



Welcome to

Animal CrossingTM

Population: Growing!



INSTRUCTION BOOKLET

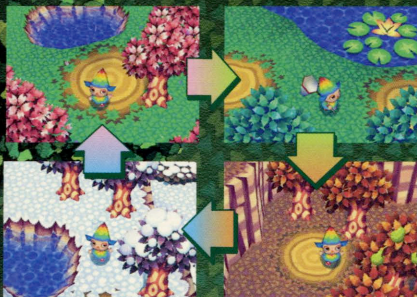


NINTENDO
GAMECUBETM

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!



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.)



Control Stick

Walk

The more you tilt it, the faster you walk.

Move cursor

Move cursor on item screens and on the map.



Z Button

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

L & R Buttons



START

Open or close the item screen

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.)

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.

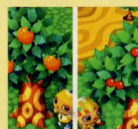
What's Different in Other Towns?



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!

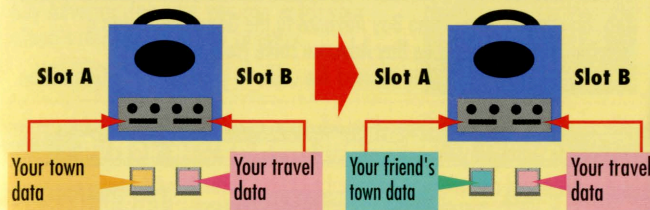


NOTE

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.

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!

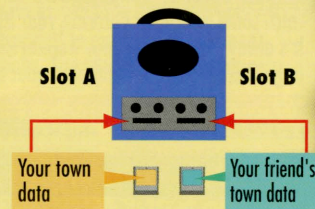
Animal Crossing will automatically overwrite your old travel data before your next trip.

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!

Passwords

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





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