The Stalk Market

* A special mechanic that lasts only a week long. It’s the stock exchange for kids

First Element: Sundays and purchases

“Play the game between 6AM and noon on Sunday and look for Joan, a brown boar, wandering around your town. Talk to her to purchase turnips from her. Her price for the turnips will be between 90 and 110 bells. Her price doesn't change during the day. The turnips that you buy from her will spoil on 6AM the following Sunday.”

Second Major Element: Selling and Patterns

* The selling part is easy. Could be something like !sell [item] [amount] or !turnip sell [amount]
* Patterns are tricky
  + Decreasing (starts at 50-99)
    - the prices will consistently decrease by a few bells each time, never increasing
  + Big Spike (max known @ 500)
    - Starts as decreasing pattern
    - The maximum price in this pattern is always preceded by two increasing prices and always followed by two decreasing prices, so the maximum can't occur on Monday or Saturday.
    - Increase, Increase, Max, Decrease, Decrease
  + Small Spike (max value unknown)
    - Starts as decreasing pattern
    - then there will be four increasing prices, with the fourth being the maximum for the week, followed by a decreasing price that is higher than average, followed by a continuation of the overall decreasing pattern. The maximum price in this pattern is always preceded by three increasing prices and followed by one decreasing price, so the earliest that the maximum can occur is Tuesday afternoon and the latest is Saturday morning.
  + Random (50 - 200)
    - No method, just randomly picks any of the values
    - Tends to go above 110 twice

Third Element: Days of the week

* Simply put, 0 = Sunday, 1= Monday etc
* Think Mod 7

*(Cited from:* [*http://www.thonky.com/animal-crossing-new-leaf/stalk-market*](http://www.thonky.com/animal-crossing-new-leaf/stalk-market) *)*