

Getting started in

New Horizons

Welcome to  
**Animal Crossing**



**Beginner Tips and  
Optimization Guide**

# Introduction

Welcome to **Getting Started in Animal Crossing: New Horizons!** This game is one of the most calming, welcoming, and cutest video game experiences Nintendo produces. However, there are a lot of small details that can take a while to get the hang of, and you'll find yourself saying "wow I wish I knew that 2 days ago" fairly often. But not with this guide you won't! This isn't a guide on how to "win" the game quickly, or even a walkthrough, just a resource for the smaller things that might not be immediately obvious. Enjoy!

## The Very Beginning

### Character Customization

Don't worry too much if your character doesn't look just like you here! You can unlock more hair styles, clothes, and even completely change your appearance in front of a mirror once you're settled in.



### Choosing Your Island

While later on you can change all the land formations of your entire island, you cannot change where rivers open up into the sea, so factor that into your island choice!

Other than that, name your villager and island some thing fabulous and have fun!

# Villagers

You're not alone on this island! The game is about creating a fruitful and gorgeous community, so you're bound to cross paths with some animals.

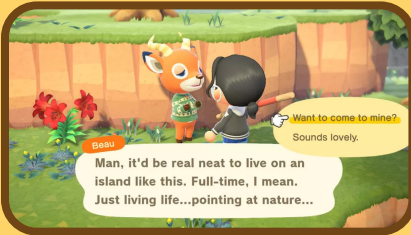
## Villager Tips

### Your First Three New Friends



While you can't choose your villagers directly, you can gamble for the 3rd, 4th, and 5th.

When you visit a Nook Mystery Island for the first three times, if you don't like the look of a villager, don't interact with them.



They'll only come to your island only if you invite them, and you will always end up with three from these islands.

### Showing Emotions



You can get reactions to use by communicating with your villagers!

Talk to them enough, and they'll come to you and offer you the ability to emote!



# Tools

Tools work differently in New Horizons compared to other Animal Crossing titles. Here's each of the tools and what they do.

## Main Tool List



Fishing Rods are used to catch fish of course! That's pretty much all they do.



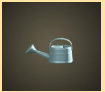
Nets are used to catch bugs! Holding down the A button while using it will allow you to creep slowly towards bugs without scaring them before releasing it to catch them.



Shovels are used to dig holes! Holes contain fossils and can be used to plant trees and flowers. They can also be used to hit rocks for resources.



Axes are used to get wood from trees or hit rocks. The Flimsy Axe and Stone Axe will not cut down trees, but the regular Axe will. Use a stone axe for most situations unless you want the trees chopped!



Watering Cans are used to water flowers! Not much to say about them besides that there are also cute versions that



Slingshots are used to shoot down balloons. Balloons carry all sorts of things, from furniture to recipes and bells!



The Vaulting Pole is one of two unbreakable tools required to get around the island. It allows you to vault over rivers to the rest of your island.



The Ladder is the other unbreakable movement related tool. It allows you to climb short cliffs. The cliffs of the island have your island's native flower, so you can pick/uproot those after obtaining the ladder!

Resource gathering tools have a limited amount of uses, but can be "repaired" by upgrading them from flimsy to regular or by customizing them! Unfortunately the axe is excluded from this since it cannot be customized.

# Fruit, Bugs, Fish, and Fossils

A big part of Animal Crossing's gameplay is harvesting items to sell, and these are those items!

## Your island has one of 5 natural fruit!



Fruit can be harvested from trees by shaking them, then sold. **Non-native fruit sells for 5x the Bells!** Eating fruit also makes you crazy strong, and able to shatter rocks and uproot trees!



All fruit can be obtained and planted to grow on your island! You can get the other fruit from other players' islands or from Mystery Islands. Dig a hole with your trusty shovel, and plop a fruit in there from the inventory menu.

## Creepy Critters, Aquatic Animals, and Bygone Bones

Tom Nook will ask you to donate bugs and fish for one of his pals! Don't blow him off, because once you donate 5 different species, his pal will come to your island and **open up a museum!**



The types of bugs and fish you can catch cycle out every month, and some can only appear in specific places (such as on tree stumps for bugs or on the pier for fish), so it's worth it to explore and see what you can find!

# Crafting

Crafting is a new system to the mainline Animal Crossing series, but it is really simple! Bring crafting materials to a workbench and use the required resources to craft tools, furniture, island decorations, and more!

## Crafting Materials



### Tree Branches

Found on the floor near trees, or from shaking a tree.



### Wood, Hardwood, and Softwood

All obtained from hitting trees with an axe. Which you get is random, but all are very useful.



### Stone

Found primarily from hitting rocks with axes and shovels. Sometimes found in bulk from balloons too.



### Clay

Also obtained from hitting rocks. Also sometimes found in bulk from balloons.



### Iron Nuggets

Also also obtained from hitting rocks. This is a valuable resource to have for tools and furniture, hold onto these!



### Clump of Weeds

Obtained by hitting **Y** on weeds in the town. Almost never hard to find, just de-weed if you need them!

There are more crafting materials, but these are the ones you'll always want to have available.



Carrying resources with you takes up a lot of inventory space, so you may want to make a "crafting area" where you store materials on designated surfaces and have a workbench nearby.



# Money

It's been mentioned a few times so far, but now's the time for the nitty gritty on currency in Animal Crossing.

## Bells



Bells are the main currency, used to buy items, pay off building project costs, and can be invested to earn more bells.

## Nook Miles



Nook Miles are a secondary currency obtained by completing tasks, and are used to buy tickets to Mystery Islands and buy items.

Money is obtained primarily by selling objects. Fruits, bugs, fish, and fossils are all sellable for bells, at varying prices. Rarer items sell for much more.

## Making Money by Not Selling Things



### Money Trees

Money literally can grow on trees! If you see a golden hole in the floor, dig there, and there will be bags of bells! If you **plant at least 10,000 bells** in the glowing hole, a money tree will begin to grow!

### Money Rocks

Sometimes, rocks will contain bells. Continue hitting it and you can get a windfall of money all at once. Be careful, you've only got a little while to get the full amount of bells though!



### "The Stalk Market"

On Sunday Mornings, Daisy Mae will come to sell Turnips for ~100 bells. These can then be sold on **Mon - Sat** for varying prices. Try to sell higher than you bought for to be rolling in bells!

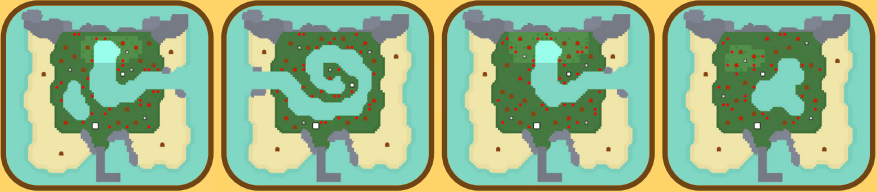


# Mystery Islands

With Nook Miles, you can buy tickets to a special island where you can gather to your heart's content (or at least until your pockets are full)! There are many different kinds of islands, and you will visit a random one every time you use a Nook Miles Ticket.

There are far too many islands to cover on one page, so here's the main types of island that you can be brought to:

## Normal Islands



These Islands have the same materials as your native island. You have the highest chance of being brought to one of these.

## Specific Material Islands



Islands that only offer bountiful amounts of one resource. Resources include rocks, flowers, bamboo, fruit trees (non-native), and flowers.

## High Value Material Islands



Islands containing ONLY money trees and rocks, high value bugs (Tarantulas and Scorpions), high value fish (large fish and finned ones like sharks). Very low chances of being brought to these.



# Special Visitors

Special animal characters will sometimes visit your island! Many of them sell specialty items, or are available for you to sell your items at higher prices.

Here's each character and what they have to offer:



## Saharah

She will arrive on random days selling carpets, flooring, and wallpapers.



## Redd

He runs a black market shop out of his boatselling paintings



## Flick

He loves bugs and will pay you much more for them when he's around. Also makes bug statues.



## C.J.

He loves fishing, and like Flick, will pay you much more for fish. Also makes fish statues.



## Wisp

From **12:00am to 4:00am**, he might be wandering the island, and doing his minigame gets you wallpaper and carpets!



## Celeste

She visits her brother Blathers sometimes. She loves stars and gives recipes for Star Wands.



## Leif

He visits the island as a vendor to sell flower seeds and shrubs not normally available.



## Daisy Mae

She will visit on Sunday mornings from **5am to 12am** to sell turnips! (See "the Stalk Market")



## Blathers

Blathers curates the museum on your island, showcasing items you donate to him!



## Gulliver

He's found on the beach passed out sometimes! Find his phone parts and he'll give you some gifts.

There's much more to Animal Crossing, but you'll just have to adventure around to figure it out! Thanks for reading! :o)

