



NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?

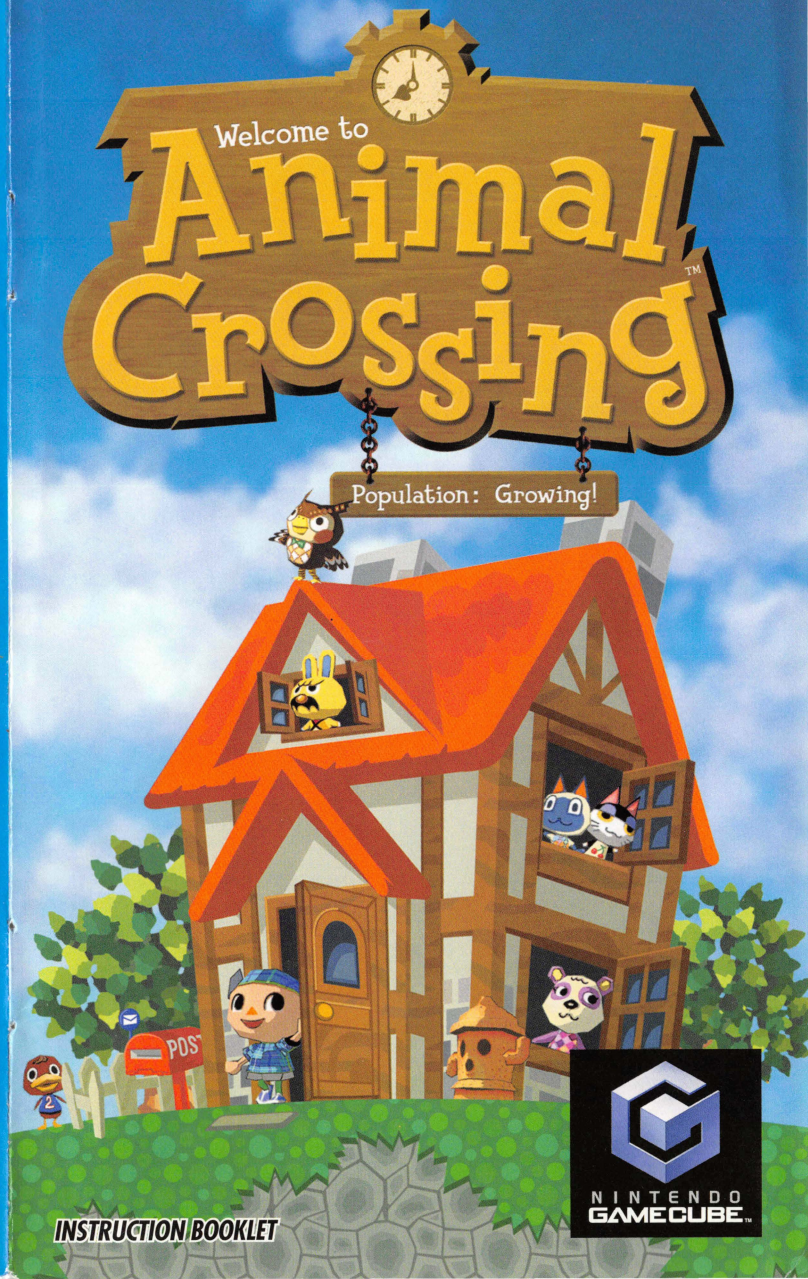


CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



Passwords



⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



1-4 Player
Alternating

**THIS GAME SUPPORTS
ALTERNATING GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS.**



e-Reader
Compatible

**THIS GAME CAN
BE USED WITH THE
e-READER™.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



Game Boy Advance
Compatible

**THIS GAME CAN
BE USED WITH THE
GAME BOY® ADVANCE.**

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

Nintendo

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2001, 2002 NINTENDO. ALL RIGHTS RESERVED.



Passwords

Use this space to write down any passwords you receive from friends, magazines, or other sources!



Contents

Welcome to Animal Crossing	6
Starting the Game	7
Using the Controller (Outdoors and Indoors)	8
Using the Controller (Typing)	10
Outdoor Controls	12
Item Screen Controls	14
Indoor Controls	18
Letter Writing!	19
Tom Nook's Store	20
The Post Office	22
The Tailor's Shop	24
Other Locations	27
Gyroids and Saving Your Game	30
Visit a Friend's Town!	32
Linking a Nintendo GameCube and Game Boy Advance	34
Credits	41



Welcome to

Animal Crossing

Population: Growing!

Are you ready to strike out on your own and lead an independent life? In Animal Crossing, you can do exactly that—amongst animals. Time passes much like it does in the real world. Seasons and holidays come and go. The trees change color. It rains. It snows. So what are you waiting for? Pack up your things, and get ready to start a new life!



Warranty & Service Information

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERS WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

Important

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Starting the Game

Insert the Animal Crossing Game Disc into your Nintendo GameCube. Insert a Memory Card into Slot A, close the Disc Cover, and turn the power on. Press START on the title screen.



You will need a Memory Card to save a game in progress.

Playing for the First Time

Talk to Rover while you're riding the train. Use the Control Stick and the A Button to set your clock and to name your character and town. (See page 10 to find out how to type.) You should arrive in town just as you finish things up. Then you'll be ready to start exploring!



Continuing Your Game

To return to your town, simply answer "Yes" to the first question you're asked and select your character from the list. If you want to create a new character in your town, select "I'm New." You can save up to four characters on one Memory Card. (Only one set of town data can be saved on a single Memory Card.) Select "Before I go..." to change the game settings listed below.

Sound

Choose from Stereo, Mono, or Headphone. You can also set how the animals sound when they speak.

Demolish a House

Delete a player's character data.

Set Clock

Set the current time and date.

Rumble Feature

Turn the Controller's Rumble Feature On or Off.

Build a New Town

Delete town data.

NOTE

If you delete a town, it's gone forever! Think carefully before you do it. (Letters and patterns created in the town won't be deleted.)

Using the Controller

(Outdoors and Indoors.)



Z Button

Press the L, R, and Z Buttons simultaneously to stop playing an NES game

L & R Buttons

Control Stick

Walk

The more you tilt it, the faster you walk.

Move cursor

Move cursor on item screens and on the map.



START

Open or close the item screen



Animal Crossing Staff Credits

Producer Takashi Tezuka	Sound Effects Programming Taro Bando	Technical Support Takao Sawano
Director Katsuya Eguchi	Sound Support Yasushi Ida	Library Support Team
Character Animation Ryuji Kobayashi	Script Makoto Wada	NOA Localization Team
Character Design Noriko Ikegawa	Kunio Watanabe	English Translation
Yoshihisa Morimoto	Kenshirou Ueda	Tim O'Leary
Screen Design Toki Iida	Programming Director Yuhiki Otsuki	Scot Ritchey
Interior Design Aya Sumimoto	Programming Masaru Nii	Bill Trinen
Field Design Jun Takamura	Kunihiko Komatsu	Maki Yamane
Shinko Konishi	Genaro Takaki	English Writing & Editing
Effect Design Masanao Arimoto	Hieromichi Miyake	Rich Amtower
Event Design Naoki Mori	Kenzo Hayakawa	Nate Bihldorff
Design Support Michiho Hayashi	Shigehiro Kasamatsu	Localization Management
Kazumi Yamaguchi	Takamitsu Kuzuhara	Jeff Miller
Taeko Sugawara	Kenji Matsutani	Leslie Swan
Tomoaki Nakahara	Atsushi Nishiwaki	NOA Engineering Team
Atsushi Miyagi	Takafumi Noma	Raychole L'Anett
Yumi Yoshimi	Masatoshi Ogawa	Robert Crombie
Sound Director Kazumi Totaka	Atsushi Sakaguchi	Dan Simpson
Field BGM Kenta Nagata	Masaro Sakakibara	Miho Hattori
Indoor BGM Toru Minegishi	Makoto Sasaki	Sean Sakuma
Event BGM Shinobu Tanaka	Nobuhiro Sumiyoshi	Randy Shoemaker
	Yoshitaka Takeshita	Andrew Becraft
	Hiroshi Umemiya	Debug Support
	Yuichi Yamamoto	Hironobu Kaku
	Shigeki Yoshida	Yoshito Yasuda
	NES Emulator Program Tomohiro Kawase	Debug Super Mario Club
	Hideaki Shimizu	Special Thanks Toshihiko Nakago
		SRD
		Executive Producer Satoru Iwata

Linking a Nintendo GameCube and Game Boy Advance

What you need:

- 1 Nintendo GameCube system
- 1 Animal Crossing Game Disc
- 1 Game Boy Advance system
- 1 Nintendo GameCube GameBoy Advance cable

How to connect

1. Follow the instructions on page 7 to start the game.
2. When the game begins, connect the Game Boy Advance cable in controller port 2, 3, or 4.
3. With the power on the Game Boy Advance turned on, connect the cable to the Game Boy Advance.
4. See page 34-39 for more details.

The Nintendo GameCube Game Boy Advance cable will operate as long as it is connected to controller port 2, 3, or 4.

Do not connect the Game Boy Advance cable or a Game Boy Advance you won't be using.



Notes on linking:

The following circumstances might cause a communication error or erase the data you saved on your Game Boy Advance:

1. A cable other than the Nintendo GameCube Game Boy Advance cable is used.
2. There is a cartridge inside the Game Boy Advance.
3. There is a loose connection.
4. The Nintendo GameCube Game Boy Advance cable, Game Boy Advance, and Nintendo GameCube are not connected properly.
5. The Nintendo GameCube Game Boy Advance cable is pulled out while exchanging information.
6. The power on the GameCube or Game Boy Advance is turned off while exchanging information or the GameCube's RESET Button is pressed.



Y Button

Open or close the item screen

X Button

Look at the map
(You must have the map first.)

A Button

Facing another character..... **Talk**
 Facing a door..... **Enter a building**
 Facing a tree..... **Shake tree**
 Facing a bulletin board..... **Read messages**
 When holding an item..... **Use item**

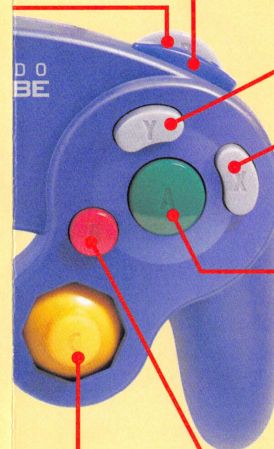
B Button

Press and hold while tilting the Control Stick to run.

Put away items
Put away furniture
Go back to the previous screen

C Stick

Adjust camera
(inside houses.)



Using the Controller

(Typing)

Whenever you have to enter a name, write a letter, or type anything in Animal Crossing, this keyboard screen will appear.

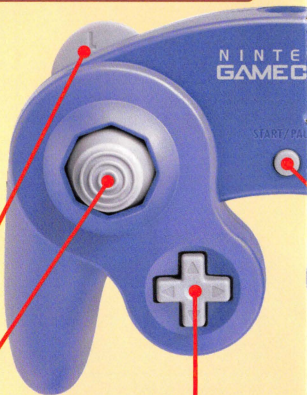


L Button

Caps lock/unlock

Control Stick

Choose a letter



+ Control Pad
Move cursor
across the page

• Changing Key Layout

You can arrange the letters on your keyboard screen in the same order as a standard keyboard, but if you're not familiar with a standard keyboard, just press the Z Button to rearrange the letters in alphabetical order.



• Accenting Letters

To change the accent on certain letters, simply select a letter and press the A Button to type it. An icon will appear on-screen near the X Button if the letter can be accented. Press the X Button to change the accent on that letter.

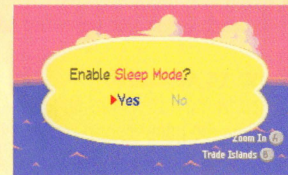


Sleep Mode

When you're done playing your Game Boy Advance, press SELECT to enter Sleep Mode. Sleep Mode turns the screen off while keeping the power on, helping to save battery power.

• Entering Sleep Mode

Press the SELECT to bring up a screen like the one on the right. Select "Yes" to enter Sleep Mode. If you select "No," the game will resume. If no selection is made after the screen has been displayed for ten seconds, or if there is no other activity for five minutes, the Game Boy Advance will automatically enter Sleep Mode.

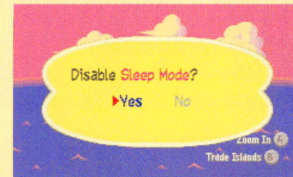


You Can't Enter Sleep Mode if...

- You are exchanging information with a GameCube or another Game Boy Advance.
- The warning message after the title screen is displayed.
- The game is switching to another screen.

• Returning to the Title Screen

Press the L Button and SELECT simultaneously while in Sleep Mode to bring up a screen like the one on the right. Select "Yes" to go to the title screen and "No" to resume Sleep Mode.



NOTE

If you turn the power off or the batteries run out while your Game Boy Advance is on or in Sleep Mode, any data on the Game Boy Advance will be lost. To save your progress, load your Game Boy Advance data onto the Nintendo GameCube and save at your Gyroid. If you want to disconnect either a Game Boy Advance Link cable or Nintendo GameCube Game Boy Advance cable from a Game Boy Advance that has game data saved on it, be sure to do it while the power is on.

• Naming Your Pattern

Follow the button assignments below to enter characters, following the same steps as on the Nintendo GameCube.



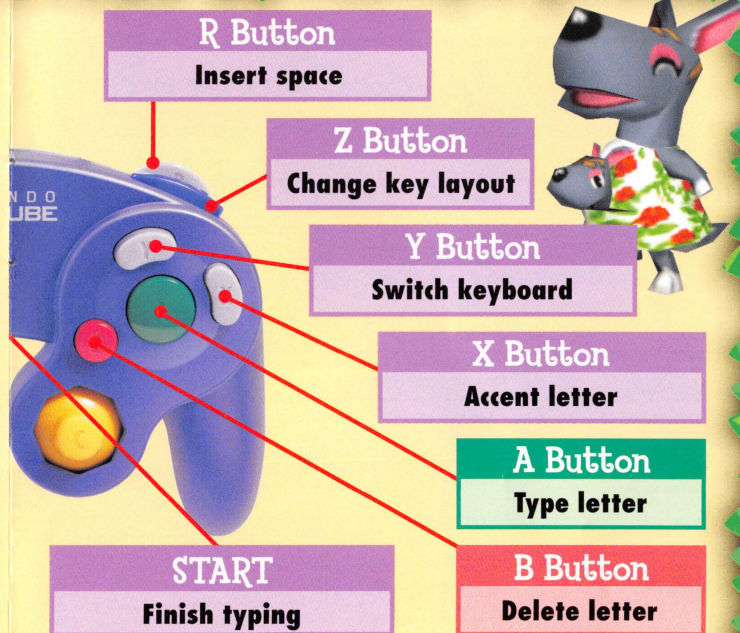
Load Design

Talk to Mabel at the tailor's shop while your Game Boy Advance is connected to the GameCube and the power is turned on. Select "Other things," "Design Advance," and then "Load design." The patterns you created on the Game Boy Advance will be sent to the Nintendo GameCube. The new patterns are saved on your pattern list in the item screen.



Choose a pattern to send to the Nintendo GameCube...

...then select a location to store it.



• Switching Keyboards

You can use three different keyboards to write your letters: the letter keyboard, the punctuation keyboard, and the icon keyboard. Press the Y Button to switch between the three.

• Editing

Use the + Control Pad to move the cursor to any spot you want to change, and then just type or delete letters as needed.

• Spaces and Carriage Returns

To type a space, you can either press the R Button or select **SP** on the keyboard and then press the A Button. To enter a carriage return, either press down on the + Control Pad or choose **↵** on the letter keyboard and press the A Button.

Outdoor Controls

Walk

The more you tilt the Control Stick, the faster you walk. To tread lightly, tilt the Control Stick slightly.

+ B Run

Hold the B Button while walking.



A Action

Here are just a few of the things the A Button lets you do:

• Talk

Stand in front of someone and press the A Button to start a conversation.



• Enter a House

Press the A Button in front of the door to enter a house.

• Use an Item

Press the A Button to use the item you're holding.



Create Your Own Patterns on the Game Boy Advance!

Talk to Mabel at the tailor's shop while your Game Boy Advance is connected to the GameCube with the power turned on. Select "Design Advance" to download the design tool or load your own patterns from the Game Boy Advance.

Loading the Tool

1 Select a location to store your pattern

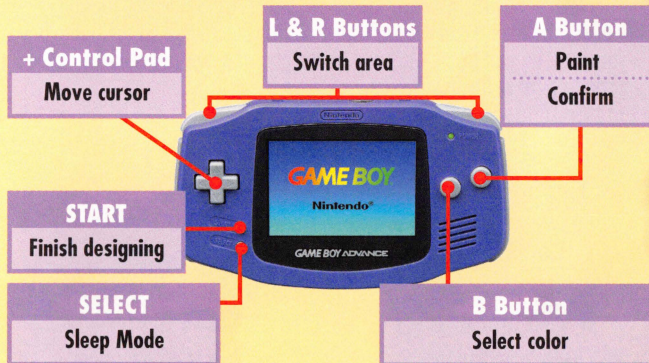
2 Design your pattern

3 Name the pattern

First, you will have to load the design tool onto your Game Boy Advance. This will also load any patterns you are carrying. Follow the same steps you do on the Nintendo GameCube to create a new pattern.

• Using the Design Tool

Check the controls below. The Game Boy Advance design tool works much like the one on the Nintendo GameCube.



See page 39 for information on Sleep Mode.



Exchange Your Island with a Friend

Use a Game Boy Advance Game Link cable to connect two Game Boy Advance systems and exchange your island with a friend.



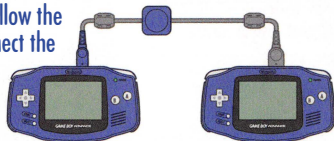
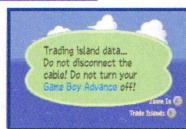
Using a Game Boy Advance Link Cable

You will need to have

- Two Game Boy Advance systems
- One Game Boy Advance Game Link cable

Trade Islands

1. Press the B Button while in Normal View from the island to trade your island with a friend.
2. Select "Yes" to see a screen like the one to the right. Connect the Game Link cable to each Game Boy Advance Ext. port while this screen is displayed.
3. Once you've connected the Game Link cable, follow the instructions on-screen and execute the exchange.
4. When the exchange is finished, follow the instructions on-screen and disconnect the Game Link cable.



Some notes on using the Game Boy Advance Game Link cable

Under the following circumstances, the link might fail, create an error, or erase the data you saved on your Game Boy Advance:

- A cable other than the Game Link cable was used.
- The Game Link cable was not connected properly.
- The Game Link cable was disconnected during the exchange.
- The Game Link cable was connected to the connector box.
- Three or more Game Boy Advance systems are linked together.
- The Game Link cable was disconnected before the instructions to do so appeared.
- A Game Pak was inserted while the power was on.

• Read a Sign

Press the A Button to read any sign you're standing in front of.



• Shake a Tree

Press the A Button to shake the fruit from a tree.

If you stop walking for a moment, the current date and time will appear in the bottom-right corner of the screen.

B

Pick Up Items

Pick up any item at your feet by pressing the B Button. If your inventory is full, you can either leave the item on the ground or make room for it by dropping another item.

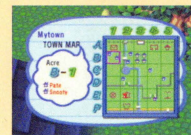
You can also use the B Button to pick weeds.



X

Check the Map

Look at the map of the entire town. Use the Control Stick to move the cursor over the map. This way, you can see the names of all the buildings and animals in each acre.






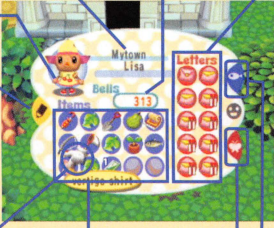






There's a World of Fun Outdoors!

Walk around outside to discover new and exciting things every day. You'll meet new animals, find strange marks on the ground, see all sorts of insects and fish... Be sure to pay attention while you roam around the town!



Item Screen Controls

Press the Y Button or START to bring up the item screen. This is your inventory. You can carry up to 15 items (not including the item in your hand) and 10 letters at any time.

 Move the cursor	 Display submenu While selecting an item	 Return to last screen
Name of town	Bells	Letters
Current outfit		
Personal Designs	<p>Pink letters are letters you've received; blue letters are letters you've written.</p> <ul style="list-style-type: none">  Unopened mail  Opened mail  Mail with a present attached 	
Choose this tab to see any patterns you've created. (See page 16 for details.)	Cursor	Items
Information pops up when you move the cursor over a slot that contains an item or letter.	Some major icons: <ul style="list-style-type: none">  Furniture  Clothes  Stationery 	Switch screens
		Press the A Button on these tabs to see lists of the fish and insects you've caught. You can also press the R Button to scroll through these screens.

Selecting Multiple Items

Press the X Button to select multiple items simultaneously. If you press the A Button on any of the items you've selected, you can sell them all at once.




Cross the Ocean and Travel to an Island! (Game Boy Advance)

When you return to your town from the island, you can save your island's data onto the Game Boy Advance. This way, you can watch your island's resident while you're away.



Button Assignment (Game Boy Advance)



+ Control Pad Move cursor	A Button Tap Zoom in
START	B Button Zoom out Link mode
SELECT Sleep Mode	Normal view
See page 39 to learn about Sleep Mode.	Zoom in

Playing with the Islanders

While you are zoomed in, use the + Control Pad to move the cursor and press the A Button to perform various actions. See what happens when you make your islander happy!

• Tap on your islander	• Tap an item	• Tap on the hut
		
Are you looking at me?	Pick it up and move it around	Someone was in there!

Connect with the Nintendo GameCube Game Boy Advance Cable

You can connect your Game Boy Advance to the GameCube using a Nintendo GameCube Game Boy Advance cable (sold separately). See page 40 to learn how to connect the cable to your Nintendo GameCube.

When you turn off your Game Boy Advance, any Animal Crossing data you had in the Game Boy Advance will be erased. See page 39 for details.

• You don't need a cartridge to download onto your Game Boy Advance.

Visit a Tropical Island! (Nintendo GameCube)

Talk to Kapp'n

Go to the pier near the beach while your Game Boy Advance is turned on and connected to your Nintendo GameCube. You'll find Kapp'n waiting there, ready to take you to a tropical island. (If this is your first visit to the island, you will get the opportunity to name it here.)



Once You're on the Island...

Take some time to visit your island native, go fishing, catch some insects, or decorate your island bungalow. It's always summer on your tropical island, so it's nice to go there when the weather in your town is bad.

You can also paste your own pattern onto the island flag.



When You're Ready to Go Home...

To return to your town, just talk to Kapp'n again. When you get back home, be sure to talk to your Gyroid and save your progress!

When you save your town data, your island data will be saved as well.



Menu Commands

Different menu commands allow you to use or move items. Menu commands change depending on your current location or the item you've selected. Listed below are some commonly used commands.

• Grab

Grab an item and move it around within the item screen. Use this command to swap or sort items on the screen. You can also use this command to place a tool in your hand or attach items to your letters.



Press the L Button to grab an item without pulling up the submenu commands.

• Drop

Drop a selected item on the ground. Items left on the ground may remain there for days, but they might disappear. Sometimes, you can find them in the lost & found at the police station.

• Throw Away

Delete letters. Once you throw away a letter, it's gone for good, so think carefully before you delete a letter.



Change Your Clothes!



Select your outfit with the Control Stick.



Drag the outfit onto yourself and press the A Button.



Now you're wearing the outfit!

The outfit you were wearing goes back into your inventory.

Use Your Own Designs!

Try pasting a pattern you've created onto clothes and umbrellas (See page 25 to learn how to design your own patterns).

1
A Press the A Button here to display the design page.



2
A Select a pattern with the A Button.

3
Select Use to decide where to use the pattern.

• Use on Clothes, Use on Umbrella..... Works Anywhere!

Use on Clothes

Use the selected pattern on your clothes. Your old outfit goes back into your inventory.

Use on Umbrella

Fold the selected pattern up and use it as an umbrella. You don't need to have an umbrella in your inventory to do this.



• Use on Walls, Use on Floor.... Works Only in Your House!

Paste the selected pattern on the wall or floor. The wallpaper or carpet you were using goes back into your inventory.



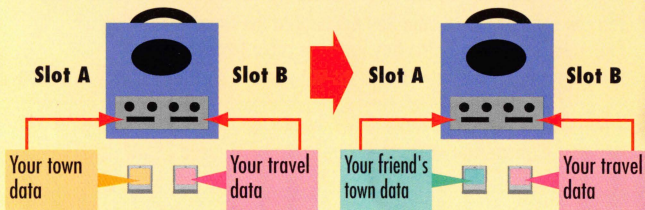
However...

You can't use patterns on your clothes, walls, or floor if your inventory is full.



Travel Method 1

• For this method, you need two Memory Cards, one with your town data and one on which you can save travel data.



• Step 1: Create travel data

Talk to Porter and create "travel data" on the Memory Card in Slot B. (This requires 3 empty blocks.) Your town data is saved automatically.

• Step 2: Travel to your friend's town

Insert the Memory Card containing your friend's town data in Slot A while the Memory Card containing your travel data is in Slot B. You're all set to visit your friend's town!

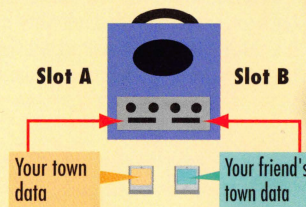
Animal Crossing will automatically overwrite your old travel data before your next trip.

Travel Method 2

• For this method, you need two Memory Cards, one with your town data and one with a friend's town data.

• Step 1: Load your town data

If you talk to Porter while the Memory Card with your friend's town data is inserted into Slot B, you'll enjoy a short train ride to your friend's town. Your own town is saved automatically.



• Step 2: Travel to your friend's town

After the train ride, you will arrive in your friend's town. Enjoy your stay!

Traveling is cool, man!



Visit a Friend's Town!

Every town is unique, so when you visit a friend's town, you'll notice that its layout and residents are quite different from yours. If you ever want to meet new people and see new places, you can visit another town using a Memory Card that contains a friend's town data. There are two ways to travel to another town.

Talk to Porter

If you want to take a trip, go to the train station and talk to Porter, the attendant.

Before you travel, check your Animal Crossing clock and Nintendo GameCube system clock to make sure the time settings between your town and your destination are roughly the same. If the two time settings are very different, your turnips might go bad or an item you've sent might not reach its destination.

What's Different in Other Towns?



The townsfolk



The items at Tom Nook's store



The fruit on trees

Look for other differences. Some things in other towns may seem similar to those in yours.

Go Home

When you are ready to head back to your town, go to the train station and talk to Porter again. When you get back home, be sure to talk to your Gyroid and save your progress!



NOTE

If you reset or quit without saving after you return from traveling, you will lose all of the Bells and items you were carrying. Always talk to your Gyroid and save after you've been traveling.

• Drop in Your House..... Works Only in Your House!

Drop as Clothes

Show off your pattern as an outfit in your room.

Drop as Umbrella

Show off your pattern as an umbrella in your room.



• Post a Design..... Works on Signs!

After you erect a signboard outside, you can stand in front of it and press the A Button to post one of your patterns on it.



• Use Your Tools!

You can follow the same steps for changing clothes to pick up a tool, such as a shovel or a fishing pole. To put the tool away, go to the item screen. Place the cursor over your name, and press the A Button to grab the tool. Then just put it back into your inventory.

• Shovel

Use your shovel to dig holes in the ground. You can also use it to fill holes or bury items.

• Fishing Pole

You'll need a fishing pole to catch any fish. Every fish you catch is recorded in your fish list.

• Net

Use your net to catch insects. Every insect you catch is recorded in your insect list.

Presents Sent with Letters

If you receive a present in the mail, press the A Button on the letter and select Present. Then move it to your inventory, where you can open it.

Money Bags

You can move money bags from your inventory to your wallet. Just press the A Button to grab them and carry them up to where your total number of Bells appears on the item screen. Then press the A Button to add them to your funds.

Indoor Controls

Place Furniture



Choose a piece of furniture you want to place in your house...

...then select Drop to set it down.

You can't drop furniture if there isn't enough space. You can't open grab bags in your house.

• After Placing Your Furniture...

Pick up

Stand in front of the piece of furniture you want to put away, and press the B Button. The item will go back into your inventory.

Use

You can use some items by pressing down on the A Button or tilting the Control Stick while facing the item.

Play NES Games!

If you find a Nintendo Entertainment System, place it in your room and press the A Button to play your game. To quit, press the L, R, and Z Buttons simultaneously.

Adjust Camera

Use the C Stick to change your viewpoint inside the house.

Move Furniture

Tilt the Control Stick while holding the A Button to move or rotate furniture in your room. You must have enough space to do this.



If you've grabbed an item from the front...

+ Push it!

+ Pull it!

+ Rotate it!

Store an Item

Grab an item from the item screen and drag it to your Gyroid. You can leave up to four items with your Gyroid. Items you leave with the Gyroid can be seen and bought by other players.



• Give Away

Give this item to another player for free.

• Set Price

Sell it to another player. You set the price.

• Display

Show off your item. No one else can take it.

Other Things

Paste or remove a pattern on your door.

• Paste Pattern

Paste your own pattern onto the door.

• Remove Pattern

Take down your pattern from the door.



Set Message

You can create a personal greeting message that other players will see when they visit while you're away. (See page 10 to learn how to type.)



• The Mailbox

Any new letters you receive will be waiting for you in your mailbox. The mail icon blinks on and off when you have mail.



Gyroids and Saving Your Game!

Save

Before you quit the game, always talk to the Gyroid in front of your house to save your game. You can save only onto the Memory Card you started the game with. You cannot copy this data to another Memory Card.

• Save and quit

Save the game and go back to the title screen.

• Save and continue

Save the game and continue from where you left off.

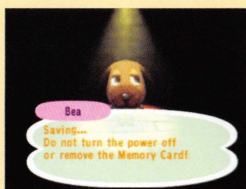
Gyroid



- You need at least 57 blocks on a Memory Card to save Animal Crossing data.
- You need 1 block to record your NES game score (separate from Animal Crossing data).

NOTE

Do not remove Memory Card while the save screen is displayed. It could result in corrupted save data, forcing you to start your town from scratch.



The passage of time between when you last played the game and when you play again is calculated by the Nintendo GameCube's internal clock. Changing the internal clock on your GameCube (see page 17 of the Nintendo GameCube user's manual) will affect the time-passage calculations in the game.

Letter Writing!

1 Choose Your Stationery and a Recipient

Select some stationery from your inventory and choose Write Letter. When your stationery pops up on-screen, choose the recipient's name from the list.



2 Write Your Letter

Enter your message. (See page 10 to learn how to type.) Once you finish writing the message, you will return to the item screen. The letter you wrote will appear as a blue letter icon in your letter inventory.



Attach a Present

If you want to include an item in a letter, grab it from your inventory, drag it to the letter and press the A Button.



Rewrite a Letter

You can rewrite letters you've finished writing. To change the recipient, place the cursor next to the recipient's name and press right on the + Control Pad.



3 Take Your Letter to the Post Office

Drop off the letter at the post office, and you're done! The recipient might even send back a response.



Tom Nook's Store

You can do much more than just shop at Tom Nook's store! Talk to Tom to see what the options are.



Shop

Press the A Button while standing in front of the item you want to purchase. Tom Nook will explain the item and its price. (If you're buying clothes, wallpaper, or flooring, he'll even show you what it looks like.) Select "I'll buy it!" to purchase the item or "Never mind..." to decline.

Can't Find What You Want?

The store changes its stock every day. If you don't find anything you want, try coming back the next day!

Sell Items

Sell your unwanted items to make some money. Once you've sold an item, you can't cancel the transaction, so be careful. Make your selection with the A Button, or use the X Button to select multiple items and sell them at all once.



Catalog

See a complete list of items you've purchased or received in the past. Select an item from the list to place a special order. Select the tabs on the right or press the R Button to switch the type of items being displayed.

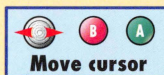


Turnip Prices

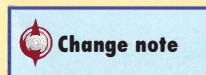
Check the price of turnips—it changes daily. Be sure to check the price before you make the sale—if you're not careful, you could wind up losing out!

Town Tune Bulletin Board

You can compose and change the tune that plays every hour in your town and whenever you talk to the other townsfolk. Press START and choose "Yes" to use the music you composed or choose "Throw it out" to undo your changes. When you change the music, the previous tune is deleted. Press START to exit the bulletin board screen.



Play town tune



Erase town tune



Rest



Extend the preceding note

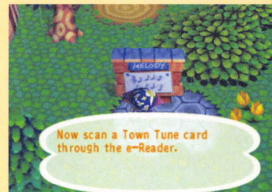


Play a random note

Town Tune Cards

Sometimes, trying to think up a nifty new town tune can be difficult. However, if you have an Animal Crossing e-Reader card with town tune data on it, you can change your town tune easily!

First, insert the e-Reader into your Game Boy Advance and connect it to your Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable. (The Game Boy Advance, e-Reader and Nintendo GameCube Game Boy Advance cable are all sold separately. See the e-Reader Instruction Booklet for detailed instructions on connecting the e-Reader to your Nintendo GameCube.) Next, stand in front of the town tune bulletin board and press the A Button. When the bulletin board screen appears, press the R Button to use your e-Reader. Choose "Prep e-Reader" from the menu to prepare your e-Reader to transfer data. Once the e-Reader is ready, choose "Read Card." Follow the instructions on your Game Boy Advance screen and then just swipe a card whenever you're ready. Your town tune will be changed automatically.



The Dump

Drop off items you no longer need here. They'll stay in the dump until the next garbage-collection day.



Museum

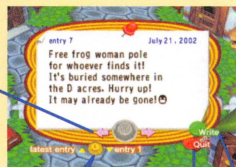
You can donate your fossil, painting, fish, or insect collection to the museum. Any items you donate will be put on display, where you and your friends can see them at any time.




Town Bulletin Board

Anyone can post a message on the bulletin board. The bulletin board can hold up to 15 messages. Older messages get deleted as new messages are posted. Once you post a message, you can't delete it, so be careful what you write! Any special town events will be posted on the bulletin board, so be sure to check it frequently.


 **Scroll through the messages**



 **Jump to the newest message**

 **Post a message**

 **Jump to the oldest message**

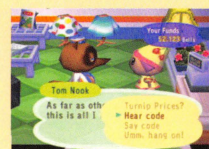
 **Cancel**



Creating Your Own Secret Codes

Sometimes, you want to give your friend an item that you have, but you just can't deliver it in person, and your friend isn't able to pick it up. That's when Tom Nook's shipping service comes in handy.

You can take any item you have in your catalog to Tom Nook's shop and trade it in for a secret code that you can tell to your friend. Your friend will then be able to use that code at Tom Nook's shop in his or her town and receive the item in exchange.



Creating Secret Codes

Choose "Other Things" and then choose "Hear Code." Tom will ask you for the item and the town and player name that your friend is using. He will then give you a secret code that only your friend in that town can use! Of course, once you give an item away, it's gone for good!



Using Secret Codes

If your friend gives you a secret code for you to use in your town, simply visit your local shop and talk to Tom Nook. Choose "Other Things" and choose "Say Code." After you say the secret code, Tom Nook will give you the item.



The Post Office

You can send letters and pay off your home loan at the post office. Go to the counter and talk to the clerk to bring up the menu.



Mail a Letter

To hand a letter to the clerk, select it from the letter list on the item screen. If the shelf behind the counter is full, you can't send any more letters. Come back later and ask again. You can send letters from your post office only to the residents of your town or to the Farway Museum.



Pay Off Your House

Select "Deposit" to pay off part of your loan. Decide how much you want to pay with the control stick, and select "End" to pay off your house.



When You've Paid Off Your Loan...

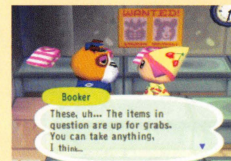
Talk to Tom Nook once you've finished paying off your loan. He'll be thrilled to upgrade you to a bigger house!



Other Locations

Police Station

Every police station has a lost & found department, which can store up to 20 lost items. If more than 20 items come in, the older items disappear. Feel free to reclaim any lost goods there. Also, you can get valuable information on upcoming events from the policemen.



When You Visit Another Town...

Be sure to stop in at the local police station when you're visiting a friend's town. Officer Copper will give you a map of the town, good for whenever you visit.



See page 32 to learn more about visiting other towns.

Wishing Well

If you can't complete a delivery because the recipient has moved away, place the item in the wishing well, where you can apologize for not delivering it. The wishing well can also tell you about the state of your town.



If You Find Out Where the Recipient Has Moved...

If you know where the recipient lives, you can hand over the item by visiting that town. It's always better to complete a delivery than to apologize for not completing one.



Design Your Own Pattern!

Area cursor Use the L and R Buttons to switch between areas. Your current area has a green border.

Grid area Turn the grid display on or off.

Change the combination of colors.

Palette area Select your colors here.

Paint cursor Use the Control Stick to move the cursor, and paint with the A Button.

Canvas area Design a pattern within this 32x32 grid.

Tool area

- Pen tool
- Paint tool
- Shape tool
- Symbol tool
- Undo (Erase the last mark)

When the Area Cursor Is On the Canvas:

L & R Buttons Change area

Y Button Undo

X Button Turn grid display on or off

A Button Paint/confirm

Control Stick Move paint cursor

+ Control Pad Select tool

C Stick Select color

B Button Pick up a color on the canvas

Save Your Letters

You can save up to 160 letters on one town's Memory Card.



The e-Reader™

Your local post office has its very own e-TM, or e-Transfer Machine. This nifty machine will decode the data on your Animal Crossing e-Reader cards (sold separately) and transfer it to the Nintendo GameCube game, allowing you to receive letters and presents from some of your favorite characters.

The e-TM is easy to use. First, insert the e-Reader into your Game Boy Advance and connect it to your Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable. (The Game Boy Advance, e-Reader and Nintendo GameCube Game Boy Advance cable are all sold separately. See the e-Reader Instruction Booklet for detailed instructions on connecting the e-Reader to your Nintendo GameCube.)

Next, stand in front of the e-TM and press the A Button. You must prepare your e-Reader to scan your Animal Crossing e-Reader cards, so choose "Prep e-Reader" from the menu. Once you have downloaded the card reading program to your e-Reader and Game Boy Advance, you can use it to scan e-Reader cards anywhere in Animal Crossing as long as you don't turn your Game Boy Advance off.

Once the e-Reader is ready, choose "Read Card." Prepare the e-Reader to scan your card, and then just swipe the card. The e-TM will then decode the data on the card and mail it to your house. Remember, you can scan each card only once per day!





The Tailor's Shop

Design and display your own patterns at the tailor's shop. You can carry up to 8 patterns.

Check the Patterns on Display

Press the A Button in front of a pattern on display to see the following commands.

• Display!

Display your pattern at the store.

Sure!

The pattern displayed at the store is replaced with your creation.

Exchange

Swap your pattern for one displayed at the store.



• I'll Take It

Choose this to take the pattern you've selected. However, you must delete a pattern you are currently carrying.

• Exchange

Exchange your pattern for one displayed at the store.

NOTE

If you change the original pattern, you'll also change the pattern of any item using that same design. However, outfits and umbrellas displayed at the store won't change, and neither will the flag on your island.

See page 16 to learn how to use your patterns.

Design Cards



Creating detailed designs can take some time. But if you happen to have an Animal Crossing e-Reader design card (sold separately), you can immediately get a fine design straight from the e-Reader card!

First, insert the e-Reader into your Game Boy Advance and connect it to your Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable. (The Game Boy Advance, e-Reader and Nintendo GameCube Game Boy Advance cable are all sold separately. See the e-Reader Instruction Booklet for detailed instructions on connecting the e-Reader to your Nintendo GameCube.) Next, go to the Able Sisters tailor shop. Talk to Mabel and choose Other things. You'll have to get your e-Reader ready to transfer design data, so choose "Prep e-Reader." Follow the instructions on your Game Boy Advance screen, and then swipe your card through the e-Reader! You can transfer the design from the e-Reader card to your Nintendo GameCube game by dropping it onto one of your 8 available patterns. Just remember—you'll have to sacrifice one of your 8 designs to save it.

If You Talk to Mabel...

• Create a Pattern



Select a place to store your pattern. This will erase one of the patterns on your item screen.



Using the design tools, create your own pattern. (See page 26 to learn how to use the design tools.)



When you finish the pattern, give it a name. You can enter up to 16 characters. When you finish, you will pay a fee.

Any Suggestions?

Select this to get a recommendation from Mabel on the patterns displayed at the store.

• Save Pattern

You can save up to 96 patterns on a Memory Card.

• Game Boy Advance Design

Load your patterns into the Game Boy Advance, where you can edit them and create new patterns. (See page 37 about designing patterns.)

