fritz Geller-Grimm, [Wikimedia](#)



Eresidae female
By Jon Richfield, [Wikimedia](#)

Eresidae is relatively unique among spiders as some species live communally as veritable buffets. They even cooperate to help raise each other's young. In fact, the glamorous exterior of some species belies the true nature of others. In some species of the genus *Stegodyphus* mothers give their all in child care, quite literally.



Spider community nest
By Kore, [Wikimedia](#)



Colonial spiders
By Bernard Dupont, [Wikimedia](#)

The process starts quite naturally. A new mother watches over her newly formed brood of eggs. Deep within, however, a new process begins as her internal organs begin to get digested and liquefied. Once the spiderlings hatch, the mother uses this nutrient-rich fluid as a type of food, which she regurgitates for the young to eat.

However, this is not the end. The digestive process continues throughout this period, forming nutrient-filled sacs called vacuoles within her abdomen. After a couple of weeks, when the supply of "milk" is depleted, the mother chemically signals her children to have a final meal. They then proceed to swarm her and puncture into the vacuoles, leaving nothing but her empty shell a mere couple of hours later. This process is called matriphagy.

Interestingly enough, this feast is not solely available to a female's own offspring. On the contrary, this process can occur between females and unrelated offspring in a community. The process also has a few built-in safeguards, as the digestion doesn't affect any organs needed to produce another batch of eggs should disaster befall the first brood.



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 and some basic info about the circumstances behind your encounter with said sna... bug. Select entries will be covered in the next newsletter.

Katrina's Horoscopes: What Should You Be for Halloween?



Brought to you by: PenguinGeek

Need help in a pinch? Here are some quick ideas based on your sign!

Aquarius (Air Sign) - Pumpkin!

Animal Crossing Villagers with this sign:



Wardell, Quinn, Weldon

Aries (Fire Sign) - Super Hero!

Animal Crossing Villagers with this sign:



Faith, Klaus, Woolio

Cancer (Water Sign) - Mummy!

Animal Crossing Villagers with this sign:



Viché, Mira, Agent S

Capricorn (Earth Sign) - Skeleton!

Animal Crossing Villagers with this sign:



Iggy, Felyne, Velma

Gemini (Air Sign) - Ghost!

Animal Crossing Villagers with this sign:



Holden, Raddle, Cece

Leo (Fire Sign) - Royalty!

Animal Crossing Villagers with this sign:



Harvey, Tiansheng, Twirp

Libra (Air Sign) - Vampire!

Animal Crossing Villagers with this sign:



Redd, Lyman, Sue E

Pisces (Water Sign) - Mermaid!

Animal Crossing Villagers with this sign:



Barold, Wisp, Doc

Sagittarius (Fire Sign) - Zombie!

Animal Crossing Villagers with this sign:



Sunny, Kicks, Hans

Scorpio (Water Sign) - Witch!

Animal Crossing Villagers with this sign:



Lucky, Jack, Rodeo

Taurus (Earth Sign) - Werewolf!

Animal Crossing Villagers with this sign:



Curlos, Olaf, Roswell

Virgo (Earth Sign) - Angel!

Animal Crossing Villagers with this sign:



Nindori, Farley, lone

RETRO CORNER

Brought to you by: Alexander1



Robotrek (NA) / スラップスティック (Slapstick) (JPN)

Continuing the theme from the last newsletter, we have another Quintet-Enix collaboration to discuss – 1994’s *Robotrek*! Where *Illusion of Gaia* was overlooked, *Robotrek* was virtually invisible, selling only 65,000 units worldwide (one *tenth* the sales of *Illusion of Gaia*). A number of factors contributed to *Robotrek*’s poor performance – the game was marketed primarily to children while still being Nintendo Hard™, utilized a distinctly Japanese sense of humour that was met with lukewarm reception in North America, and (in North America) featured box art that told audiences next to nothing about the game’s story (and, if I may say, isn’t particularly eye-catching). All of these factors combined to make a game that was in many ways too quirky and formulaic for widespread appeal. That said, *Robotrek* remains one of my childhood guilty pleasures, and by the end of this piece you will hopefully understand why.



Title Screen of the North American Release

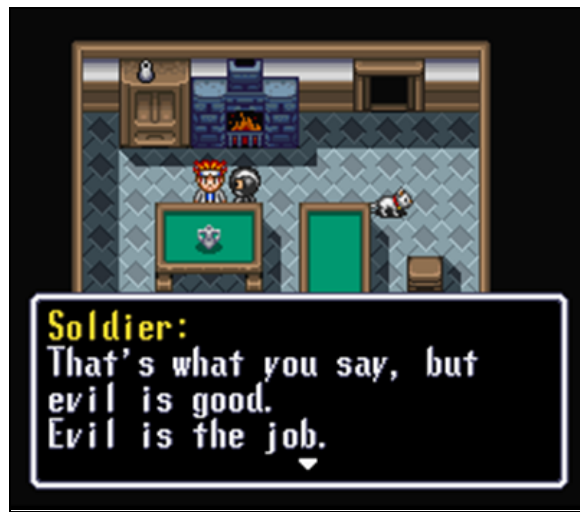


Building your first Robot – Exciting stuff!

In *Robotrek*, you take control of “Hero” (or “Enix” if you’re American – ego? What ego?), the son of the famous Dr. Akihabara, an only *slightly* irresponsible inventor and scientist. At the beginning of the game, you have moved along with your father into the sleepy little town of Rococo. All is not well in the state of Denmark – er, Rococo – however, and your father quickly finds himself a topic of interest from The Hackers, a sinister group of ne’er-do-wells that want your father to invent for them – for the evulz! Naturally, your father tells them to pound asphalt, and you set out on a quest to determine what The Hackers are up to.



Belmonts... Why is it always Belmonts?



I don't know about you, but I'm convinced!

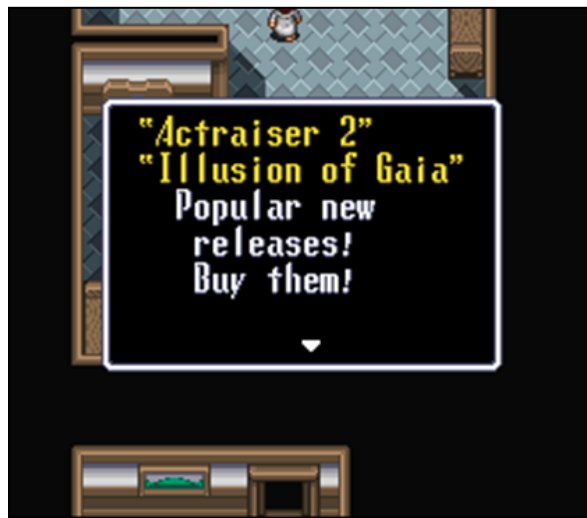
During this journey, you run afoul of a host of colorful characters, from a man-crab android Hacker lieutenant (say *that* five times fast), to a possessed doll with an intense dislike of mice, to the pumpkin-headed leader of The Hackers himself, Blackmore. In the last act of the game, things take a turn to the interstellar as you leave your home planet of Paradise Star (*Quintenix* in North America – we *swear* there’s no ego in the room!) to pursue the big bad to his home planet of Chocolate Star (Choco in North America). The journey is peppered with standard JRPG fare, along with a liberal dose of Japanese humor that gives the game its Japanese name (*Slapstick*).

At its core, *Robotrek* is a parody of standard JRPGs of the time, such as *Dragon Quest* or *Final Fantasy*. Instead of fighting enemies head-on, our hero uses his inherited gift for invention to create up to three robots that do the fighting for him. In practice, this ends up looking similar to how Pokémon are used to battle in a Trainer’s stead (in fact, the robots even come out of white-and-red capsules – we see you, Satoshi Tajiri). The battle system utilizes a modified Active Battle System (ATB) model, allowing “faster” robots and enemies to get more “turns” in comparison to opponents. The hero can also program “RUN” commands, which allow a robot to attack multiple times in succession in

exchange for a longer wait between “turns”. A truly unique variation on the theme is that some enemies are resistant to RUN attacks on top of their usual attack resistances.



Attack its weak point for MASSIVE DAMAGE!



Actraiser 2 and Illusion of Gaia... Quintet? Never heard of 'em!

Another unique aspect of *Robotrek* is the robot-building process. Unlike games like *Pokémon*, you get to decide on your robot's attributes. Want a robot that is a lightning bruiser, or a robot maxed out on attack power? You can do that! The only limit to the robot-building process is the Energy Meter, which determines how many points you have to put into a given attribute. As you gain experience (represented by Megs of Data) and level up, your Energy Meter fills up, allowing you to put more points into your robot's attributes. By the end of the game, you end up with walking tanks that can go toe to toe with *actual* tanks, giant mechs, and weird starfish alien/mecha monstrosities.

All told, *Robotrek* is a fun, unique foray into the JRPG market of the early-to-mid Nineties. The series introduced some unique new concepts (minion-based fighting, fully customizable combat outlays and strategies) that would see wider adoption in the following years in more standard JRPGs. *Robotrek* does suffer from many of the stumbling blocks of JRPG ports in the early-mid Nineties - poor translation, unintuitive answers to certain situations, and an overemphasized focus on grinding levels to progress - but overall is an enjoyable game to jump into, with relatively simple yet compelling lore. If you're looking for a dose of Nineties nostalgia or want to check out a unique 16-bit JRPG that you've probably never heard of, *Robotrek* is the game for you!

Photo Credits: [Robotrek - Hardcore Gaming 101](#)

Collectors Cranny

Brought to you by: BrandiTM & Milly_MFG



Animal Crossing: New Horizons was released on March 20, 2020, nearly three years later, in April 2023, pre-orders were accepted for the all-new, “Official Complete Guide, Collectors Edition”. This final update to the guide came in Hardcover, with complete coverage of the DLC Happy Home Paradise and a complete Version 2.0 item catalog. The first edition of this guide already boasted a huge page count at 432 pages - the updated version comes in at a whopping 688 pages full of everything you could possibly need to know about New Horizons.

The new *Animal Crossing: New Horizons Official Complete Guide* is available to the ultimate collector now and retails for \$54.99 USD/\$74.99 CAN/\$44.99 UK/\$49.99 EUR, and currently includes an exclusive bookmark featuring Wilbur on the front with an index for the guide on the back.

HOUSE & ISLAND

issue 2



HOUSE & ISLAND - Issue 2
by Dimentio95 & missamazing2008

Welcome back to House & Island, ACC's leading interior/exterior design segment, where we explore the homes and islands of our own very own users. In this special second edition, we were given an exclusive look at **Jjjj27**'s inspired oasis, Bayport. Enjoy the tour!

FIRST IMPRESSIONS: Floral & Festive



Bayport Airport (BPT) is serviced 24/7 with international Dodo Airlines flights. Visitors arriving by seaplane are greeted with sights of a scenic BPT floral arrangement and hit single "All I Want for Christmas Is You".



*Pictured left:
your favorite
home
experts on
site in BPT*



Our host arrived fashionably late with some famous piping-hot BPT Brew.

It is perhaps no surprise that Bayport's economy is largely driven by the vast network of café locations that dot its landscape. Each location offers unique dining experiences, from riverside museum views to a local lake with seating for the nearby break-site of choice for resident scholars and Egyptologists.



Pictured below: Egyptology dig site, a major scholastic attraction and popular neighborhood location for those putting down roots in BPT.



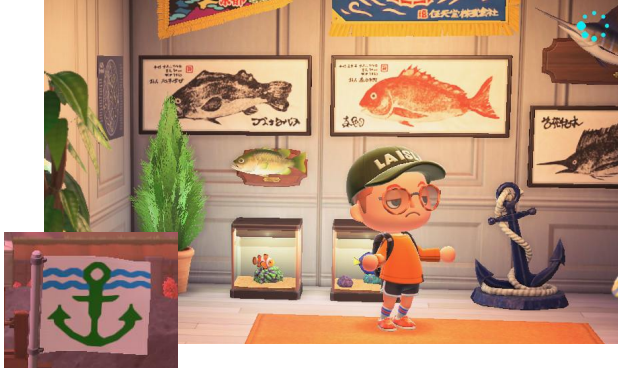
After the Tour de Café odyssey was complete, we proceeded through a tranquil garden and past Ryan's luxury sports car to begin our tour of Château Ryan.



The upstairs bedroom and live-in suite are full of custom ornate details fitting for a true lifestyle vlogger.



An in-depth, perhaps intrusive look at a day in the life of a local influencer.



This handsome red-haired Duke of Sussex is no stranger to sporting and his remarkable accomplishments at sea. The island's connection to the sea is best represented by its unique oceanic vexillology, which incorporates a symbolic yet steadfast Green Anchor of safety.

A visit to the basement presented a festive banquet hall, decorated just in time to ring in the new year. We stopped for just a moment to celebrate – Happy New Year 2021!



Along the southern coast of Bayport, Ryan took us to a relaxing spot colloquially referred to as 'Cranny Beach'. When not relaxing on the cushioned sun chairs, why not roll out your beach towel and gear up to swim from Cranny Beach?



Our lifestyle influencer tour continued with a full workout in the fully-equipped gym and fitness center.



One last visit to Mariah's shrine was a perfect final stop on our tour. 2021 went by so fast, from New Year's to Christmas in just one day. **Thanks to Jjjj27 for taking us on a fascinating tour of Bayport!**



Both of our H&G Staff received personal serenades from the state-of-the-art music studio and lounge.



Staff Interview: ACWWFreakazoid

Brought to you by: PenguinGeek



Howdy ya'!!! We interviewed one admin, and now it's time for another! Keep reading to learn all about Mr. Freakie!

1. Tell us a little about yourself! Do you have any hobbies, interests, etc?

Greetings, my name is Zentaphilox Grux from the planet Nyblastorin IX. I'm here to observe you unsuspecting Terrans and determine whether we should invade. Oh, sorry, wrong script. Let's try that from the top.

ACWWFreakazoid, member number 100116 reporting in. You can call me David, Freakie, Your Excellency, etc. Whatever floats your boat as long it's not Shirley (yeah, I'm thinking that one might have flown over a lot of people's heads). I have a degree in Zoology with a minor in Computer Science. I focused on entomology (waves at Ask Nat) and behavior for my Zoology electives, though also dipped my toes in ichthyology and mammalogy. I really wanted to take herpetology, but alas scheduling the classes for the minor kept getting in the way of the lab portion for some reason.

Given the above, the fact I ended up on an *Animal Crossing* forum is probably no surprise. I owe my interest in computers to my father, who worked for IBM. He started as the person who punched the holes in coding sheets way back when that was the standard and taught himself to code. This led to him to eventually be hired as a coder, and as such I grew up around computers. My first experience was actually on a DOS system with no graphical interface so you had to type commands to navigate anywhere, which I did as a 2-year-old with ease. I even managed to change the password, which my dad then had to undo. I also distinctly remember the beeps and boops of dial-up and internet using phone lines and therefore the cost of use was determined by time used.

I'm not sure if anyone is familiar with *Scooter's Magic Castle*, but that was my first "video game". I also got into the old Sierra point-and-clicks like *King's Quest* with my father, and we would later expand to *Monkey Island*, *Myst*, etc. In terms of consoles, my first exposure was my aunt's NES and *Duck Hunt*, though we would get a SNES for ourselves. The zapper and *Duck Hunt* were still awesome though, and I would look forward to it every time we visited my aunt. For a while I was solely Nintendo, but around the GameCube era I discovered JRPGs thanks to *Tales of Symphonia*, and that led to exploring other series. Even to this day my dad and I spend quality time together on video games. We're currently playing (as of writing this) *Valkyrie Profile* on PS1 and recently finished *Valkyria Chronicles* on PS3.

If you guessed that I'm into some of the more niche games from Japan, then you would be right on the money. One of my favorite game developers is Falcom, which I wrote an article about in a past newsletter. Definitely check them out if JRPGs are your jam. As for the consoles I own: NES, SNES, N64, GameCube, Wii, WiiU, Switch, GB, GBC, GBA, DS, 3DS, PS1, PS2, PS3,

PS4, PSP, Vita, Xbox, Xbox 360, Genesis, Saturn, and Dreamcast. I also have some Japanese consoles/modified US consoles to play Japanese games and a fairly large collection of Japanese games. A ton of interesting looking games never made it over, and if I could do anything I wanted with no regards to money I'd love to bring them over. I'm actually learning Japanese, or at least trying to. I vacillate between feeling like an idiot and like I'm able to understand. Definitely feel free to drop me a line if you want to discuss obscure Japanese games.

Outside of video games, I'm into anime and Sci-Fi, which is probably no surprise. While I wouldn't consider myself a mecha fan, for some reason a lot of the anime I've watched falls into that category, such as *Heroic Age*, *Vandread*, *Fafner*, *Majestic Prince*, *Eureka Seven*, etc. My favorite would probably be *Martian Successor Nadesico*. In terms of other genres: *Moribito*, *From the New World*, *Dusk Maiden of Amnesia*, and *A Certain Magical Index/Scientific Railgun* (haven't watched *Accelerator* yet). As for Sci-Fi, I'm one of those wonky people that likes both *Star Wars* and *Star Trek*, and I consider the modern versions of both of them to be fairly lackluster (Episodes VII-IX and anything after *Enterprise*). Currently, I'm working my way through *Stargate SG-1*. Oh, I'm also into police procedurals and crime dramas like *NCIS*, *Monk*, *Psych*, *Bones*, *Castle*, *The Closer*, *Murder, She Wrote*, etc.

I don't just enjoy consuming such material. I also enjoy writing, though a lot of the time my thoughts are a bit too jumbled with too many threads of thought. I have at least 5 books, a TV show, some movies, and a couple of video games floating around. Maybe one day I can actually manage to sort out and materialize them.

I do the Wordle every day. My current streak is around 50, though it should really be a lot higher as I've played over 500 days and only failed to solve a handful (shakes fist at PARER breaking my 210 streak). Most of my streak breaks have been simply forgetting to play. I also do the Sunday Jumble each week, and frustrate my mom as I get the words quickly and sometimes solve without writing any of the circled letters down.

As for sports, I follow and watch tennis and football (Fly Eagles Fly!), and watch the Nuggets/Avalanche/Rockies if they make the playoffs (not that that's a common occurrence for the Rockies...). I played some soccer growing up, but switched primarily to racquetball when I was 9. I still play to this day a couple of decades later and even teach at my local rec center. Unfortunately, it's a sport not at its peak, but hopefully it can regain some steam. I would wholly recommend people getting out there and trying it!

As a final thought, I pretty much collect collections. In addition to video games and movie/TV show DVDs I have coins, stamps, amiibo, World of Nintendo figures, various Nintendo merchandise, some animal figurines, etc. Give me unlimited cash and I would probably fill a museum or two.

2. What is your favorite feature on ACC 2.0?

Definitely the avatars, though I'm 100% biased there as I designed the selection system and organized all the images. The old avatars are so low resolution and small, so the larger, shinier avatars are a welcome sight. I've actually felt like getting a magnifying glass out when going from work on 2.0 back to the old site. I also think the addition of accents is awesome, and hopefully, everyone enjoys being able to add a little extra flair to their avatar. Oh, and don't forget some of the awesome gradients.

3. What's it like to be an admin?

Well, Lauren (aldericon) locks Jari and me in cages overnight. At about 5 in the morning, we get let out and have 10 minutes to eat a couple of pieces of dry toast before we're whipped into work the rest of the day. At the end of the day, we're escorted back to the cages until the following morning. Such is life under a slave driver like Lauren. ;\

Jokes aside, as an Admin I pretty much help oversee the site and pitch in where I can. For example, I might organize a discussion over a potential policy change and ensure that it reaches a conclusion. I also help out other Staff members if they're unsure about something, or if there's a project that I can lend a hand on. Take this newsletter as an example, or a lot of the images across the site. I also do some coding here and there, though I'm far less familiar with ACC 2's code than I was with the original site.

Of course, I can also assist any member who has issues with the site or their account that a Scout or Moderator cannot handle. Some actions require an Admin due to their nature, so that's where I come in.

4. Who is your favorite Animal Crossing villager and why?

I don't really have any one favorite, though Wart Jr. is at the top of the list, along with more or less all the frogs and the octopi. Pretty much I like the more exotic animals, which I definitely would add more species of, thank you for asking. There are so many untapped possibilities like pangolins, bats, mongooses, platypuses, echidnas, newts and salamanders, dinosaurs, etc. Don't get me started on all the cool bugs/fish/marine invertebrates that could be added as well. Step it up Nintendo, I gotta catch 'em all!

Spooky Trivia

Brought to you by StarlitGlitch

Prepare for some trivia that'll give you a scare!

1. Which of these Mario themes does Melody Pianissima play on the piano in *Luigi's Mansion*?
 - a. "Castle Theme" from *Super Mario World*
 - b. "Dire, Dire Docks" *Super Mario 64*
 - c. "Underwater Theme" from *Super Mario Bros.*
 - d. "Airship Theme" *Super Mario Bros. 3*

2. In the Gamecube version of *Animal Crossing* how long do mushrooms appear for each October?
 - a. 1 hour each evening for 7 days
 - b. 1 hour each morning for 10 days
 - c. 2 hours each afternoon for 2 weeks
 - d. 2 full weeks

3. What do Ganon's underlings in *Zelda II* want from Link in order to revive Ganon?
 - a. His teeth
 - b. His sword
 - c. His bones
 - d. His blood

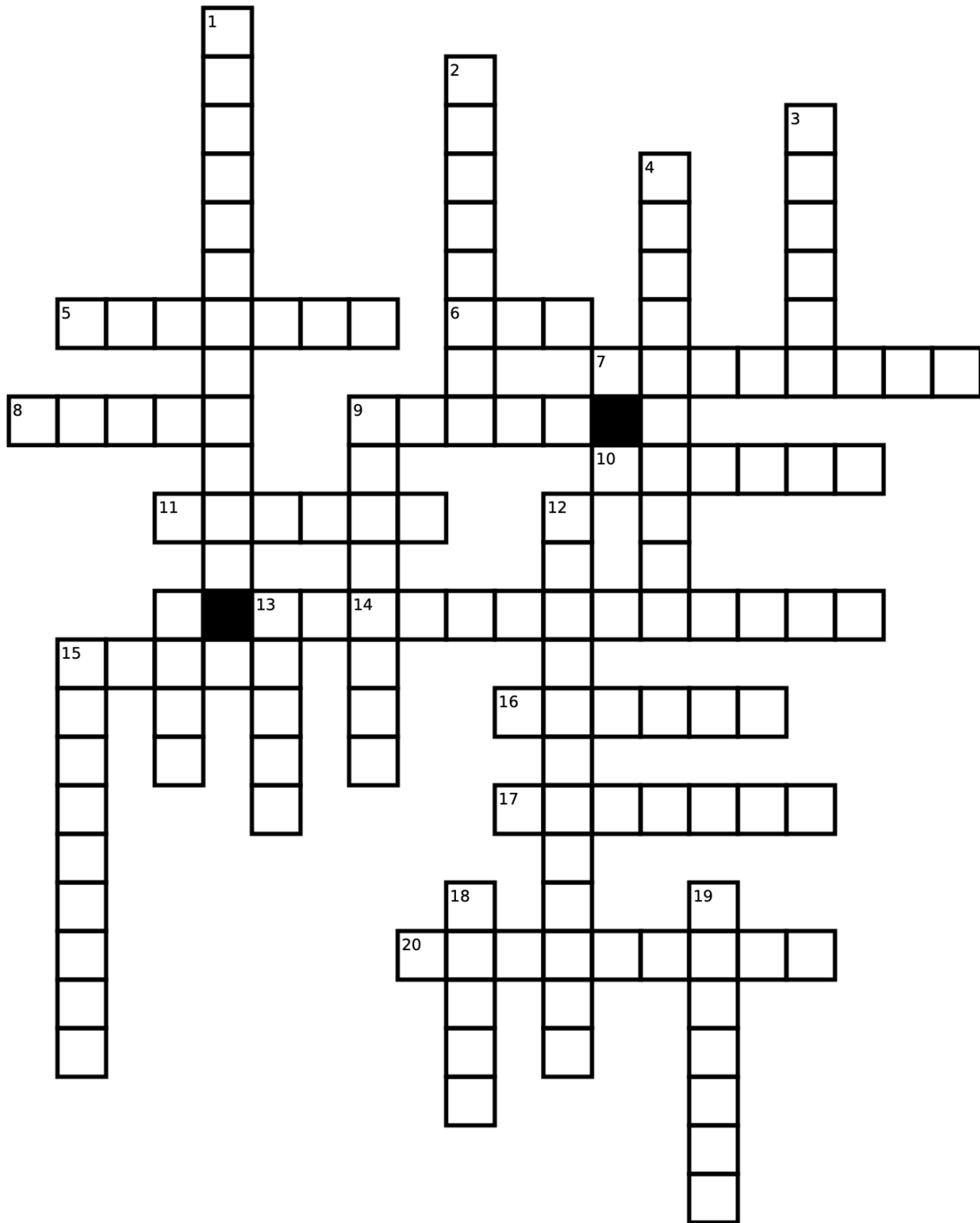
4. What is the name of the dark city *Bloodborne* is set in?
 - a. Yharnam
 - b. Cainhurst
 - c. Gehrman
 - d. Lumenwood

5. In which *Donkey Kong* game does Wrinkly Kong first appear as a ghost after dying?
 - a. *Donkey Kong Land III*
 - b. *Donkey Kong 64*
 - c. *DK: King of Swing*
 - d. *Donkey Kong Barrel Blast*

Costume Party & Decorations

Brought to you by: FrigusReamerus

This crossword is all about the spooky season!! What are you going to wear? How will you decorate? Maybe this puzzle will give you some chilling inspiration!



Down:

1. Costume resembling the famous monster with bolts.
2. Superstitiously linked to Halloween, a symbol of luck.
3. Undead character with tattered clothing and pale makeup.
4. Venomous spider with a chilling name.
9. Human by day, transforms into a beast under the full moon.
12. Pumpkin carved with a spooky face and lit from within.
13. Colorful and comedic outfit with oversized shoes.
14. Furry costume with ears, paws, and a snout.
15. Resting place for the departed, often hauntingly decorated.
18. Wrapped in bandages to look like an ancient mummy.
19. Shimmering tail and seashell accessories.

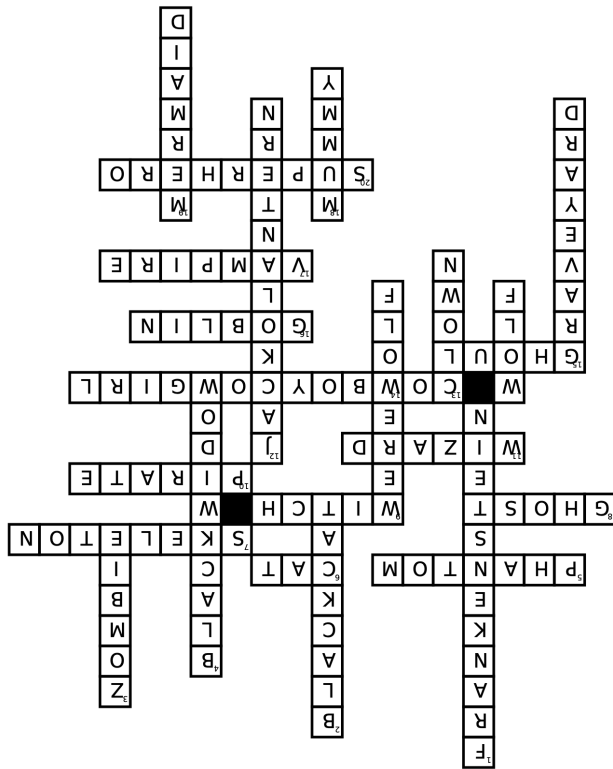
Across:

5. Ghostly apparition that roams without form.
6. Feline costume with ears, whiskers, and tail.
7. Costume featuring bones and a skull mask.
8. Simple white sheet costume with cut-out eyes.
9. Classic costume with pointy hat and broomstick.
10. Outfit with eye patch, hat, and a fake sword.
11. Cloaked magician with a staff and mystical accessories.
13. Western-style outfit with hat and boots.
15. Spooky creature costume with eerie makeup.
16. Mischievous and often small, a common Halloween creature.
17. Elegant attire with fangs and a taste for blood.
20. Caped crusader with special powers and costume

Trivia and Crossword Answers

1. C
2. B
3. D
4. A
5. B

Trivia answers:



Franklin's Fantastic Foods

Brought to you by: klx125

ACNH Fossil & Celeste Sugar Cookies!



For the dough:

Ingredients

- 1 cup butter - room temperature
- 1 cup granulated sugar
- 2 tsp vanilla extract
- 1 egg
- 3 cups flour
- 2 tsp baking powder

Directions

1. Cream together the butter and sugar for about 3 minutes.
2. Add in the vanilla and egg, mix until completely combined.
3. Add in flour and baking powder. Mix slowly at first to avoid flour from spilling out of the bowl. The consistency should be similar to Playdough. Add additional flour or water to get the desired consistency.

For the fossil cookies:

Ingredients

Makes 10-15 cookies

- 1 dough recipe (see above)
- Dark blue food coloring

Directions

1. Preheat oven to 350°
2. Take out about a cup of dough and set aside.
3. Add in blue food coloring to rest of dough and mix together. You may need to keep adding food coloring until desired color is achieved.
4. Turn blue dough out onto a clean lightly floured surface and roll out with a rolling pin to desired thickness. When cooked the cookie will not thin or rise so roll out the dough to the desired thickness.
5. Use a round cookie cutter to cut out the cookie shapes.
6. Place the cookie onto a cookie sheet.

7. Now you will use the white dough that you set aside before. Take a small amount, about a half a teaspoon and roll out into a cylinder shape a couple inches long with a slight taper.
8. Roll the cylinder with the thicker side in the middle into a spiral shape.
9. Flatten slightly and place on one side of a blue cookie.
10. Take two more small pieces of dough and form one into a small dot (or a small star if you want two stars on the cookie) and form the other into a larger star.
11. Place the dot and star on the other side of the blue cookie.
12. Continue until all blue cookies have the design of a fossil.
13. Bake the cookies in the oven for 6-8 minutes or until the centers are slightly puffy and the cookie is no longer glossy. Do not cook the cookies until brown otherwise they will be dry and similar to a cracker instead of a soft cookie. You may need to cook the cookie slightly longer as the added pieces on the cookie will take a little longer to cook through.
14. Let the cookies cool and enjoy your fossil cookies!

For the Celeste cookies:

Ingredients

Makes 10-15 cookies

- 1 dough recipe (see above)
- Red food coloring
- Yellow food coloring

Directions

1. Preheat oven to 350°
2. Take out about a cup of dough and set aside.
3. In the main bowl of cookie dough add in red food coloring until you reach the desired color.
4. Take out another small amount of dough from the white dough and add yellow food coloring for the beak.
5. Turn red dough out onto a clean lightly floured surface and roll out with a rolling pin to desired thickness. When cooked the cookie will not thin or rise so roll out the dough to the desired thickness.
6. Use an owl cookie cutter to cut out the cookies.
7. Place cookies on a baking sheet.
8. Take a small half tea-spoon size of white dough and roll it into a ball.
9. Flatten the ball into a flat oval shape and place it on the owl where the face would be.
10. Take some scrap red dough and create small cylinders and flatten. On one side create a straight cut and on the other side create little feathers, these will be the eyebrows for Celeste.

11. Place the eyebrows on the top part of the white oval shape.
12. Add two or three flat small circles to the eyebrows.
13. Take a small amount of yellow dough and create a triangle shape that is similar to an owl beak.
14. Place the beak between the eyebrows.
15. For the eyes use some dark blue or black food dye on a small amount of white dough and roll small oval shapes.
16. Place the eyes right below the eyebrows.
17. Continue until all red owls have a face.
18. Bake the cookies in the oven for 6-8 minutes or until the centers are slightly puffy and the cookie is no longer glossy. Do not cook the cookies until brown otherwise they will be dry and similar to a cracker instead of a soft cookie. You may need to cook the cookie slightly longer as the added pieces on the cookie will take a little longer to cook through.
19. Let the cookies cool and enjoy your Celeste cookies!

Spotlight Advertisements

Brought to you by: BrandITM



THE BELL SHOP

All those Bells burning a whole in your pocket? We invite you to explore the Bell Shop offering Characters, Avatar Accents, and Backgrounds in various colorations!

BROUGHT TO YOU BY ACC 2.0

PROUDLY INDEPENDENT OF NOOK INC.



Re-Tail RECYCLING SHOP SALE

NEW COLLECTION

SPECIAL OFFER

@HARV'S ISLAND PLAZA

CUSTOMS SO GOOD IT'S SCARY!

