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Thank you for purchasing Prima’s Official Game Guide to Animal Crossing: New Leaf. Whether you’re a series fan or an Animal Crossing newcomer, you’re sure to find all sorts of useful tips and info within these packed pages!

What Is Animal Crossing?

Imagine yourself in a world filled with quirky friends and laid-back adventure. That’s Animal Crossing: a fun-filled game that asks you to stop and smell the roses. You create your own special life: Dress yourself up, decorate your home, and interact with neighbors and nature in all sorts of cool ways. There’s more to see and do than you could possibly imagine, and with the help of this guide, you won’t miss a thing!

How to Use This Guide

Let’s take a peek at the info you’ll find in each chapter of this guide.

Chapter 1: Introduction

You’re reading it now! This chapter introduces you to the game and guide to familiarize you with both.

Chapter 2: How to Play

There’s a lot going on in the world of Animal Crossing, and this chapter covers the “everyday” aspects of gameplay. From menu navigation to interacting with neighbors, using tools and earning fast Bells, this chapter will have you playing like a pro in no time.

Chapter 3: Welcome to Town!

Getting stuck on your first day in town? Never fear! This chapter steers you through the game’s opening moments, guiding you up to the point where the tutorials have ended and the real fun begins.
Chapter 4: Mayoral Mirth

One of New Leaf's coolest new features is the ability to play as the town's mayor. Turn to this chapter to learn all about playing as the mayor, from earning your Town Development Permit to unlocking new public works projects.

Chapter 5: Shops and Such

When your Bells are burning holes in your pockets, flip to this chapter to discover all of the different places where you can spend them. Here you'll learn all about every store, and how to attract new businesses to your town. Other important destinations are also covered here, such as the train station, plaza, and town hall.

Chapter 6: Island Action

Tortimer has retired to a faraway tropical island, and it's not long before he sends you a personal invitation to visit him there. Check out this chapter when you arrive at the island to discover all of the fun and adventure that awaits you, including tour tips that will help you score plenty of valuable medals.

Chapter 7: Friendly Faces

Hundreds of quirky characters are waiting to meet you in New Leaf, and this chapter introduces you to each one. From pillars of the community like Tom Nook to special visitors like Jingle, every major character is covered here. You'll also find tables that tell you a little about each of the 300+ neighbors that might move into your town one day.
Chapter 8: Special Events

There are plenty of reasons to celebrate good times in Animal Crossing—not that you really need a reason! From small, happy gatherings like birthdays to more involved proceedings like the Harvest Festival, this chapter guides you through every special event that occurs throughout the year.

Chapter 9: Calendar

After reading all about New Leaf’s special events, you’ll find this colorful monthly calendar. Just check this calendar each day, and you’ll always know when happy occasions are ahead. The calendar also lists the insects, fish, and deep-sea catches that are available each month—refer to the “Museum Donations” chapter for more information on these wildlife creatures.

Chapter 10: Home Sweet Home

Upgrading, renovating, and decorating your home—it’s important stuff! And this informative chapter helps you get the most out of your home’s decor. Here you’ll find useful info on every home upgrade and renovation, including the themes to which they belong. You’ll also learn all about the Happy Home Academy (HHA) and discover how to earn fabulous HHA prizes!

Chapter 11: Furniture Showcase

Here come the catalogs! Beginning with this chapter, the rest of the guide is filled with images and info on practically everything you can find or buy in the game. This chapter focuses on furniture for your home, and begins by showcasing special furniture series, themes, and sets, which provide big bonuses from the HHA when you’ve assembled them in your home.
If fashion is your favorite, then this is the chapter for you! Here you’ll find a complete catalog of every garment and fashion accessory, beginning with special outfits and disguises. The “look” of each item is also provided to help you create your own unique outfits based around your favorite styles!

Chapter 13: Other Items

If the item you’re after isn’t a piece of furniture or clothing, then it’s most likely listed here. This catalog includes miscellaneous items such as tools, stationary, flowers, fruit, seashells, gyroids, K.K. Slider tunes, and more.

Chapter 14: Museum Donations

This last catalog is a nature-lover’s dream. Here you’ll find images of every bug, fish, and deep-sea catch, with vital info that helps you track them all down. Your wildlife encyclopedia won’t know what hit it!

Tip

Trying to locate a specific item in the catalogs? Turn to the guide’s final pages for a helpful index!
How to Play

There's plenty to see and do in Animal Crossing: New Leaf, and this chapter teaches you all about the basics. From navigating maps and menus to chatting up neighbors, tool usage, and tips for becoming a Bell-ionaire, you'll learn all about everyday gameplay here.

Controls

Before we get to the good stuff, let’s quickly review the game’s controls.

Most interactions are done by tapping the Touch Screen with the stylus, but you can also use the following button commands.

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Menu advance/confirm; use current item; open door; interact</td>
</tr>
<tr>
<td>B</td>
<td>Run, menu cancel</td>
</tr>
<tr>
<td>X</td>
<td>View pockets menu (inventory)</td>
</tr>
<tr>
<td>Y</td>
<td>Pick up items</td>
</tr>
<tr>
<td>+</td>
<td>Change view, menu navigation</td>
</tr>
<tr>
<td>L + R</td>
<td>Take screenshot</td>
</tr>
</tbody>
</table>

Map and Menus

The Touch Screen shows a handy map of your current area, and is also used to display menus whenever necessary. Here we review the most common Touch Screen maps and menus.

Town Map

Whenever you’re running around town, the Touch Screen shows you the entire town map. This helps you quickly see your location, along with the locations of important town landmarks, such as the train station, the town hall, the plaza, and the homes of all townsfolk (including your home).

Tap any home or landmark on the town map to view its name. Tap the left side of the map screen to extend a sidebar list that lists all of the landmarks by name. Tap any name in the sidebar list to make its map icon blink. Now you can easily see where to go!
CHAPTER 2: HOW TO PLAY

Pockets Menu

Everything that you carry is stored within your pockets. You can hold up to 16 items in your pockets, not counting letters and Bells—these are stored in your mailbag and wallet, respectively. Tap any item in your pockets to view its name and call up a list of commands (eat, drop, plant, etc.). You can also use the Circle Pad to move a cursor around the pockets menu and view each item’s name without selecting them. Press A while highlighting an item with the Circle Pad to view its command list.

Reading Letters

Tap the letter icon in the top-left corner of the pockets menu to open your mailbag. Here you may review all of the letters you’re carrying—just tap one to read it. You can carry up to 10 letters in your mailbag, and many more can be stored at the post office on Main Street. See the “Shops and Such” chapter for details!

NOTE

Some letters contain presents, which are shown by a small gift icon. Tap these letters, then choose “present” from the command list—the present will then be moved from your mailbag to your pockets. Tap the present in the pockets menu to open it and see what you got!

Changing Clothes

The pockets menu is also used to change your clothing and equipment. Simply tap and drag any item onto the dummy in the center of the screen to put it on (if possible). Alternatively, you may select a clothing item or tool and then choose “wear” or “equip” from the item’s command list. If you wish to take something off, simply tap the dummy and then choose one of the “remove” or “put away” options (remove socks, put away shovel, etc.).

Bell Wallet

Bells are the main form of currency in Animal Crossing. Up to 99,999 Bells can be kept and carried in your wallet—your current stash is shown in the upper-right corner of the pockets menu. If you happen across more Bells than your wallet can support, they’ll be placed in a Bell bag in your pockets. It’s therefore possible to carry around many more Bells than the 99,999 wallet limit.

Tap your wallet to call up a list of options that let you move Bells from your wallet to your pockets. This is handy if you wish to give some of your Bells to another player, for example.
You can also use the ABD machine at the post office to store excess Bells in a savings account. This is wise, because each month you'll earn a little interest on the Bells you've saved!

**Design Menu**

The design menu lets you stir your creative juices and design your own fabulous patterns. An impressive array of tools and color options lets you create practically any design you can dream up. Once you've created a basic design, zoom in and use the grid overlay for fine-tuning and detail work.

**Setting Designs**

You can save up to 10 designs in your design menu. Once saved, a design can be used at anytime. You may wear your designs as clothing, set them as your town flag (if you're the mayor), or spread them on walls and floors inside your home. You can even spread your designs outdoors to make roads or sidewalks!

**Pro Designs**

Pro designs let you add more depth and detail to designs you intend to wear as clothing. With pro designs, you can make unique patterns for the front, back, and sleeves of a shirt. These special designs can only be crafted at the Able Sisters' shop on Main Street. See the "Shops and Such" chapter for details!

**Encyclopedia**

Every critter you catch while exploring the great outdoors is recorded in your encyclopedia. Here you may review your best specimens in three distinct categories: insects (anything you catch with a net), fish (anything you catch with a fishing rod), and deep-sea catches (anything you discover while diving with a wet suit). Information for each catch is shown here, including the season in which the specimen appears, the time of day it appears (if applicable), the specimen's location
(if applicable), and the largest size of the specimen you’ve caught so far.

**Player Menu**

This final menu displays your Town Pass Card (TPC). This important document shows information pertaining to your character, such as your name, hometown, and the birthday you set during the opening moments of the game. You can also give yourself a special catchphrase and a portrait photo, but you’ll need to visit the photo booth on Main Street for the latter. Lastly, once you unlock the Dream Suite, your Dream Address will appear here as well. See the “Shops and Such” chapter for more info.

**Badges**

Tap the orange button below your TPC portrait to call up your list of badges. These special awards are bestowed to you by Phineas whenever you accomplish a worthy milestone. There are bronze, silver, and gold badges to earn in each of the 24 badge categories. See Phineas’s section in the “Friendly Faces” chapter for details!

**Saving Your Game**

Saving your game is important. If you forget to save, all of your hard work and achievements will be lost! To save your game, press either the Start or Select button, then choose to either “Save and Continue” (if you wish to keep playing), or “Save and Quit” (if you’re done playing for now). After a brief moment, all of your progress will be saved.

**NOTE**

You’re unable to save during the game’s opening moments. After you make a bit of progress, you’ll unlock the ability to save whenever you like.

*Animal Crossing* runs in real-time, so time passes in the game even when you aren’t playing. See following “Time of Day” section for more information.
Whenever you turn on *Animal Crossing* and load your game, Isabelle will greet you and help get you set up. Before entering town, you can ask Isabelle to change the current time and date, or to perform other tasks, such as demolishing your home, or even your entire town!

**NOTE**

Only the mayor player can demolish the town. Other players may choose to demolish only their own homes.

Be aware that changing the time and date can have dramatic effects on your game. For example, if you fast-forward too far, you may find that many of your neighbors have moved away because so much time will have passed and you weren’t there to convince them to stay. Think twice before messing with these powerful settings!

**CAUTION**

Demolishing your home will undo any home upgrades or renovations you’ve purchased—you’ll be back to living out of a tent, and all of your belongings will be lost. Demolishing the town will wipe out the whole neighborhood, forcing you to start from scratch! These options can’t be undone, so consider the consequences carefully.

Time keeps on ticking in *Animal Crossing*. Even when you aren’t playing and your 3DS is turned off, the game magically keeps working—townsfolk go about their lives as if the game were always running. Be sure to check in every once in a while, or you’ll miss out on all sorts of things!

Depending on the time of day, you might find that your neighbors out and about, or resting comfortably in their homes. Most shops only operate at certain hours, too, so you might find stores locked up tight during the wee hours of the night. Still, there’s always something to do in *Animal Crossing*, no matter what time
of day it is. In fact, some things will occur only during certain times of day—for example, insects such as fireflies only appear at night.

**Seasons**

In *Animal Crossing*, the date you set is just as influential as the time of day. Depending on the current date, you might find a winter wonderland of snow on the ground, or a blazing hot summer sun in the sky.

Special events will occur on certain days, too: from New Year’s Day to Halloween, you’ll find the whole town celebrating seasonal proceedings, just like people do in real life. Seasons also affect things like the appearance of insects and deep-sea catches—check the “Calendar” chapter to quickly see what’s happening in the days ahead!

**Being Neighborly**

Your friendly neighbors play a big role in your life in *Animal Crossing*, and it’s important to know how to act around your fellow townsfolk. Let’s learn how to please your neighbors and become a true friend.

**Chatting with Neighbors**

Be sure to talk to your neighbors whenever they’re out and about—you never know what they might tell you! Chatting with neighbors is a great way to receive helpful tips about living life in *Animal Crossing*. Your neighbors might even drop hints about upcoming events, or special visitors that are currently visiting your town. Neighbors may also tell you a little about themselves, and it pays to listen—you never know when such info might come in handy!
Occasionally, a neighbor might ask you to come and check out their place, or if they can come over and hang out with you in your home. This may seem a little forward, and it's OK to say no. But spending time with your neighbors is a great way to build friendships!

When visiting a neighbor's home, take note of their furniture and decor. Many neighbors decorate their homes with furniture from a series or theme, and this can give you ideas on how to spruce up your own home.

When your neighbors visit your place, they'll often give you advice on how to make your home seem more "lived-in." These decorating tips can help you score big points with Lyle and the Happy Home Academy, so pay attention to their constructive criticism!

Many times, your neighbors will ask you to help them out in some special fashion. It could be as simple as finding them a tasty treat to eat, or it might be something more involved, like delivering a gift to another neighbor.

Whenever a neighbor asks a favor of you, always try to help them out. You're sure to make them happy, and you'll often receive a thank-you gift in return!

**TIP**

Always return to speak with neighbors after you've completed a chore for them. More often than not, they'll reward you with a special gift!
Tools are useful items that you can equip and use while exploring the outdoors. There are many different types of tools, and they each have a special purpose. Timmy and Tommy sell tools at their shop on Main Street, and their selection changes daily. Be sure to buy one of each!

**Watering Can**

The watering can is a simple tool that ensures that your town's flowers will flourish. Equip it and then press A while standing near flowers to give them a drink. The flowers will drip a bit, then begin to sparkle, indicating that they've been properly watered. Try to water your flowers regularly—they'll quickly wilt without it!

**Shovel**

The shovel is a multipurpose tool that will pay for itself just moments after you pick one up. Equip a shovel, then press A to dig wherever you see a star-shaped crack on the ground.

**SPECIAL WATERING CANS**

- **Silver Can**: Purchase 50 or more flower seeds from Leif at the gardening store on Main Street, and Leif will reward you with the silver watering can. You won't need to water flowers as often when you use this special can. See the "Shops and Such" chapter to learn how to unlock the gardening store.

- **Golden Can**: Maintain an excellent town environment for 15 consecutive days, and Isabelle will reward you with a golden watering can. This is glimmering can has a chance to grow prized golden roses if you water wilted black roses with it. See the "Mayoral Mirth" chapter for details on achieving and maintaining an excellent town environment.
You're certain to dig up something valuable, such as a fossil or a mysterious gyroid. Both are valuable and can be sold for easy Bells.

**TIP**

Be sure to have your fossils identified by Blathers at the Main Street museum. Fossils that have been identified are worth more Bells, or you might choose to donate your fossils to the museum and make Blathers's day.

Though rocks can't be dug up with a shovel, it's worth giving them a whack with it. Most of the time, nothing will happen—but if you're lucky, the rock will shift or shatter and expose something valuable, like a few Bells or some precious ore.

The shovel is also used to plant items. Try digging a hole and planting a piece of fruit. If you picked a good spot, a fruit tree will grow! Plant even more fruit to grow a whole orchard!

**NOTE**

You don't need a shovel to plant store-bought saplings and the like. Just select them in the pockets menu and choose the "plant" option from the command list.

After you've chopped down a tree with an axe, use a shovel to rip out the remaining stump. Stumps will just sit there until you dig them out with a shovel. You also need a shovel to dig up shrubs that you wish to be rid of.

**SPECIAL SHOVELS**

- **Silver Shovel**: Donate enough specimens to the museum on Main Street to unlock the second-floor expansion as a public work project. Complete the project, then visit the museum's second-floor shop daily to see if a silver shovel might be for sale. The silver shovel gives you a 10 percent greater chance of finding Bells when you smack rocks with a shovel.

- **Golden Shovel**: Purchase 50 bags of fertilizer from Leif at the gardening store, and he will reward you with a golden shovel. This super shovel lets you grow trees that sprout bags of Bells simply by planting Bells in the ground. See the "Shops and Such" chapter to learn how to unlock the gardening store.
The fishing rod is a useful tool that lets you catch fish in ponds, rivers, and the sea. Whenever you see a fish's shadow, equip the fishing rod, stand near the water and press \textbf{A} to cast your line. Try to drop the hook right in front of the fish's view, or else it won't take the bait. If your aim was off, press \textbf{A} to reel in the line and try again.

\textbf{CAUTION}

Don't run near water sources, or you'll scare away the fish!

Once you've caught a fish, choose to either sell it for Bells, or donate it to the local museum. You may also simply release fish and free up room in your pockets if you're standing close to a water source.

\textbf{SPECIAL FISHING RODS}

- **Silver Rod**: Donate enough specimens to the museum on Main Street to unlock the second floor expansion as a public work project. Complete the project, then visit the museum's second-floor shop daily to see if a silver fishing rod might be for sale. The silver rod's lure is more attractive to fish, making them easier to catch.

- **Golden Rod**: Complete your fish collection by catching one of every type of fish, then show your encyclopedia to Chip during the Fishing Tourney event. Chip will be so impressed that he'll reward you with this ultimate rod, which is a real fish magnet!

\textbf{Net}

The net is used to catch insects you see as you explore outdoors. Such bugs can be found fluttering in the air, hopping or crawling along the ground, clinging to trees, perched atop flowers, or even hidden under rocks (whack 'em with a shovel to expose the bug).
And of course, certain bugs appear only at certain times of day, or during particular seasons of the year.

Some insects are easy to catch—butterflies rank among the easiest. Other insects are more challenging and require patience and stealth—hold A to creep up on bugs you see on trees or flowers, then release A to quickly bring down the net when you’re in range.

**SPECIAL NETS**

- **Silver Net**: Donate enough specimens to the museum on Main Street to unlock the second-floor expansion as a public work project. Complete the project, then visit the museum’s second-floor shop daily to see if a silver net might be for sale. The silver net is bigger than the standard version, and makes it a little easier to catch big bugs.

- **Golden Net**: Finish your insect collection by catching one of every type of bug, then show your encyclopedia to Nat during the Bug-Off event. Nat will be blown away by your incredible bug book, and will reward you with this ultimate net, which makes bug catching a breeze.

The axe is used for one thing: chopping down trees. Swing it to bring down any tree that’s in your way. Felling trees can make town navigation easier, and is also useful when clearing out room for other plant life. It takes three good whacks to bring down a tree—the first chop will shake the tree, potentially causing items to fall out (as might also happen when you stand before a tree and press A to shake it with nothing equipped).

**CAUTION**

Unlike other tools, the axe is capable of breaking after lots of use. You may wish to pick up a spare.

**TIP**

Use a shovel to uproot tree trunks after felling trees.

**SPECIAL AXES**

- **Silver Axe**: Visit the tropical island often, and you might find a silver axe for sale in the island shop. This special axe never breaks.

- **Golden Axe**: Purchase 50 saplings from Leif at the gardening store, and Leif will reward you with a golden axe. This amazing axe never breaks, and also chops down trees faster than its peers. See the “Shops and Such” chapter to learn how to unlock the gardening store.
**Slingshot**

This tool's powerful pellets can only be shot directly up into the sky. Why, you ask? To pop balloons, of course! Whenever you see a balloon lazily drift by, ready the slingshot with @ and then release @ to fire a pellet up at the balloon as it passes overhead. Once it pops, the balloon's present will fall to the ground within easy reach. Open the present in the pockets menu and see what you've found!

**Special Slingshots**

- **Silver Slingshot:** Pop lots of balloons with the slingshot, and rare silver balloons will eventually drift by. Pop these special balloons for a chance to score the silver slingshot. This special tool fires two pellets instead of one.

- **Golden Slingshot:** After you pop plenty of balloons, rare golden balloons will occasionally appear. Shoot these down for a chance to score a golden slingshot, which fires three pellets at once. Future balloons won't stand a chance!

**NOTE**

Many balloon presents contain pieces of the Balloon furniture series. Collect all 10 pieces to complete the series and deck out your home with bouncy, squeaky furniture! See the “Furniture Showcase” chapter for a complete listing of every furniture series, theme, set, and other furniture pieces.

**Megaphone**

The megaphone is an interesting instrument used to broadcast your voice when searching for neighbors. Simply equip and ready the megaphone, then speak the name of a neighbor into your 3DS microphone. If the neighbor is nearby, they'll answer your call—follow their voice to find them!

**Timer**

The timer is a cool tool that lets you challenge yourself and other players in your town to catch as many insects, fish, and deep-sea critters as possible within a time limit. Simply open your pockets, select the timer, and then set a time to begin the countdown.

Once a timer has been set, a time limit appears on-screen, along with a counter of how many insects, fish, and deep-sea catches...
you’ve claimed. Race to nab more bugs and aquatic life than your peers to finish in first place!

TIP
If you feel like spicing up the action, have each player wager a few Bells before starting the timer. Winner takes all!

Wet Suit

The wet suit is a special outfit that lets you swim in the sea. Without a wet suit, you can’t go diving for deep-sea catches. Pick up a wet suit as soon as possible!

Wet suits are sold only at the tropical island. Advance to the point where Kapp’n appears at the town dock, then set sail for the island and participate in tour games to earn medals. Once you’ve earned enough medals, purchase the wet suit from the island’s shop.

Equip a wet suit just as you would any other tool or article of clothing—from within the pockets menu. Once you’re wearing a wet suit, step to the edge of the beach and press @ to start swimming. Keep tapping @ to build up speed!

When you spot a shadowy object under the sea, swim close and then press @ to dive. Continue to tap @ to swim underwater and chase after the elusive shadow. Catch the shadow, and you’ll swim to the surface with a deep-sea specimen in hand!

Swimming in the sea is lots of fun, but beware of dangerous jellyfish. These nasty creatures
can appear quite suddenly and will sting you if you touch them. If you’re ever stung by a jellyfish, rapidly press buttons to recover.

**Earning Bells**

No matter how you choose to spend your time in Animal Crossing, earning lots of Bells is something you’ll want to do. Without plenty of Bells, it’s tough to upgrade your home, organize public works projects (if you’re the mayor), and generally make much progress through the game. Fortunately, Bells couldn’t be easier to come by—if you know where to look!

**Selling Stuff**

Selling stuff is a great way to earn Bells—the best way, really! But selling stuff is easy—the real trick lies in knowing where to find stuff to sell. Let’s explore the many ways in which you can acquire goods to sell for Bells.

**Shake Trees**

Shaking trees is an easy way to find stuff. Simply approach a tree and press \( \text{A} \) to give it a good shake (make sure you aren’t holding any tools). If it’s a fruit tree, the sweet treats will drop to the ground. Shaking other trees may produce a few loose Bells, or even a furniture item. How did that get up there, anyway?

**Smack Rocks**

Once you’ve purchased a shovel, whack every rock you see in the hopes of discovering loose Bells or precious ore. It’s easy and fun!
Sell Fruit

Only one type of fruit grows naturally in your town, and these treats can be sold for a few Bells. It’s possible to cultivate other, more valuable types of fruit trees, though—a quick trip to the tropical island is a great way to score some exotic fruit. Fruit that doesn’t grow naturally in your town is worth a lot more than the town’s trademark fruit, so use a shovel to plant lots of exotic fruit trees and reap the rewards!

Use a shovel to plant fertilizer next to fruit trees for a chance of growing a perfect fruit tree. Perfect fruit is delicious, and worth much more than the standard variety. You can buy fertilizer from Leif at the gardening store—see the “Shops and Such” chapter for details.

TIP
Who says money doesn’t grow on trees? Try planting a few Bells with a golden shovel, and watch what develops!

Comb the Beach

Precious shells and coral wash up on the beach all the time. Some shells are worth quite a lot, so scour the beach each day to see what has washed ashore. See the “Other Items” chapter for a listing of every shell and their values.

Dig for Loot

Shovels aren’t just meant to help you whack rocks and plant fruit trees—they also let you dig up all kinds of valuables. Whenever you spot a star-shaped crack on the ground, dig there to unearth a long-lost fossil, a gyroid, or who knows what else? Anything you dig up can be sold for Bells—just be sure to have Blathers identify your fossils at the museum before selling them (it increases their value).
Go Fish

Fishing up aquatic life from ponds, rivers, and the sea is a fantastic way to earn fast Bells. You can fish all day and never run out of things to catch, so make good use of your fishing rod and fill your pockets with slimy specimens.

Bug Out

Like fish, insects are always in plentiful supply. Run around town with a net in hand, ready to catch anything that flies, hops, or crawls.

Help Thy Neighbor

Being a good neighbor has its perks. Whenever you lend a neighbor a helping hand, they’re likely to hand you a helpful item in return. Run errands for neighbors, then return to them to receive your thank-you gift. It’s usually a piece of furniture or an article of clothing, both of which can be sold at Re-Tail for easy Bells.

Look for Shrooms

Mushrooms grow only during the month of November. Look for these special treats near the base of trees, then pluck them up and sell them for Bells. It’s fun, guy!

NOTE

Some insects, fish, and deep-sea catches are worth more than others. See the “Museum Donations” chapter for handy charts that tell you where and when each specimen can be caught, along with all of their Bell values.

NOTE

If you’re really lucky, you might discover a piece of the Mush furniture series when you pluck up mushrooms. Collect all 10 pieces to complete the series!

TIP

Sometimes when you cut down a tree, you’ll see a special mark on the rings of the leftover stump. These special stumps can grow mushrooms around them thorough the year, and are especially bountiful during the fall season!
Exploit Events

Seasonal events are happy affairs, and most offer you a chance to score lots of rare items. Check out the “Special Events” chapter for an in-depth look at every event, including tips for getting the most loot out of those events that offer it.

The Turnip Trade

The turnip trade is another good way of earning Bells. Joan visits your town every Sunday morning, ready to peddle her trademark turnips. These special root veggies can be bought only from Joan, and they can be sold only at Re-Tail.

Once you’ve accumulated plenty of Bells, be sure to visit the post office on Main Street and use the ABD machine to deposit your excess Bells into a savings account. There’s rarely a need to carry so many Bells around with you, and you’ll earn a bit of interest based on how many Bells you’ve kept in your savings account each month. You’ll also earn special badges and unique prizes from the post office when you save up lots and lots of Bells!

ABD Account Interest

The price of Joan’s turnips changes each time she visits, and the amount of Bells that Re-Tail will buy them for changes twice a day each day thereafter (prices are set once in the morning and again in the afternoon). Your mission: Buy low, sell high!

CAUTION

Joan’s turnips will spoil after just one week, so be sure to sell them by the end of the day on Saturday. Even if you don’t recover your losses, it’s nice to at least get something out of the deal!
Welcome to Town!

Your first day in Animal Crossing: New Leaf is quite eventful. To help get you started, this chapter guides you through the game’s opening moments, from your train ride to town with Rover up to the point when your first home is finally built.

**NOTE**

This chapter assumes that you’re starting the game as the mayor player (the first player to start the game). You may notice small differences if you’re not playing as the mayor.

A Ride with Rover

When choosing to start a new game, you begin on a train that takes you to town. The only other passenger is a friendly cat named Rover, who quickly introduces himself.

Setting the Clock

Next, Rover asks your name. Use the Touch Screen to type in any name you like. Be sure to pick a good one—you can’t change your name without starting a new game!

Picking a Name

If this is your first time playing, Rover asks you to verify the time and date—his watch isn’t very reliable. We recommend setting the game to the current time and date—this gives you the ideal Animal Crossing experience!

CAUTION

Don’t use any offensive language in your name, especially if you plan on exploring Animal Crossing’s online features. You might find yourself in trouble with the powers that be!

After telling Rover your name, you have the option to say that it’s either “cool” or “cute.”
Choosing “cool” indicates that you wish to play a male character; selecting “cute” sets you up as female.

Naming Your Town

Next, Rover asks you where you’re headed. This is the part where you get to name your town. Again, try to pick a good one, for there’s no going back after you confirm your town’s name with Rover.

CAUTION
No offensive town names, please! It’s rude, and you might get into trouble if you go online.

After choosing a town name, Rover shows you a map of what he thinks must be your town. Take a gander and decide if you like the town’s layout. Consider where the town’s bridge is in relation to points of interest like the plaza, the town hall, and the Re-Tail recycle shop. You’ll be visiting these places a lot (especially Re-Tail), so imagine what it will be like traveling between them. If you like the layout, tap the button on the right. If you’d rather see a different layout, tap the button on the left. Don’t be afraid to examine a few different options!

Questions Three

Now that you’ve named your character and your town, Rover asks you a series of three questions. These questions seem innocent enough, but in fact, your answers will determine your character’s starting appearance! Use the following table to determine how you’d like to look, then select those answers.

**NOTE**
It’s possible to change your clothing, hairstyle, and even your eye color later in the game, but facial features such as your nose and the shape of your eyes can’t be altered.
### Starting Appearances
**(Male)**

<table>
<thead>
<tr>
<th>ANSWER 1</th>
<th>ANSWER 2</th>
<th>ANSWER 3</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>I've never been there.</td>
<td>I'm moving.</td>
<td>I'll get a place there.</td>
<td></td>
</tr>
<tr>
<td>I've never been there.</td>
<td>I'm moving.</td>
<td>I'm sure I'll be fine.</td>
<td></td>
</tr>
<tr>
<td>I've never been there.</td>
<td>Can't say!</td>
<td>You guessed it!</td>
<td></td>
</tr>
<tr>
<td>I've never been there.</td>
<td>Can't say!</td>
<td>How'd you know?</td>
<td></td>
</tr>
<tr>
<td>I don't remember.</td>
<td>I'm moving.</td>
<td>Yes, probably.</td>
<td></td>
</tr>
<tr>
<td>I don't remember.</td>
<td>I'm moving.</td>
<td>No, that's not it at all.</td>
<td></td>
</tr>
<tr>
<td>I don't remember.</td>
<td>I don't know.</td>
<td>Yeah, I think I will.</td>
<td></td>
</tr>
<tr>
<td>I don't remember.</td>
<td>I don't know.</td>
<td>I'll let fate decide...</td>
<td></td>
</tr>
<tr>
<td>It's a secret!</td>
<td>Duh, it's a SECRET!</td>
<td>You got it!</td>
<td></td>
</tr>
<tr>
<td>It's a secret!</td>
<td>Duh, it's a SECRET!</td>
<td>Pretty sharp.</td>
<td></td>
</tr>
<tr>
<td>It's a secret!</td>
<td>I'm moving there.</td>
<td>Yup! Wocka wocka!</td>
<td></td>
</tr>
<tr>
<td>It's a secret!</td>
<td>I'm moving there.</td>
<td>No, I'm serious, yo.</td>
<td></td>
</tr>
</tbody>
</table>

### Starting Appearances
**(Female)**

<table>
<thead>
<tr>
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<th>ANSWER 2</th>
<th>ANSWER 3</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
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<tr>
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<td>It's a secret!</td>
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<td></td>
</tr>
</tbody>
</table>
Stepping off the train and exiting the station, you find yourself surrounded by friendly faces. Everyone in town has gathered to welcome their new mayor! (That's you!)

That flashing spot there is the town hall, so let's head that way together, shall we?

One of the townsfolk hands you a map of town and asks you to follow her over to the town hall. It looks like you'll be diving right into the action here!

Enter the town hall; your companion will introduce herself. Her name is Isabelle, and she'll be acting as your personal secretary. Cool!

**Resident Registration**

First thing's first: you need to fill out some paperwork to register yourself as a town resident. But before you can fill out the form, you need an address. And for that, you need to find a place to live! Isabelle therefore puts the paperwork on hold and refers you to Nook's Homes on Main Street. That's your next stop!

Feel free to speak to the townsfolk if you like, then hurry over to the town hall.
A Talk With Tom Nook

Leave the town hall and head north, crossing the train tracks to reach Main Street. Take a stroll around the strip if you like, then enter Nook’s Homes, on the left.

A friendly raccoon named Tom Nook greets you inside the shop, and says that Isabelle told him to expect you. Tell Tom you’re ready to pick out a plot for your home, and he’ll follow you back to town.

Picking Your Plot

Lead Tom to the spot where you’d like your home to be built, then speak with him to confirm your decision. Mr. Nook will survey the area to ensure that your home can be built there.

If everything checks out, Tom will show you an example of what your new home will look like. If you’re satisfied with his plans, Mr. Nook will fence off a small plot for your home. All right!

TIP

Consider the location of your home carefully. It helps to place it close to Main Street or Re-Tail, as you’ll be visiting these places quite often.

It will take Tom a full day to construct your home, and there are expenses to be considered, of course. The good raccoon tells you to come see him later for the bill, and sets you up with a tent in the meantime. Well, it’s not much, but at least you’ve got a place to stay!
Now that you’ve got an address, you can complete your town residency form. Return to town hall and speak with Isabelle, who asks you to tell her your birthday. Give Isabelle this final piece of info and your town registration form will at last be complete!

After completing your registration, Isabelle hands you an important document called the Town Pass Card (TPC). This card is carried by you at all times and serves as your primary form of identification. It’s a must-have if you plan on visiting other towns!

The Big Ceremony

With your registration complete, all that’s left is to celebrate the arrival of your town’s new mayor—you! Isabelle whisks you away to the town plaza, where all the townsfolk have gathered. She asks you to plant a sapling in commemoration of this joyous day.

Congratulations, mayor! You’re now free to do as you please. Isabelle returns to the town hall and invites you to visit her for advice whenever you like. Sounds like a good idea!

NOTE

At this point, your game is saved. You’re also able to save at any time now by pressing either Start or Select to call up the save menu. Fabulous!
Isabelle's Tips

If you're troubled about what to do, seeing that you just moved here, I could give you some advice! Though you're free to do what you please at this point, it's wise to visit Isabelle at the town hall for a few basic tutorials. We're happy to guide you through this part, so let's get to it!

Meet Your Neighbors

First, Isabelle suggests that you introduce yourself to each of your neighbors in town. You may have already done so by this point, but in case you haven't, make a quick run around town and say hi to everyone.

TIP
Isabelle will tell you which neighbors you haven't met yet—just ask her!

TIP
Use the map to find each neighbor's house, and read the signs out front to see whose home you've arrived at.

NOTE
Run to each neighbor's house. If you see lights on and smoke coming from the chimney, that means they're inside. Pop in and say hello!

NOTE
If there's no lights on or smoke coming from a neighbor's chimney, then they're out and about. Search around for them!

Mail a Letter

After you've introduced yourself to every neighbor, Isabelle recommends that you try...
writing a letter. She even gives you some stationary to use!

Go ahead and try writing a letter. It's easy! Just open your pockets with ☒, select the stationary that Isabelle gave you, and then choose “Write a Letter” from the command list. Choose the name of the recipient and then type out your message. Don’t worry, you can always make changes or start over again.

**NOTE**

If you wish to include a gift, simply open your mailbag by tapping the letter icon in the pockets menu, then drag any item onto the letter you've written.

When you're happy with your letter, head up to Main Street and enter the post office, which is right next to Nook’s Homes. Speak with Pelly at the counter, and she'll mail your letter for you, free of charge.

Now that you've mastered the art of sending mail, Isabelle’s next tip involves visiting the beach to collect seashells. Isabelle just loves seashells and hopes that you'll bring one back for her.

Look at your map and notice two slopes leading down to the beach. Use either one to reach the sandy shore, then press ☒ to pick up every shell you see.

Stuff your pockets full of seashells, then return to town hall and hand one to Isabelle. Thrilled that you remembered to bring her a seashell, Isabelle gives you some fruit in return. The fruit that Isabelle hands you is different than the type that grows locally in town, making it very valuable!
Fun with Tools

After handing you her favorite fruit, Isabelle hints that you should purchase a shovel from Timmy and Tommy’s shop on Main Street. Hurry over there without delay!

Timmy and Tommy run a ramshackle shop called Nookling Junction. Head inside and see what’s for sale.

If you’re lucky, the shop will have a shovel in stock. It’s a steal at just 500 Bells, so don’t think twice—buy it!

Now that you’ve got a shovel, return to Isabelle to learn how to use it. She instructs you to dig a hole, open your pockets, and then choose to bury the fruit that she gave you. This is how you grow your very own fruit trees!

Head outside and pick a good spot to plant Isabelle’s fruit. Make sure to give your tree a little room to grow. Don’t plant it in the shadows of other trees or buildings, and make sure it isn’t too close to a river or cliff.

Dig It

Return to Isabelle after planting your fruit trees, and she’ll offer you more advice on the use of shovels. She tells you to dig at star-shaped
cracks in the ground—if you're lucky, you'll dig up a long-lost fossil!

Hurry back outside and look for those special star-shaped cracks on the ground. Dig at these spots until you discover a fossil. Awesome!

Now that you've found a fossil, head up to Main Street and visit the museum, located on the right end of the street. Head inside to speak with the museum's curator, a wise old owl named Blathers.

Blathers will gladly assess your fossil, free of charge. He'll then ask if you'd care to donate it to the museum's fossil exhibit. Feel free to donate the fossil if you wish, or bring it back to Re-Tail and sell it for Bells if you so desire. Either option is totally fine!

After selling or donating your fossil, return to Isabelle for your next piece of advice. She informs you that the locals here make a lot of Bells by fishing and catching bugs around town and then selling them to shops. Tell Isabelle you'd like to either fish or catch bugs (it doesn't matter which), and she'll ask you to catch three specimens for her.

Visit Timmy and Tommy's shop to purchase either a fishing rod or a net (if they have one in stock), then set off to catch your specimens. If you're after fish, you'll find them swimming in rivers, ponds, and the sea. Bugs can be found all over the place, fluttering through the air or hopping along the ground.
Oh! It looks like you're catching fish without any trouble whatsoever!

Catch three specimens for Isabelle, then return to town hall. Show Isabelle your encyclopedia as proof of your deeds, and she'll offer you a little more advice on fishing or bug catching.

That's It for Tips

Nice work, you've finished all of Isabelle's tutorials! The friendly secretary hands you a watering can as a reward for all you've learned today. Now you can water the flowers in town to keep them looking lovely!
You've completed Isabelle's tutorials, but you're still stuck in that stuffy little tent. Let's get you set up with a proper home before we wrap up this chapter.

So the down payment is nothing more than a paltry 10,000 Bells.

Visit Nook's Homes on Main Street to speak with Tom Nook again. The friendly raccoon tells you that it'll take a hefty down payment of 10,000 Bells to begin work on your home. What a skunk!

10,000 Bells sounds like a lot, but it's actually quite easy to earn that kind of money. In fact, Isabelle has already given you all the tips you need to start earning lots of Bells. Spend time collecting fruit and seashells, or put your newfound tools to use and dig up fossils, catch fish, or net some bugs. All of these can be sold for healthy Bells at Re-Tail. You'll have 10,000 Bells in no time!

After you've hit your Bell goal, return to Nook's Homes and speak with Tom Nook. He's thrilled to relieve you of your Bells, and begins preparations to build your home right away by asking you what color you'd like your roof to be. After this small detail is decided, your home is ready to be built. Tom also informs you that he can update the exterior of your home in many different ways, and invites you to return to his shop anytime.

Congratulations, your new home is set to be built! It'll take Tom a full day to complete the work, so you'll be ready to move in tomorrow. We bet you can hardly wait!
Mayoral Mirth

Now that you've acquainted yourself with your fellow townsfolk, it's time to go about your mayoral duties. This chapter covers all aspects of being the mayor, from earning your development permit to enacting town ordinances and organizing public works projects.

**NOTE**

This chapter only applies to mayor players. Other players won't find much of interest here.

The Development Permit

Before you can do much as mayor, you need to earn your town-development permit. This important permit will only be issued to you after you've earned a 100 percent approval rating from the local citizens.

Earning a 100 percent approval rating takes a bit of effort. To discover your current approval rating, take a seat in the big chair behind the town hall's service counter. This is the mayor's chair, and Isabelle offers to tell you your current approval rating when you sit here.

Isabelle can also give you tips on how to boost your approval rating. Pay close attention to her advice—or simply take a gander at this helpful list:

- Design a new town flag (ask Isabelle for help).
- Compose a new town theme song (ask Isabelle for help).
- Water flowers around town.
- Pull weeds around town.
- Write messages on the bulletin board.
- Donate fossils, fish, and bugs to the museum.
- Sell items at Re-Tail.
- Fish up garbage from ponds, rivers, and the sea, and then recycle it at Re-Tail.
- Mingle with the citizens (talk to them, send them letters, help them out, give them gifts, etc.).
It takes time to earn your development permit because your citizen satisfaction rating peaks each day. Keep checking in with Isabelle, and when you notice that your rating isn’t improving, feel free to quit working toward this goal and simply enjoy the rest of your day.

When you’ve at last attained a 100 percent approval rating, Isabelle informs you that she’ll submit your application for the town-development permit right away. It’ll take a day or two before you receive your permit, but the hard part is over!

As mayor, you have two primary means of influencing the growth of your town. The first is ordinances. By enacting ordinances, you can change the way that your town is run.

There are four ordinances to choose from, each with its own effect. Let’s review your options:

**Keep Town Beautiful**: Flowers will live forever, weeds will rarely grow, and you’ll never see garbage accumulate or cockroaches running around.

**Early Bird**: Citizens will wake up early and shops will operate at earlier hours. This is great for those who have more time to play in the mornings!

**Night Owl**: Shops will stay open late, and citizens will socialize until the wee hours of the night. Perfect for night-owl gamers!

**Wealthy**: Promotes a rock-solid town economy. Anything you sell will earn you even more Bells than usual!

Simply tell Isabelle which ordinance you’d like to enact, and then pay the 20,000 Bell fee to make it official. The new ordinance will go into effect the very next day. It’s an efficient process!
The second way to exercise your mayoral power is by starting public works projects. These special projects add new buildings and features to your town, but most are quite expensive. Still, there’s no better way of improving your town than by adding public works!

**Starting a New Project**

To begin a public works project, sit in the mayor’s chair and ask Isabelle to show you the current list of requests that the local citizens have made. Each item on Isabelle’s list is something that a citizen has suggested to her.

After you’ve picked out a project, the next step is to select a spot for the public work to be built. Isabelle follows you out of the town hall—guide her to the spot where you’d like to build.

If the location you choose is suitable, Isabelle will show you a sample of what the project will look like when it’s complete. Confirm your decision, then the project will begin!

**NOTE**

Some public works projects must be built in certain locations. You don’t need to lead Isabelle to a particular site for these.

**NOTE**

There’s no charge to begin a public works project, but only one project can be active at a time. Speak to Isabelle if you wish to cancel a project and begin a new one.

We recommend starting with bridges. They make running around town much easier!

After you’ve chosen a spot, Isabelle will rope off the area, and the town’s helpful gyroid,
Lloid, will stand watch. It costs lots of Bells to construct public works projects, but Lloid will accept donations from anyone—not just you.

That’s right: townsfolk will slowly donate to public works projects. Check with Lloid each day to see how many Bells have been donated so far. It takes a long time for your neighbors to donate the full amount, however, so you might want to speed things up by chipping in a few Bells. Just talk to Lloid and he’ll gladly accept your donation.

When the donation limit is met, the public work will at last be constructed. It takes one full day for the project to be completed.

After completing a public work, visit Isabelle again at the town hall to begin a new project. Isabelle will also ask if you’d like to participate in a quick ceremony to celebrate the completion of the previous project.

It means a lot to the locals to see their mayor participate in these happy and momentous events, so try to make an appearance at each one!

**Public Works**

At first, only a few, relatively minor public works projects are available. As your town grows, neighbors and other citizens will periodically approach you with new ideas for public works. These ideas are then added to Isabelle’s list and can be started at any time.

The following table lists all of the public works project in the game, along with their costs, and the requirements for unlocking them (if applicable).

---

**NOTE**

In the following table, “neighbor approach conversation” indicates a random conversation with a neighbor, in which the neighbor approaches you with something important to say regarding a new public work. There’s no way for you to trigger these conversations; they occur entirely at random.
### Public Works—Major

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST (X100)</th>
<th>UNLOCK REQUIREMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset Center</td>
<td>3,680</td>
<td>Speak with Mr. Resetti, who appears after you quit the game without saving.</td>
</tr>
<tr>
<td>Police Station: Classic and Modern</td>
<td>2,640</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Museum Renovation</td>
<td>1,980</td>
<td>Over 20 items have been donated to the museum. At least 1 item has been donated to the insect, fish, deep-sea, fossil, and art collection categories (there is no empty exhibition wing). You’ve spoken to Blathers at least once on 14 different days (donation/fossil identification is not required). If the above conditions are fulfilled, Blathers will suggest this public work project to the mayor player.</td>
</tr>
<tr>
<td>Café</td>
<td>2,980</td>
<td>Over 40 items have been donated to the museum. At least 7 days have passed since the museum’s 2F public work was opened. Enter the museum after fulfilling all these conditions, and Blathers will suggest this public work to the mayor player.</td>
</tr>
<tr>
<td>Town-Hall Renovation</td>
<td>4,980</td>
<td>If the town environment becomes fantastic, you can renovate the town hall as reward. Speak with Isabelle at the town hall for tips on how to improve your town’s environment.</td>
</tr>
<tr>
<td>Station Reconstruction (four types)</td>
<td>4,980</td>
<td>More than 100 players in total have visited your town. If the above conditions are fulfilled, Porter will suggest this public work project to the mayor player.</td>
</tr>
<tr>
<td>Fortune-Teller’s Shop</td>
<td>3,400</td>
<td>Katrina comes to the mayor player for consultation after you’ve had your fortune told 20 times or more in her tent at the plaza.</td>
</tr>
<tr>
<td>Dream Suite</td>
<td>2,340</td>
<td>You’ve completed at least one public work project. At least 1 week has passed since public works have been unlocked. You’ve accessed the game’s online/internet features at least once while playing. If the above conditions are fulfilled, Isabelle will suggest this public work project to the mayor player.</td>
</tr>
</tbody>
</table>

### Public Works—Minor

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST (X100)</th>
<th>UNLOCK REQUIREMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Cost (x100)</td>
<td>Unlock Requirements</td>
</tr>
<tr>
<td>Cobblestone bridge</td>
<td>1,280</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Suspension bridge</td>
<td>1,280</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Brick bridge</td>
<td>2,240</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Modern bridge</td>
<td>2,240</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Wooden bridge</td>
<td>2,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fairy-tale bridge</td>
<td>2,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Yellow bench</td>
<td>300</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Blue bench</td>
<td>425</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Wood bench</td>
<td>425</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Metal bench</td>
<td>425</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Log bench</td>
<td>380</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Modern bench</td>
<td>528</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fairy-tale bench</td>
<td>528</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Zen bench</td>
<td>528</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>NAME</td>
<td>COST (X100)</td>
<td>UNLOCK REQUIREMENTS</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>Flower bed</td>
<td>264</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Drinking fountain</td>
<td>398</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Instrument shelter</td>
<td>420</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Sandbox</td>
<td>360</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Garbage can</td>
<td>530</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Pile of pipes</td>
<td>798</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Water well</td>
<td>1,480</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Fountain</td>
<td>998</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Tire toy</td>
<td>498</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Jungle gym</td>
<td>698</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Park clock</td>
<td>420</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Modern clock</td>
<td>780</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fairy-tale clock</td>
<td>780</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Zen clock</td>
<td>780</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Street lamp</td>
<td>398</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Round streetlight</td>
<td>398</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Streetlight</td>
<td>428</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Modern streetlight</td>
<td>640</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fairy-tale streetlight</td>
<td>640</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Zen streetlight</td>
<td>640</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Balloon arch</td>
<td>860</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Flower arch</td>
<td>870</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Campsite</td>
<td>598</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Picnic blanket</td>
<td>398</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Hammock</td>
<td>320</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fire pit</td>
<td>460</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Camping cot</td>
<td>320</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Outdoor chair</td>
<td>234</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Torch</td>
<td>298</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Zen garden</td>
<td>1,480</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Hot spring</td>
<td>980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Geyser</td>
<td>980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Statue fountain</td>
<td>880</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Stone tablet</td>
<td>398</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Water pump</td>
<td>420</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Wisteria trellis</td>
<td>1,240</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Bell</td>
<td>860</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Zen bell</td>
<td>860</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Scarecrow</td>
<td>224</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Rack of rice</td>
<td>174</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fence</td>
<td>498</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Bus stop</td>
<td>1,360</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Fire hydrant</td>
<td>326</td>
<td>Available from the beginning.</td>
</tr>
</tbody>
</table>
### Public Works—Minor, continued

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST (X100)</th>
<th>UNLOCK REQUIREMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Traffic signal</td>
<td>820</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Custom-design sign</td>
<td>400</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Face-cutout standee</td>
<td>500</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Caution sign</td>
<td>435</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Do-not-enter sign</td>
<td>435</td>
<td>Available from the beginning.</td>
</tr>
<tr>
<td>Yield sign</td>
<td>435</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Cube sculpture</td>
<td>2,650</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Archway sculpture</td>
<td>2,650</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Chair sculpture</td>
<td>2,650</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Illuminated heart</td>
<td>1,360</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Illuminated arch</td>
<td>1,480</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Illuminated clock</td>
<td>1,460</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Illuminated tree</td>
<td>1,280</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Stadium light</td>
<td>2,360</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Video screen</td>
<td>2,840</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Drilling rig</td>
<td>2,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Parabolic antenna</td>
<td>1,480</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Solar panel</td>
<td>1,260</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Wind turbine</td>
<td>1,560</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Windmill</td>
<td>3,720</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Lighthouse</td>
<td>3,720</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Tower</td>
<td>7,260</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Stonehenge</td>
<td>6,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Totem pole</td>
<td>5,380</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Moai statue</td>
<td>5,380</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Pyramid</td>
<td>6,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Sphinx</td>
<td>6,980</td>
<td>Neighbor approach conversation.</td>
</tr>
<tr>
<td>Topiary (three types)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Square</td>
<td>930</td>
<td>Leif will suggest this public work project to the mayor player if no weeds are present on the day of the Weeding Day event.</td>
</tr>
<tr>
<td>- Circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Tulip</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flower clock</td>
<td>870</td>
<td>Gained when the town environment becomes Perfect. Speak with Isabelle at the town hall for tips on how to improve your town’s environment.</td>
</tr>
</tbody>
</table>
Getting out and seeing the sights is a big part of life in Animal Crossing. Whether you're strolling through town or browsing around Main Street, you'll find plenty of shops and destinations worth exploring. This chapter exposes every shop and point of interest in town, including secret shops that require special efforts to unlock.

**In Town**

The following shops and destinations are all found in town.

**Your House**

**HOURS**

Open 24 hours a day.

Be it ever so humble, there's no place like home. And boy, at first, is it ever humble! But if you work hard and save your Bells, you can hire Tom Nook to upgrade your home in a variety of ways. See the "Home Sweet Home" chapter for details on home renovations, organization, decor, and scoring big points with Lyle and the Happy Home Academy.

**Town Hall**

**HOURS**

Open 24 hours a day.

The town hall is open 24 hours a day, but there isn't much to do here unless Isabelle's around. She runs the day-to-day business at the town hall, ensuring that all of your mayoral duties are being met.

**Front Desk Duties**

Stand in front of the counter and speak with Isabelle to change the town theme song, redesign the town flag, or to check on the citizen satisfaction rating. If you choose the latter, Isabelle will give you feedback on what your neighbors are saying about your town. You can also report problematic citizens to Isabelle, this option causes those citizens to change their shirt (in the event of an offensive custom design, etc).
CHAPTER 5: SHOPS AND SUCH

NOTE
You know you’ve achieved an excellent citizen satisfaction rating when Isabelle offers you the flower clock and town hall remodel public works projects in honor of your achievement.

Big Chair Tasks
The mayor player can get more out of the town hall by taking a seat in the big chair behind the service counter. This is the mayor’s chair, and Isabelle is always happy to assist the mayor with special tasks, such as establishing new town ordinances or commencing new public works projects. See the previous “Mayoral Mirth” chapter to learn all about playing as the mayor.

Plaza

HOURS
Open 24 hours a day.

The plaza is a small clearing that’s held in special regard. It is here that the town tree is planted in honor of the mayor’s first arrival.

It pays to visit the plaza each day, for you never know what you might find. From small tents set up by traveling merchants to important ceremonies and seasonal events, the plaza is the place to be for social activity.

Re-Tail

HOURS
Default: 9:00–23:00
Early Riser ordinance: 6:00–23:00
Night Owl ordinance: 9:00–26:00

Re-Tail is a thriving recycling shop that’s beloved by the locals. Goods can be bought here at bargain prices from the flea market,
and the selection changes regularly. You can also sell unwanted items here to the shopkeeper, Reese, in exchange for quick Bells.

**TIP**

Always sell your unwanted goods to Reese at Re-Tail. Timmy and Tommy merely act as middlemen for the recycling store, and will therefore charge a small service fee if you sell stuff at their Main Street shop.

**Special Buys**

Each day, Re-Tail offers to buy one special type of item. It could be a particular piece of furniture, or maybe a certain article of clothing. Check the sign out front to see what's wanted by Re-Tail today, then sell those types of items for huge profits. You won't find a better deal anywhere else!

**The Flea Market**

The items for sale at Re-Tail are actually refurbished goods that have been put up for sale by members of the community. You can take advantage of this service, too—just speak to Reese, and she'll help you set items up for sale at the flea market. Reese suggests a fair price for each item—just verify the value, and your item will be put up for display.

You might also see fellow shoppers pining over something at Re-Tail. If you wish to buy the item yourself, speak to the shopper and dissuade them from making the impulse buy!

**Turnip Prices**

Re-Tail also partakes in the local turnip trade. Purchase turnips from Joan during her Sunday morning visits, then check in with Reese each day thereafter to see the going rate for these rare root veggies. (There's a morning price and an afternoon price.) When Reese offers you more than you paid Joan for the turnips, go ahead and sell them. That's the trick to the turnip trade: Buy low, sell high!

**Cyrus's Customizations**

Reese's husband, Cyrus, is often found hard at sleep near Re-Tail's customization counter. But if you sell lots of items to Re-Tail, you'll...
eventually find that Cyrus remains awake during the days, and is ready to handle all of your furniture customization needs!

Hand Cyrus some gold ore, and he'll offer to build you some luxurious golden furniture. This is the only way to assemble pieces from the golden furniture series! Each piece of golden furniture requires three gold nuggets and 10,000 Bells to build.

For a small fee, Cyrus can customize many pieces of furniture in special ways. For example, you could have him change the furniture's color to better fit with your home's decor. This is a great way to customize your home and create some truly unique rooms. It takes just 30 minutes for Cyrus to complete his work.

**Train Station**

The town's train station is tended by a friendly monkey named Porter. You briefly pass through the station when you first arrive in town—after that, you only need to visit the train station when you are traveling to other players' towns (via online or over wifi), or when opening up your town's gate to receive other players as visitors.

Using Animal Crossing's online and wifi features is simple and straightforward. Just talk to Porter, and he'll happily prepare you for online or wifi play. And if you don't feel like playing online or over wifi, simply keep out of the train station after you ensure that your town's gate is closed (talk to Porter to do so).
While exploring the beach, you’ve surely noticed a small wooden dock stretching out to sea. There isn’t much to do at this dock until you receive a visit from Tortimer—finish paying off your first home loan (in full) to trigger Tortimer’s appearance the next day.

Tortimer greets you right outside your home, informing you of his lavish retirement on a distant tropical island. He suggests that you speak to Kapp’n on the boat dock and come visit the island sometime. Sounds nice!

Revisit the dock after speaking with Tortimer, and you’ll find a friendly frog named Kapp’n tending a small motorboat. Pay the modest 1,000 Bell fee, and the good Kapp’n will shove you off to the tropical island. Flip ahead to the “Island Action” chapter for details on everything you can see and do when you get there!
The following shops are all found along Main Street, which lies beyond the town’s north train tracks.

**Photo Booth**

A small photo booth stands at Main Street’s far left end. Pay just 500 Bells to step into the booth and take a new picture for your Town Pass Card.

**HOURS**

Open 24 hours a day.

(Tip) Learn some jokes from Dr. Shrink at Club LOL, then use them to emote and make silly faces while your picture is being taken!

(Tip) Press the L and R buttons to apply black-and-white or sepia filters!

**Nook’s Homes**

Whenever you wish to upgrade or customize your house, simply visit Tom Nook at his fine Main Street establishment, Nook’s Homes. Here, Tom showcases a selection of home renovation samples that can be used to update your home’s exterior.

**HOURS**

Default: 10:00–20:00  
Early Riser ordinance: 7:00–20:00  
Night Owl ordinance: 10:00–24:00

Examine any item in Mr. Nook’s shop to learn about it and the cost to make the renovation. Speak with Tom directly when you’ve paid off your current home loan and wish to set up your next interior expansion. See the “Home Sweet Home” chapter for details on everything Nook’s Homes has to offer!

**Lyle’s Desk**

After paying off your first home loan (in full), you receive an introductory letter from the Happy Home Academy (HHA). The next time you visit Nook’s Homes, you’ll find an HHA representative named Lyle working there. Speak to Lyle to learn all about the HHA.
including tips on how to properly decorate your home.

HOURS
Open 24 hours a day.

Located right next to Nook’s Homes, the post office is a small shop with a single service counter. Depending on the time of day, Pelly or Phyllis might be working behind the counter. Speak with either one for help with sending mail or storing letters for safekeeping.

ABD Machine
A small Automatic Bell Dispenser (ABD) machine stands in one corner of the post office, too. Use this machine to either deposit or withdraw funds from your savings account, or to pay off your current home loan.

Deposit lots of Bells into your savings account, and you’ll start earning interest each month. It’s like getting free money! You also receive special prizes in the mail when you reach savings milestones, as noted by the following table:

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>SAVINGS</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Box of tissues</td>
<td>1,280</td>
<td>100,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Letter set</td>
<td>1,200</td>
<td>500,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Piggy bank</td>
<td>4,480</td>
<td>1,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Aluminum briefcase</td>
<td>1,200</td>
<td>5,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Post-office poster</td>
<td>400</td>
<td>10,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Safe</td>
<td>758</td>
<td>20,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Mailman’s hat</td>
<td>2,000</td>
<td>50,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>ABD</td>
<td>1,000</td>
<td>100,000,000 Bells in savings account</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
</tbody>
</table>
Two young raccoons named Timmy and Tommy run a general store near the middle of Main Street. Though humble in its appearance and short on shelf-space, this modest shop serves as your main source for acquiring vital goods like furniture and tools.

Fortune Cookies

Timmy and Tommy’s shop is also your only source for purchasing fortune cookies. These unique treats cost two Play Coins to purchase—Bells can’t be used to buy them. Of course, Play Coins are generated by walking around with the 3DS in your pocket (or shaking it a bit to simulate the motion).

After buying a fortune cookie, open your pockets and eat it to receive a prize ticket. Hand your ticket to Timmy or Tommy, and you just might win something good! The following table reveals all of the prizes you can win from fortune cookies.

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>FORTUNE</th>
<th>FORTUNE VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mushroom mural</td>
<td>840</td>
<td>Fortune cookie #1</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Block floor</td>
<td>840</td>
<td>Fortune cookie #2</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Hero’s clothes</td>
<td>840</td>
<td>Fortune cookie #3</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Nothing!</td>
<td>N/A</td>
<td>Fortune cookie #4</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Hero’s pants</td>
<td>840</td>
<td>Fortune cookie #5</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Nothing!</td>
<td>N/A</td>
<td>Fortune cookie #6</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>Peach’s parasol</td>
<td>840</td>
<td>Fortune cookie #7</td>
<td></td>
<td>√1P 2P 3P 4P</td>
</tr>
<tr>
<td>PRIZE</td>
<td>VALUE</td>
<td>FORTUNE</td>
<td>GOT IT?</td>
<td></td>
</tr>
<tr>
<td>--------------------</td>
<td>-------</td>
<td>---------------</td>
<td>---------</td>
<td></td>
</tr>
<tr>
<td>Hero's cap</td>
<td>840</td>
<td>Fortune cookie #8</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Majora's Mask</td>
<td>840</td>
<td>Fortune cookie #9</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Samus mask</td>
<td>840</td>
<td>Fortune cookie #10</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Midna's Mask</td>
<td>840</td>
<td>Fortune cookie #11</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Toad hat</td>
<td>840</td>
<td>Fortune cookie #12</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Red Pikmin</td>
<td>840</td>
<td>Fortune cookie #13</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Blue Pikmin</td>
<td>840</td>
<td>Fortune cookie #14</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Yellow Pikmin</td>
<td>840</td>
<td>Fortune cookie #15</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Nothing!</td>
<td>N/A</td>
<td>Fortune cookie #16</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Block</td>
<td>840</td>
<td>Fortune cookie #17</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Coin</td>
<td>840</td>
<td>Fortune cookie #18</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Goal Pole</td>
<td>840</td>
<td>Fortune cookie #19</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Fire Flower</td>
<td>840</td>
<td>Fortune cookie #20</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Super Mushroom</td>
<td>840</td>
<td>Fortune cookie #21</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Green Shell</td>
<td>840</td>
<td>Fortune cookie #22</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Super Star</td>
<td>840</td>
<td>Fortune cookie #23</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>1-Up Mushroom</td>
<td>840</td>
<td>Fortune cookie #24</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>? Block</td>
<td>840</td>
<td>Fortune cookie #25</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Pipe</td>
<td>840</td>
<td>Fortune cookie #26</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Fire Bar</td>
<td>840</td>
<td>Fortune cookie #27</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Bill Blaster</td>
<td>840</td>
<td>Fortune cookie #28</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Yoshi's Egg</td>
<td>840</td>
<td>Fortune cookie #29</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Nothing!</td>
<td>N/A</td>
<td>Fortune cookie #30</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Triple Red Shells</td>
<td>840</td>
<td>Fortune cookie #31</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Kart</td>
<td>840</td>
<td>Fortune cookie #32</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Pikmin</td>
<td>840</td>
<td>Fortune cookie #33</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Blue Falcon</td>
<td>840</td>
<td>Fortune cookie #34</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Master Sword</td>
<td>840</td>
<td>Fortune cookie #35</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Arwing</td>
<td>840</td>
<td>Fortune cookie #36</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Triforce</td>
<td>840</td>
<td>Fortune cookie #37</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Nothing!</td>
<td>N/A</td>
<td>Fortune cookie #38</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>S.S. Dolphin</td>
<td>840</td>
<td>Fortune cookie #39</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Virtual BOY</td>
<td>840</td>
<td>Fortune cookie #40</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Wii Balance Board</td>
<td>840</td>
<td>Fortune cookie #41</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Varia Suit pants</td>
<td>840</td>
<td>Fortune cookie #42</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
<tr>
<td>Varia Suit shoes</td>
<td>840</td>
<td>Fortune cookie #43</td>
<td>✓ 1P 2P 3P 4P</td>
<td></td>
</tr>
</tbody>
</table>
Fortune Cookie Prizes, continued

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>FORTUNE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bad bro’s stache</td>
<td>840</td>
<td>Fortune cookie #44</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Big bro’s mustache</td>
<td>840</td>
<td>Fortune cookie #45</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Varia Suit</td>
<td>840</td>
<td>Fortune cookie #46</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Metroid</td>
<td>840</td>
<td>Fortune cookie #47</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Triple Bananas</td>
<td>840</td>
<td>Fortune cookie #48</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Hero’s boots</td>
<td>840</td>
<td>Fortune cookie #49</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Fi mask</td>
<td>840</td>
<td>Fortune cookie #50</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
</tbody>
</table>

Able Sisters

**HOURS**

Default: 10:00–21:00
Early Riser ordinance: 7:00–21:00
Night Owl ordinance: 10:00–24:00

When you wish to update your wardrobe, visit the Able Sisters’ clothing store, which is just down the street from Nookling Junction. A variety of clothes are sold here, from shirts and dresses to pants, skirts, and shorts.

**Pro Designs**

While you can create your own, custom clothing patterns at anytime through the Designs menu, you must visit the Able Sisters if you wish to create a pro design. These advanced designs let you craft patterns for the front, back, and sleeves of a shirt to create truly unique looks. Just speak to Mabel to begin creating a pro design.

**Accessories**

The Able Sisters’ store features a side room that’s reserved for those all-important extras. Here, Labelle offers a selection of fine accessories such as hats, sunglasses, and umbrellas.
All of the Able Sisters are hardworking, but Sable seems to never take a break from her station behind the sewing machine. Make a point of talking to Sable each day, and she'll really start to appreciate it.

Keep cheering up Sable every day, and eventually, you'll notice a curious machine behind her. Inspect the machine, and Sable will invite you to use it. Amazingly, this machine lets you create QR codes for patterns you've designed. It's easy—try it and see! Your QR codes are stored with the rest of your 3DS camera pictures, so you can easily access and share them with friends anytime you aren't playing. How cool is that!

The museum is open 24 hours a day, seven days a week—although you'll find its curator, a wise old owl named Blathers, a bit more alert in the evenings. Whenever you discover some art, catch a fish, net a bug, or dig up a fossil, visit the museum and see if Blathers will accept your find as a donation to one of his exhibits. An empty museum isn't much fun, after all!

Feel free to explore the museum's exhibits and peruse your generous contributions. You can also check the sign near the museum's front steps to view a list of all museum donations. This is a great way to quickly check and see what's been donated!

**NOTE**

QR (quick-response) codes are unique barcodes that can be scanned by the 3DS camera to unlock special game content. See your 3DS owner's manual for help with scanning QR codes.

**TIP**

Even if you plan to sell your fossils, have Blathers identify them—it increases their value.
Main Street may not seem like much at first, but as you steadily devote time and Bells to growing your town, you'll notice new shops begin to crop up. Let's check out all of the special shops that can be built on Main Street and within your town.

### T&T Mart

**HOURS**

- Default: 7:00–24:00
- Early Riser ordinance: 6:00–24:00
- Night Owl ordinance: 7:00–5:00

Spend lots of Bells at Nookling Junction, and Timmy and Tommy will eventually earn enough profit to upgrade their shop. This improved convenience store is open longer hours and has more space, so the boys can offer a broader selection of goods.

### Catalog Kiosk

The T&T Mart also offers a special mail-order catalog. Simply use the in-store kiosk to browse all of the items that have appeared in the game thus far. That's right: anything you've owned in the game will appear in the kiosk, and many items can be mail-ordered and delivered right to your home. Talk about convenient!

### Gardening Store

**HOURS**

- Default: 9:00–20:00
- Early Riser ordinance: 7:00–20:00
- Night Owl ordinance: 9:00–23:00

Demonstrate your willingness to cultivate a lush, vibrant town by performing 30 gardening tasks, such as planting and watering flowers, planting...
trees (including fruit trees), and pulling weeds. Once this is done, it won’t be long before a friendly fellow named Leif will open a small gardening store next to Timmy and Tommy’s shop.

Leif doesn’t offer much, but his store is a good source of gardening supplies like flower seeds and saplings. Swing by Leif’s whenever you wish to spruce up your town!

**TIP**
Pay Leif a modest fee, and he’ll uproot all of the weeds in your town. Sometimes it’s worth it!

---

**Super T&T**

**hours**

Default: 9:00-20:00  
Early Riser ordinance: 6:00-20:00  
Night Owl ordinance: 9:00-24:00

After Leif’s gardening store opens, continue to shop loyally at the T&T Mart, and the boys will be upgrading their store again before you know it. The supermarket version of their store is what you’d expect: bigger and better in every way!

---

**Tiy**

**hours**

Default: 10:00-23:00  
Early Riser ordinance: 6:00-23:00  
Night Owl ordinance: 10:00-3:00

After you’ve spent over 50,000 Bells at the Super T&T, and after at least 21 days have passed since the Super T&T opened, Timmy and Tommy will shut down for a day to remodel their store yet again. In this fourth iteration of their store, the boys have joined forces with Leif’s gardening shop to provide an all-in-one source for do-it-yourself home improvement! Leif’s inventory is expanded now, too.
T& T Emporium

**HOURS**
Default: 9:00–21:00
Early Riser ordinance: 6:00–21:00
Night Owl ordinance: 9:00–24:00

Timmy and Tommy's fifth and final shop upgrade is truly something to behold. This three-story shopping center has something for everyone—but unlocking it takes some effort! You need to impress a savvy stylist named Gracie.

**Dazzling Gracie**

Once the TIY has been built, a stylish visitor named Gracie will start visiting your town. Check the plaza each day to see if your town has been graced by Gracie, and speak to the fashion mogul to learn that she's planning to open up a new fashion boutique in a hip new town.

Impressing Gracie isn't easy, but you've got an advantage—this guide! Flip ahead to the "Clothing Catalog" chapter, and you'll find every piece of clothing has an associated "look." Use this info to help you build outfits that fit with Gracie's themes!

Gracie will only open her shop in a town that has style, and demands that you prove your fashion sense to her in a series of fashion challenges. Each time Gracie visits, she'll give you a new fashion theme. Your goal: Dress in that theme and knock Gracie's socks off!

After you impress Gracie enough times, she'll eventually agree to open her shop in your town. Continue to frequent the TIY store, and before long, construction will commence and the T&T Emporium will be built!
Three Floors of Fun

The T&T Emporium's spacious first floor is filled with products for everyday life, from tools to gardening supplies. That's right—Leif has finally been allowed indoors! Check the second floor to find furniture, and head all the way up to the top floor to explore GracieGrace—the lavish fashion boutique of the great Gracie herself!

GracieGrace offers both clothing and furniture, but expect to suffer some serious sticker shock. The prices are steep, but these items are all of the highest quality. Best of all, Gracie sells her clothing and furniture by outfits and series, so Bell-saddled shoppers can put together a whole new look or design a stylish room in no time!

Kicks

This little shoe shop won’t open until after the T&T Mart is built. In addition, you must spend about 8,000 Bells at the Able Sisters in order to entice Kicks to arrive. This small footwear store sprouts up near the Able Sisters and is tended by a friendly fox named Kicks, who peddles a modest selection of quality footwear and hosiery.
Continue to shop at the Able Sisters and at Kicks, and before long, a savvy stylist named Harriet will open a salon above them, on the building's second floor.

Say hi to Harriet anytime you wish to change your hairdo. Plop down in the styling chair, answer Harriet's probing questions, and you'll soon have a new 'do. The answers you give to Harriet's questions determine the look you'll receive—use the following chart to ensure that you receive the perfect style!
### Boy Hairstyles

<table>
<thead>
<tr>
<th>Boy Hairstyles</th>
<th>Girl Hairstyles</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Extremely Casual</strong></td>
<td></td>
</tr>
<tr>
<td>Loose and Wavy!</td>
<td>Laid-back looseness.</td>
</tr>
<tr>
<td><strong>Extremely Casual</strong></td>
<td></td>
</tr>
<tr>
<td>Loose and Wavy!</td>
<td>Floaty-fairy looseness.</td>
</tr>
<tr>
<td><strong>Extremely Casual</strong></td>
<td></td>
</tr>
<tr>
<td>Stylish side!</td>
<td>I'm a role model!</td>
</tr>
<tr>
<td><strong>Extremely Casual</strong></td>
<td></td>
</tr>
<tr>
<td>Stylish side!</td>
<td>I like being left alone!</td>
</tr>
<tr>
<td><strong>Casual</strong></td>
<td></td>
</tr>
<tr>
<td>It's on the messy side.</td>
<td>I wish I could clean it.</td>
</tr>
<tr>
<td><strong>Casual</strong></td>
<td></td>
</tr>
<tr>
<td>It's on the messy side.</td>
<td>It's on purpose!</td>
</tr>
<tr>
<td><strong>Casual</strong></td>
<td></td>
</tr>
<tr>
<td>My room is clean!</td>
<td>I like to style my hair!</td>
</tr>
<tr>
<td><strong>Casual</strong></td>
<td></td>
</tr>
<tr>
<td>My room is clean!</td>
<td>Natural is best!</td>
</tr>
<tr>
<td><strong>Middle / Formal</strong></td>
<td></td>
</tr>
<tr>
<td>I'm very serious!</td>
<td>Fight and overcome!</td>
</tr>
<tr>
<td><strong>Middle / Formal</strong></td>
<td></td>
</tr>
<tr>
<td>I'm very serious!</td>
<td>Grin and bear it!</td>
</tr>
<tr>
<td><strong>Middle / Formal</strong></td>
<td></td>
</tr>
<tr>
<td>I'm a trouble maker!</td>
<td>I'll settle down.</td>
</tr>
<tr>
<td><strong>Middle / Formal</strong></td>
<td></td>
</tr>
<tr>
<td>I'm a trouble maker!</td>
<td>Rebel for life!</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Business!</td>
<td>Fresh!</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Business!</td>
<td>Vintage!</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Private!</td>
<td>It's a party!</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Private!</td>
<td>It's a date.</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Private!</td>
<td>It's a secret!</td>
</tr>
<tr>
<td><strong>Extremely Formal</strong></td>
<td></td>
</tr>
<tr>
<td>Private!</td>
<td>Random!</td>
</tr>
</tbody>
</table>
Donate over 20 fossils, fish, bugs, and paintings to the museum, and be sure to donate at least one item to each of the four exhibits (fish, insect, fossil, art). In addition, be sure to speak to Blathers every day—you don’t need to donate or have him identify anything, you just need to speak to Blathers every day to build a friendship. Keep it up, and before long, Blathers will mention the idea of expanding the museum by opening a second floor!

Expanding the museum is a public works project. Speak with Isabelle at the town hall after Blathers has made his suggestion, and she’ll offer you the project as a new public work. Complete the donation goal to unlock the museum’s second floor.

The museum’s second floor is run by a young owl named Celeste. She tends a small gift shop up here, and will even let you rent out your very own exhibit room for fun. Many of the items that Celeste sells at the gift shop can’t be found anywhere else, so check her stock daily!

### Museum Gift Shop Goods

<table>
<thead>
<tr>
<th>ITEM</th>
<th>VALUE</th>
<th>REQUIREMENTS</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exhibit-room wall</td>
<td>400</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Exhibit-room floor</td>
<td>400</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Museum wall</td>
<td>2,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Museum floor</td>
<td>2,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Arrow sign</td>
<td>3,500</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Display stand</td>
<td>1,500</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Exhibit partition</td>
<td>3,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Fancy frame</td>
<td>10,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Flat display case</td>
<td>2,500</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Glass display case</td>
<td>2,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Museum chair</td>
<td>3,000</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Poster stand</td>
<td>2,500</td>
<td>None</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
</tbody>
</table>
### Museum Gift Shop Goods, continued

<table>
<thead>
<tr>
<th>ITEM</th>
<th>VALUE</th>
<th>REQUIREMENTS</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reception table</td>
<td>2,000</td>
<td>None</td>
<td>✔️</td>
</tr>
<tr>
<td>Rope partition</td>
<td>1,800</td>
<td>None</td>
<td>✔️</td>
</tr>
<tr>
<td>Tall display case</td>
<td>2,500</td>
<td>None</td>
<td>✔️</td>
</tr>
<tr>
<td>Thermohygrometer</td>
<td>1,500</td>
<td>None</td>
<td>✔️</td>
</tr>
<tr>
<td>Silver shovel</td>
<td>500</td>
<td>After donating 15 fossils</td>
<td>✔️</td>
</tr>
<tr>
<td>Paintball floor</td>
<td>1,600</td>
<td>After donating 20 art</td>
<td>✔️</td>
</tr>
<tr>
<td>Dig-site floor</td>
<td>1,600</td>
<td>After donating 30 fossils</td>
<td>✔️</td>
</tr>
<tr>
<td>Silver rod</td>
<td>500</td>
<td>After donating 30 fish or deep-sea catches</td>
<td>✔️</td>
</tr>
<tr>
<td>Silver net</td>
<td>500</td>
<td>After donating 30 insects</td>
<td>✔️</td>
</tr>
<tr>
<td>Underwater floor</td>
<td>1,600</td>
<td>After donating 50 fish or deep-sea catches</td>
<td>✔️</td>
</tr>
<tr>
<td>Jungle floor</td>
<td>1,600</td>
<td>After donating 50 insects</td>
<td>✔️</td>
</tr>
<tr>
<td>Paintball wall</td>
<td>1,600</td>
<td>After donating all art</td>
<td>✔️</td>
</tr>
<tr>
<td>Underwater wall</td>
<td>1,600</td>
<td>After donating all fish and deep-sea catches</td>
<td>✔️</td>
</tr>
<tr>
<td>Dig-site wall</td>
<td>1,600</td>
<td>After donating all fossils</td>
<td>✔️</td>
</tr>
<tr>
<td>Jungle wall</td>
<td>1,600</td>
<td>After donating all insects</td>
<td>✔️</td>
</tr>
<tr>
<td>Museum model</td>
<td>1,800</td>
<td>After donating all specimens to museum</td>
<td>✔️</td>
</tr>
</tbody>
</table>

---

### The Roost Café

**HOURS**

Open 24 hours a day.

Continue to donate to the museum after finishing the 2F expansion. After you’ve donated a total of 50 items to the museum, and after a full week has passed since the 2F expansion was opened, Blathers will suggest yet another public work project: a cool café run by a pigeon named Brewster.

The Roost Café must be built in town, so lead Isabelle to the desired spot, just as you would for any other project. Satisfy the donation goal, and the café will be built the very next day!
Take Out Counter

The first few times you visit the Roost, there’s little to do except sit at the counter and order a hot cup o’ Joe. Keep visiting and buying coffee, though, and Brewster will eventually offer you to-go cups from a side counter. How nice!

Part-Time Pourer

Continue to frequent the Roost, and Brewster will eventually offer you some part-time work. Agree to help Brewster, and you’ll be placed in charge of the to-go counter for a while.

Locals will appear, one after the next, and each one will place an order for coffee. But there’s a catch: out of the three coffee ingredients—beans, sugar, and milk—your neighbors only tell you about one or two that they desire. This means you must guess on the rest!

Successfully serving coffee means keeping track of your customers and determining what they like. It takes time and effort, but if you guess correctly on all three ingredients, you’ll really make that customer’s day. Fix every cup to perfection, and you’ll even impress Brewster!

Part-Time Payment

Brewster pays well for your work, and your performance determines the type of payment you’ll receive. Here are all the possible goodies Brewster might use to compensate your labors:

<table>
<thead>
<tr>
<th>RewaRD</th>
<th>Value</th>
<th>Got It?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brewstoid</td>
<td>3,312</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Café uniform</td>
<td>360</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Coffee cup</td>
<td>2,000</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Coffee grinder</td>
<td>1,600</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Coffeemaker</td>
<td>800</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
</tbody>
</table>
**Part-Time Payment, continued**

<table>
<thead>
<tr>
<th>REWARD</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cream and sugar</td>
<td>1,000</td>
<td>✓</td>
</tr>
<tr>
<td>Espresso maker</td>
<td>500</td>
<td>✓</td>
</tr>
<tr>
<td>Good coffee beans</td>
<td>4,000</td>
<td>✓</td>
</tr>
<tr>
<td>Mega brewstoid</td>
<td>3,312</td>
<td>✓</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>REWARD</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mini brewstoid</td>
<td>3,312</td>
<td>✓</td>
</tr>
<tr>
<td>Normal coffee beans</td>
<td>2,000</td>
<td>✓</td>
</tr>
<tr>
<td>Siphon</td>
<td>1,780</td>
<td>✓</td>
</tr>
<tr>
<td>Superb coffee beans</td>
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<td>✓</td>
</tr>
<tr>
<td>Tall brewstoid</td>
<td>3,312</td>
<td>✓</td>
</tr>
</tbody>
</table>

**Club LOL**

**HOURS**

Default: 12:00–2:00  
Early Riser ordinance: 10:00–2:00  
Night Owl ordinance: 12:00–5:00

Shortly after the T&T Mart has opened, a wacky character named Dr. Shrunk will come to greet you at your home. The good doctor wishes to open up a lively club on Main Street, but he needs you to get everyone in town to sign his petition. Agree to help Dr. Shrunk, then get out there and get those signatures!

Dr. Shrunk has already gotten all of the store owners to sign, so you only need to worry about your neighbors. Check the signature sheet that Dr. Shrunk gave you to see who’s left on your list. Seek out every neighbor and record all of their signatures to fill out the form.

After filling out the signature sheet, find Dr. Shrunk on Main Street. Hand him the sheet, and Club LOL will open within a matter of days.
What a Joke

The real show at Club LOL begins at 8 p.m. each night, but if you stop by before then, you can catch a free show, courtesy of Dr. Shrunk himself. The good doctor happens to be a former comedian, and will tell you a joke on stage each day—provided you feed him something! Whether or not you’re amused, you always learn the joke afterward, because it’s recorded in the joke book that Dr. Shrunk gives you!

Your joke book stores all of Dr. Shrunk’s jokes. Learn a new one each evening by visiting Club LOL before 8 p.m. Why collect jokes, you ask? Because when you tell the jokes you know, your character will cleverly emote! Open your joke book and tap on any joke you’ve learned, and your character will emote just like Dr. Shrunk did when telling the joke. Now you can interact with friends and neighbors without bothering to type out words!

Dr. Shrunk’s Jokes (Emotes)

<table>
<thead>
<tr>
<th>JOKE (EMOTE)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aggravation</td>
<td>✓</td>
</tr>
<tr>
<td>Agreement</td>
<td>✓</td>
</tr>
<tr>
<td>Anger</td>
<td>✓</td>
</tr>
<tr>
<td>Bashfulness</td>
<td>✓</td>
</tr>
<tr>
<td>Cold Chill</td>
<td>✓</td>
</tr>
<tr>
<td>Curiosity</td>
<td>✓</td>
</tr>
<tr>
<td>Daydreaming</td>
<td>✓</td>
</tr>
<tr>
<td>Delight</td>
<td>✓</td>
</tr>
<tr>
<td>Disagreement</td>
<td>✓</td>
</tr>
<tr>
<td>Disbelief</td>
<td>✓</td>
</tr>
<tr>
<td>Distress</td>
<td>✓</td>
</tr>
<tr>
<td>Fearful</td>
<td>✓</td>
</tr>
<tr>
<td>Flourish</td>
<td>✓</td>
</tr>
<tr>
<td>Glee</td>
<td>✓</td>
</tr>
<tr>
<td>Greetings</td>
<td>✓</td>
</tr>
<tr>
<td>Happiness</td>
<td>✓</td>
</tr>
<tr>
<td>Heartbreak</td>
<td>✓</td>
</tr>
<tr>
<td>Inspiration</td>
<td>✓</td>
</tr>
<tr>
<td>Joy</td>
<td>✓</td>
</tr>
<tr>
<td>Laughter</td>
<td>✓</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>JOKE (EMOTE)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Love</td>
<td>✓</td>
</tr>
<tr>
<td>Mischief</td>
<td>✓</td>
</tr>
<tr>
<td>Mistaken</td>
<td>✓</td>
</tr>
<tr>
<td>Outrage</td>
<td>✓</td>
</tr>
<tr>
<td>Pride</td>
<td>✓</td>
</tr>
<tr>
<td>Resignation</td>
<td>✓</td>
</tr>
<tr>
<td>Sadness</td>
<td>✓</td>
</tr>
<tr>
<td>Sheepishness</td>
<td>✓</td>
</tr>
<tr>
<td>Shocked</td>
<td>✓</td>
</tr>
<tr>
<td>Showmanship</td>
<td>✓</td>
</tr>
<tr>
<td>Shrunken Funk Shuffle</td>
<td>✓</td>
</tr>
<tr>
<td>Shyness</td>
<td>✓</td>
</tr>
<tr>
<td>Sighing</td>
<td>✓</td>
</tr>
<tr>
<td>Sleepy</td>
<td>✓</td>
</tr>
<tr>
<td>Sneezing</td>
<td>✓</td>
</tr>
<tr>
<td>Sorrow</td>
<td>✓</td>
</tr>
<tr>
<td>Sunniness</td>
<td>✓</td>
</tr>
<tr>
<td>Surprise</td>
<td>✓</td>
</tr>
<tr>
<td>Thought</td>
<td>✓</td>
</tr>
<tr>
<td>Worry</td>
<td>✓</td>
</tr>
</tbody>
</table>
D.J. K.K. Spins

Each night after 8 p.m., Club LOL rocks to the thumping beats of D.J. K.K. There’s no cover charge, so come on in and get on down! While moving out on the floor, tap any direction on ♪ to dance to the beat. Impress D.J. K.K. with your moves, and he might even show you on the big screen behind him!

K.K. Slider Saturdays

Saturday nights are special at Club LOL, for the great K.K. Slider graces the venue with his brilliant guitar licks. Give a listen to K.K.’s opening song, and he’ll slip you a free bootleg copy of it. Right on, my man!

Fortune-Teller’s Shop

A feline fortune teller named Katrina visits your town about once a week—check the plaza for her tent. Enter and pay a small fee to have Katrina read your fortune. She’ll tell you what sorts of items will bring you luck in the near future!

After Katrina has told 20 fortunes in your town (in total from all players, including visitors), she’ll eventually decide there’s enough business here to support a fortune-teller’s shop on Main Street. Chat with Isabelle at the town hall to undertake this public work project just as you would any other.

TIP

See the “Other Items” chapter for K.K. Slider’s full song catalog—complete with album art!
Once the fortune-teller’s shop is built, you can pop in and have your fortune told by Katrina every day. This ensures that you’ll always have good luck on your side!

**Police Station**

Every town should have a police station, but yours won’t until a neighbor approaches you with an urge to lobby for one as a public work project. Unfortunately, this conversation occurs purely at random—there’s no way for you to influence when a neighbor will decide to approach you about building the police station. It therefore pays to speak to your neighbors whenever you see them excitedly running toward you with something to say.

**Reset Surveillance Center**

The Reset Surveillance Center is a public work project that appears on Isabelle’s list after you do the unthinkable: power-off the game without saving! That’s right: if you shut down *Animal Crossing* without saving your game, you’ll get an earful from one Mr. Resetti—a mean old mole that doesn’t dig cheaters. But Mr. Resetti will only scold you once, then never harass you again—unless you build the Reset Surveillance Center, that is!

After meeting Mr. Resetti, speak with Isabelle to commence work on the Reset Surveillance Center project. Just lead her to the spot where you’d like to build the project like always.
Once the Reset Surveillance Center has been built, Mr. Resetti is back in business. Now able to monitor your game for suspicious power-offs, Mr. Resetti will be quick to reprimand you each time you reset without saving. That's more like it!

If you're really lucky, you might find the Reset Surveillance Center open one evening. This occurs very rarely, and only on sunny days that follow a rainy day. Check out the center on these evenings between 8 p.m. and midnight—if you find the manhole cover open, head inside to find Mr. Resetti in his main base of operations!

Happy Home Showcase

**HOURS**

Open 24 hours a day.

The Happy Home Showcase (HHS) is a special place where fabulous homes from all over the globe are displayed. You're able to explore the HHS the day after your first home is built—speak with Tom Nook at Nook's Homes, and he'll tell you all about it.

The grand entrance to the HHS is located in the background of Main Street—you can't miss it. After after Tom Nook tells you about the HHS, a friendly character named Digby stands here at all hours. Talk to Digby whenever you wish to enter and explore the HHS.

Once inside, Digby explains how the HHS works. Homes from other players' towns can be shown here, and new model homes will appear whenever your 3DS is tagged by another player's via StreetPass. (Digby can help you turn the StreetPass function on and off.) You may then explore that player's model
home in your game by visiting the HHS. You can even order furniture items from HHS model homes—with a hefty markup, mind you!

**Dream Suite**

This special suite is only available to players who've connected to the internet at least once. A week must also have passed since the mayor earned their Town Development Permit. Once these special criteria have been met, you'll find Isabelle snoozing away at the town hall. Speak with her to add the Dream Suite project to your list of public works!

Complete the Dream Suite public work project, and the Dream Suite will open on Main Street. Go there to visit Luna, who helps you visit other players towns in dreams. This is a cool way to explore other players' towns and see how they’ve developed!

**Note**

Anything you do during a Dream Suite trip won’t actually affect the other player’s town, because it’s all just a dream!

**Tip**

After unlocking the Dream Suite, share the address that appears on your Town Pass Card (TPC) with friends, and they’ll be able to visit your town in a dream anytime they want.

Visiting towns in dreams has lots of advantages. For starters, you can’t actually damage or affect the other players’ towns, which is nice for them. Dreams also let you explore your friends’ towns anytime you want—you don’t need to wait for them to be playing. Of course, this also means that you can’t help your friends by leaving them items, and you also can’t take anything useful back to your town like exotic fruit. Still, when you just want to explore other towns and see what’s out there, nothing beats the Dream Suite!
Island Action

After you’ve purchased your first home from Tom Nook and have been visited by Tortimer, you can visit an exotic tropical island any time you like. Just stroll down to the beach, check the jetty, and you’ll find a salty old frog named Kapp’n minding a boat. Chat with Kapp’n to book passage to a wondrous island, where all sorts of exciting adventures await!

Island Cabana

Each time you visit the island, Kapp’n drops you off at the cabana. This is the island’s main hub of activity, so let’s check it out!

Tour Counter

Chat with Leilani at the counter on the left to learn all about tours—exciting excursions you can undertake alone or with friends. Leilani offers a different selection of tours each day, so visit the island often to experience a new variety!

Item Box

Items cannot be carried in your pockets when you leave the island—instead, anything you wish to bring back to town must be stored in the special box near the tour counter. Everything you place in this box will magically appear in the basket on the jetty back in town when you return. Don’t ask us how it works!

Gift Shop

Participating in tours gives you a chance to earn medals. In turn, these medals are used to purchase goods from Grams, who runs the...
island's gift shop. Grams won't accept Bells—only medals can be used to make purchases.

The gift shop offers items you won't find anywhere else, including wet suits, which let you swim around in the sea. Save your medals and purchase a wet suit from Grams as soon as you're able!

**NOTE**

Grams also sells the Club Tortimer membership card, which you need to explore the tropical island online and play with other online players.

**Leila's Spot**

A little tyke sits on a blanket in the cabana, asking everyone who walks by if they'd like to play "shop." If you're feeling friendly, you can play with Leila, pretending that you're a store clerk and "selling" her anything you happen to be carrying. Leila's just a kid, so she can't offer you many Bells for your goods. Playing her game is fun, but you're far better off storing items in the box near the tour counter and selling them back in town.

**Exploring the Island**

We've covered the cabana—now let's see what awaits you on the island itself! First, as you might expect, the sun is always shining on this tropical paradise. Run around and soak up those potent rays!

**NOTE**

Visit the island regularly, and you'll begin to develop a tan! You'll also tan in town when the weather is warm and sunny.

You can't bring tools to the island, but as luck would have it, that helpful gyroid, Lloyd, is ready to loan you any you might need. Chat with Lloyd near the cabana to borrow a rod, net, or even a wet suit that you can use to go swimming. Take full advantage of these rental tools, using them to catch all sorts of exotic fish and bugs!
Of course, you don’t need any tools to pick up seashells, or to shake down those yummy tropical fruits. Store all the fruit you can in the item box back in the cabana, and you’ll be able to plant a whole exotic orchard when you return to town!

**Heading Home**

When you’ve soaked up enough sun and scored plenty of medals, speak to Leilani at the tour counter to book passage back to town. Be sure to empty your pockets into the nearby item box beforehand, or else you’ll lose everything you’re carrying!

**Island Tours**

Strolling around the island is relaxing and fun, but the real action occurs during tropical tours. A total of 64 different tours can be enjoyed, and some are more challenging than others. Talk to Leilani at the cabana’s tour counter to see today’s selection of tours.

**Easy Hide-and-Seek Tour**

Enjoy a slow-paced hide-and-seek with the people on the island! Beginners can participate without worry.

**Difficult**y: 2

**5-8 min**

At first, only a handful of tours are available, but many more will unlock as you participate in touring. Just keep taking tours, and you’ll steadily unlock more advanced and challenging versions. The selection changes daily, so visit the island every day!

After you’ve told Leilani the tour you’d like to take, simply sit down on one of the nearby chairs to indicate that you’re ready to leave.
If you're visiting the island with friends, then the tour won't start until all players have taken a seat in the waiting area. During tour games to stuff your pockets with precious medals, then spend those medals on rare goods at Grams's cabana gift shop!

NOTE
The more challenging the tour game, the more medals you can win from it.

Tour Tips

The tour begins shortly after everyone has sat down. You're whisked away to an outlying island, where Tortimer stands ready to guide you through the event at hand.

All tours involve completing some sort of goal as quickly as possible. Some tours end as soon as you reach their goal—you're then scored based on how long it took you to succeed. Other tours don't end until time runs out—try to score as many points as possible before the buzzer sounds!

Perform well in a tour, and Tortimer will hand you a bronze, silver, or gold award at the tour's end. The award you receive determines how many medals you've earned. Overachieve during tour games to stuff your pockets with precious medals, then spend those medals on rare goods at Grams's cabana gift shop!

General Strategies
Every second counts! Don’t waste time during tours. Quickly skip past repetitive messages, and do your best to make the most of your time.

Know your tools! Most tours involve the use of gear like the rod, wet suit, or shovel. Check the “How to Play” chapter to learn about using this gear.

Use the map! It’s helpful to be systematic during many tours, searching the island one area at a time. Glance at the Touch Screen map to locate important objects like bridges, and to keep track of where you've been.

Fishing Tours
Fishing is fun, and plenty of tours involve spending quality time catching fish with your rod. Regardless of the type of fish you might be after, your basic strategies in fishing tours are the same: Get out there and reel in as many fish as you can!

**TIP**

Walk whenever you’re near water—running scares the fish!
You can fish from rivers, ponds, and the sea. Consider where the fish you’re after are most likely to frolic.

### Diving Tours

Many tours involve taking a refreshing swim and collecting deep-sea catches. Swim all around the island when looking for prey—don’t just stick to one spot. Keep a little closer to the beach than to the outer rope, too—underwater creatures can easily escape by fleeing past the rope and out of the tour area. And of course, beware of those nasty jellyfish! Rapidly press buttons to recover if you’re stung.

### Balloon-Popping Tours

These fun-filled tours have you chasing down floating balloons that regularly drift past the sky. Listen for the telltale chime that signals inbound balloons, then glance at your Touch Screen map to see where they’ve appeared. Race over to those balloons, stand beneath them, and use your slingshot to pop as many as you can!

**TIP**

Go after bunny balloons first—they’re worth three points apiece, while regular balloons are worth only one.

### Bug-Catching Tours

Bug-catching tours are plentiful, and they all involve using a net to catch as many insects as possible. Some bugs can be tough customers, especially those that cling to trees, like beetles and cicadas. Walk softly with your net at the ready, then bring it crashing down when you’re close!
An onscreen weather vane shows the direction in which the balloons will drift due to the ever-shifting winds. Consider the wind when you’re racing toward the balloons, and plot a course that puts you in the best spot for popping. The island’s river is usually your primary obstacle—consider the placement of bridges and use them to your advantage!

**Labyrinth Tours**

Some tour islands are covered by a carefully manicured hedge maze. Tours held at these islands challenge you to race through the maze and collect a certain type of fruit for Tortimer. The fruits are just lying on the ground in the maze, which makes them tough to spot until you’re close.

Speed is key during labyrinth tours. Run through the maze as fast as you can, keeping track of where you’ve been and where you still need to explore. Be systematic, searching every inch of the maze until you’ve located all the fruit you’re after. Once you’ve reached your goal, race back to Tortimer to show off your fruit!

**CAUTION**

Tortimer will penalize you for any fruit you show him that wasn’t on your list. Be sure to drop any unnecessary fruit before talking to Tortimer!

**Gardening Tours**

Get your hands dirty in these unique tours, which have you racing to fill a central flower bed with a specific type and/or color of flower. Gardening buffs have the edge in these tours, for being able to recognize flowers on sight saves you the time it takes to open your pockets and check their names.

Once you’ve identified the flower(s) you’re after, your next job is to find them. Race all around the island and fill your pockets with them, keeping track of where you’ve been to avoid searching the same area twice.
When your pockets are full of flowers, rush back to the flower bed and plant them. Simply stand in a bare spot, open your pockets, and then quickly choose to plant all of the flowers you’re carrying. You can plant up to nine flowers at once if there’s room, filling in all of the empty dirt spaces around you.

**Item-Matching Tours**

These unique tours are designed to test your memory. Several pairs of items have been buried on the island, and you must use your trusty shovel to dig them up and match them together. Begin by simply running to the nearest dig spot and seeing what you find.

**TIP**

Always stand in a spot where you can plant the most flowers at once without moving. You may find planting faster if you use the Circle Pad icon to select the flowers in your pockets, rather than tapping them with the stylus.

Now hurry and dig at another nearby dig spot. If you guessed right and dug up the matching item, the pair will be completed and removed from your pockets. If the item is not a match, then you’ll rebury it automatically—for you can only carry one item with you during these events.

Just keep digging up items, trying to match the one you’re carrying. Whenever you dig up an item that doesn’t match, memorize where you found it. You’ll need to find it again soon!

**Scavenger Hunt Tours**

Scavenger hunts are among the few tours that let you explore the houses of the tour islands’ mysterious inhabitants. Your goal is to search their homes for all of the items on Tortimer’s scavenger hunt list as fast as you can!
Scavenger hunts can be easy or tough, depending on whether or not you recognize the names of the items on Tortimer’s list. Regardless, your first move is always the same: Glance at your Touch Screen map and race to the nearest house.

Each home features an array of items. You can scan the room quickly if you know exactly what you’re after—otherwise, you’ll need to examine each item individually. Simply pick up an item and then view its name in your pockets (or call up Tortimer’s list) to see if you’ve found something good.

Just keep raiding those homes, looking for the items on Tortimer’s list. Drop anything that isn’t on his list, though—he’ll deduct points for bringing him unwanted items. When you’ve found every item on the list, return to Tortimer to show off your scavenger skills.

A number of playful animals have hidden themselves on an island, and it’s up to you to find them all during hide-and-seek tours! These guys know how to play and are pretty well hidden—search for them behind houses, trees, and anything else they might use as cover. The faster you find them all, the better you’ll score!

You can judge most homes’ content by their exterior style. For example, if you’re looking for a piece of the robo furniture series, you might try the modern-looking house with the metal front door!
Gah! You found me! Dude! I thought I was really well hidden this time!

Be systematic in your search for the hiding animals. Take it nice and slow, and use the Touch Screen map to keep track of where you’ve been. If you search the whole island and somehow missed some, you know they must be really well hidden! Time is short now, so race around and try to find that straggler.

Ore-Hunter Tours

Hunting for ore is both easy and profitable—a shovel is all you need! During these tours, sprint all around the island and smack every rock you see with your trusty shovel. Some will break apart, leaving behind a certain type of ore. Every piece of ore you pick up is worth one point, so stuff your pockets full!

At the start of these tours, Tortimer may tell you that a certain ore is worth more points than the others. Keep that in mind, and if your pockets are ever full, be sure to trade out less-valuable ore for the special kind Tortimer mentioned.

NOTE

Sometimes Tortimer will also hint that there are super-rare ores on the island. Only one or two of these will be available, and they’re always worth big points—but Tortimer doesn’t tell you the type of ore they are. It’s safe to say that if you’ve only found one type of ore, it’s likely of the super-rare variety!

When time runs out, Tortimer peeks into your pockets and tallies up your score. Every piece of ore you’re carrying is worth one point, except for any ores that provide special bonuses. Score big to earn loads of medals!

Toy Hammer Tours

When you’ve just got to hit something with a hammer, nothing satisfies the urge like one of these tours. Tortimer hands you a toy hammer and gives you a few minutes to whack a moving cart with it. Chase down the cart and hit it each time you get close enough. You’ll stop running when swinging the hammer, so try and land a few good whacks before the cart pulls away.
Fossil fanatics can have great fun on these tours. Fossil-Finder islands feature two small buildings: one houses a sample of a museum exhibit; the other is just an empty room. Your mission: Recreate the sample exhibit in the empty room!

The number of fossils you must find varies with the tour’s difficulty. If possible, inspect the plaque in front of each fossil in the sample room to view their names. This isn’t an option during the more challenging tours, though.

Once you know the fossils you’re after, simply scour the island in search of them. Bust out your shovel at every dig spot to excavate the fossils you need.

After you’ve found all of the fossils, head for the empty room and display them. You must place each fossil in the exact same spot it appears in the sample room next door. You know you’ve placed a fossil correctly when a light briefly shines around it. Complete your exhibit in record time to rack up those medals!

The following table shows the goals for single-player tours. The goals will be more challenging when other players are present.
## Tropical Island Tours

<table>
<thead>
<tr>
<th>TOUR NAME</th>
<th>TYPE</th>
<th>DIFFICULTY</th>
<th>GOAL</th>
<th>GOLD MEDAL?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced-Price Fishing Tour</td>
<td>Fishing</td>
<td>Elite</td>
<td>Use a rod and catch 20,000 Bells worth of fish in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>All-You-Can-Catch Fishing</td>
<td>Fishing</td>
<td>Easy</td>
<td>Use a rod and catch three long, skinny fish (like eels) in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>All-You-Can-Grab Dive Tour</td>
<td>Swimming/Diving</td>
<td>Easy</td>
<td>Swim and collect three shellfish from the sea in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Amateur Free-Diving Tour</td>
<td>Swimming/Diving</td>
<td>Easy</td>
<td>Swim and collect three items from the sea in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Ancient-Fish Encounter Tour</td>
<td>Fishing</td>
<td>Normal</td>
<td>Use a rod to catch three ancient-looking fish in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Beetle-Hunting Tour</td>
<td>Bug-Catching</td>
<td>Easy</td>
<td>Use a net to catch three beetles in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Beginner Fishing Tour</td>
<td>Fishing</td>
<td>Easy</td>
<td>Use a rod to catch three fish in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Bug Free-for-All Tour</td>
<td>Bug-Catching</td>
<td>Normal</td>
<td>Use a net to catch four bugs in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Bug Hide-and-Seek Tour</td>
<td>Bug-Catching</td>
<td>Elite</td>
<td>Use a net to catch five beetles and/or grass-hoppers in 7 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Butterfly-Discovery Tour</td>
<td>Bug-Catching</td>
<td>Easy</td>
<td>Use a net to catch three butterflies in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Cicada-Catching Tour</td>
<td>Bug-Catching</td>
<td>Normal</td>
<td>Use a net to catch four bugs in the cicada family in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Classic Tropical Fishing Tour</td>
<td>Fishing</td>
<td>Normal</td>
<td>Use a rod to catch three fish in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Crab Free-Diving Tour</td>
<td>Swimming/Diving</td>
<td>Easy</td>
<td>Swim and collect three crabs from the sea in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Dangerous Fishing Tour</td>
<td>Fishing</td>
<td>Normal</td>
<td>Use a rod to catch three dangerous fish (like sharks) in 6 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Dragonfly-Discovery Tour</td>
<td>Bug-Catching</td>
<td>Easy</td>
<td>Use a net to catch three dragonflies in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Balloon-Hunt Tour</td>
<td>Balloon-Popping</td>
<td>Easy</td>
<td>Pop balloons and score 20 points in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Bug-Catching Tour</td>
<td>Bug-Catching</td>
<td>Easy</td>
<td>Use a net to catch three bugs in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Fossil Finder's Tour</td>
<td>Fossil Finder</td>
<td>Easy</td>
<td>Dig up fossils and match the sample room's exhibit in 10 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Gardening Tour</td>
<td>Gardening</td>
<td>Easy</td>
<td>Fill the flower bed with any kind of flowers in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Hammer Tour</td>
<td>Toy Hammer</td>
<td>Easy</td>
<td>Hit the cart with a toy hammer 30 times in 3 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Hide-and-Seek Tour</td>
<td>Hide-and-Seek</td>
<td>Easy</td>
<td>Search the island and find all four hiding friends in 8 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Easy Item-Matching Tour</td>
<td>Item-Matching</td>
<td>Easy</td>
<td>Use a shovel to dig up and match six pairs of items in 5 minutes.</td>
<td>✓ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>TOUR NAME</td>
<td>TYPE</td>
<td>DIFFICULTY</td>
<td>GOAL</td>
<td>GOLD MEDAL?</td>
</tr>
<tr>
<td>---------------------------</td>
<td>------------</td>
<td>------------</td>
<td>----------------------------------------------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Easy Labyrinth Tour</td>
<td>Labyrinth</td>
<td>Easy</td>
<td>Search the maze and find five specific fruits in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Easy Ore-Hunter Tour</td>
<td>Ore-Hunter</td>
<td>Easy</td>
<td>Use a shovel to whack rocks and find 12 points worth of ore in 4 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Easy Scavenger Tour</td>
<td>Scavenger</td>
<td>Easy</td>
<td>Search houses and find all of the furniture items on your list in 6 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Easy Tropical Fishing Tour</td>
<td>Fishing</td>
<td>Easy</td>
<td>Use a rod to catch three fish in 6 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Balloon-Popping Tour</td>
<td>Balloon-Popping</td>
<td>Elite</td>
<td>Pop balloons and score 20 points in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite-Class Fishing Tour</td>
<td>Fishing</td>
<td>Elite</td>
<td>Use a rod to catch four fish in 6 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Fossil Hunter's Tour</td>
<td>Fossil Finder</td>
<td>Elite</td>
<td>Dig up fossils and duplicate the sample room's exhibition in 10 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Gardening Tour</td>
<td>Gardening</td>
<td>Elite</td>
<td>Fill the flower bed with only the indicated flower in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Hammer Tour</td>
<td>Toy Hammer</td>
<td>Elite</td>
<td>Hit the cart with a toy hammer 30 times in 3 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Hide-and-Seek Tour</td>
<td>Hide-and-Seek</td>
<td>Elite</td>
<td>Search the island and find all four hiding friends in 8 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Item-Matching Tour</td>
<td>Item-Matching</td>
<td>Elite</td>
<td>Use a shovel to dig up and match 10 pairs of items in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite-Market-Price-Bug-Hunt</td>
<td>Bug-Catching</td>
<td>Elite</td>
<td>Use a net to catch 20,000 Bells worth of bugs in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Ore-Hunter Tour</td>
<td>Ore-Hunter</td>
<td>Elite</td>
<td>Use a shovel to whack rocks and find 20 points worth of ore in 4 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Elite Scavenger Tour</td>
<td>Scavenger</td>
<td>Elite</td>
<td>Search houses and find all of the furniture items on your list in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Evening Firefly Tour</td>
<td>Bug-Catching</td>
<td>Elite</td>
<td>Use a net to catch five fireflies in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Fall Bug Tour</td>
<td>Bug-Catching</td>
<td>Normal</td>
<td>Use a net to catch four &quot;noisy&quot; bugs (crickets, etc.) in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Giant-Dragonfly Tour</td>
<td>Bug-Catching</td>
<td>Elite</td>
<td>Use a net to catch five dragonflies in 7 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Gold- and Silver-Ore Tour</td>
<td>Ore-Hunter</td>
<td>Normal</td>
<td>Whack rocks with a shovel and find 16 points worth of ore in 4 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Grasshopper-Catching Tour</td>
<td>Bug-Catching</td>
<td>Normal</td>
<td>Use a net to catch four locusts in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>High-End Seafood Tour</td>
<td>Swimming/Diving</td>
<td>Normal</td>
<td>Swim and collect four &quot;seafood ingredients&quot; (crab, lobster, etc.) from the sea in 5 minutes.</td>
<td>✓</td>
</tr>
<tr>
<td>Level-Up Hammer Tour</td>
<td>Toy Hammer</td>
<td>Normal</td>
<td>Hit the cart with a toy hammer 30 times in 3 minutes.</td>
<td>✓</td>
</tr>
</tbody>
</table>
## Tropical Island Tours, continued

<table>
<thead>
<tr>
<th>TOUR NAME</th>
<th>TYPE</th>
<th>DIFFICULTY</th>
<th>GOAL</th>
<th>GOLD MEDAL?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Market-Price-Bug Tour</td>
<td>Bug-Catching</td>
<td>Normal</td>
<td>Use a net to catch 10,000 Bells worth of bugs in 5 minutes.</td>
<td>✅ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Market-Price Fishing Tour</td>
<td>Fishing</td>
<td>Normal</td>
<td>Use a rod to catch 10,000 Bells worth of fish in 6 minutes.</td>
<td>✅ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Market-Price Seafood Tour</td>
<td>Swimming/ Diving</td>
<td>Normal</td>
<td>Swim and collect 5000 Bells worth of items from the sea in 5 minutes.</td>
<td>✅ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Master Labyrinth Tour</td>
<td>Labyrinth</td>
<td>Elite</td>
<td>Search the maze and find all of the specific fruits in 5 minutes.</td>
<td>✅ 2P 3P 4P</td>
</tr>
</tbody>
</table>
CHAPTER 7: FRIENDLY FACES

Friendly Faces

More than 400 friendly characters are eager to meet you in *New Leaf*. From important town figures such as Tom Nook to special visitors like Joan and even potential neighbors, this chapter introduces you to every character in the game.

Pillars of the Community

The following characters are upstanding members of the local community. From police officers to shop owners, all major characters are covered here.

TIP

See the previous "Shops and Such" chapter for more information on the various stores and destinations mentioned in this section.

NOTE

* The gifts and prizes that you receive from the special characters in this chapter cannot be bought in stores.

Blathers

This talkative owl tends the local museum at the end of Main Street. Blathers happily accepts donations of fish, bugs, art, and fossils on behalf of the museum, and can keenly identify any fossils you happen to dig up.

Booker and Copper

At some completely random point in your adventure, a neighbor will approach you and suggest that your town should have a police station. Speak to Isabelle after having this conversation. You'll then be able to build one of two types of police station as a public works project. Once built, the station is manned by one of two paw-some officers: Booker (classic police station) or Copper (modern police station).

Brewster

An acquaintance of Blathers, Brewster is soft-spoken pigeon with a knack for making great coffee. Donate lots of items to the museum, and Blathers will eventually suggest building Brewster's café as a public work project!

Celeste

This cheerful young owl is Blather's younger sister, and operates the museum's second-floor gift shop. Donate lots of items to the museum, and Blathers will eventually ask you about opening up the museum's second floor. Undergo this public work project, and once it's done, you'll be able to browse Celeste's special stock of items anytime you like!
Digby

After you buy your first home, Tom Nook will tell you about a special association called the Happy Home Academy (HHA). From this point onward, a friendly character named Digby will always be found standing in the background on Main Street. Speak with Digby anytime to visit the Happy Home Showcase—a wondrous place where fabulous models of homes from all around the globe can be ogled.

DJ K.K.

Help Dr. Shrunk open his club in your town, and you can party down to the beats of DJ K.K. almost every night. Just swing by Club LOL every night after 8 p.m. (except Saturdays, when K.K. Slider is in town). The party doesn’t stop until the sun comes up!

Dr. Shrunk

This strange fellow appears in town shortly after the T&T Mart arrives. A former stage comedian, Dr. Shrunk wants to open a live venue on Main Street, and asks for your help in gathering approval signatures from around your neighborhood. Help him out, and once Club LOL is open, visit Dr. Shrunk there each day before 8 p.m. to watch his unusual comedy routine. You’ll learn new jokes that let you perform cool emotes!

NOTE

See Club LOL’s section in the “Shops and Such” chapter for a complete list of Dr. Shrunk’s many jokes.

Gracie

This glamorous giraffe knows everything about fashion and style. After the TIY store opens on Main Street, Gracie will begin to visit your town—find her at the plaza and impress her with your incredible sense of fashion! Amaze Gracie each time she visits, and she’ll eventually decide to open her exclusive boutique, GracieGrace, in your town. It won’t be long now before the incredible T&T Emporium arrives, with GracieGrace appearing on the top floor!
CHAPTER 7: FRIENDLY FACES

Gramps

This savvy old gal runs the gift shop inside the tropical island's cabana. Participate in tour games and perform well to win medals, then trade in your medals for Gramps's exotic goods.

Harriet

Spend lots of Bells at the Able Sisters' clothing store on Main Street, and a talented stylist named Harriet will eventually open a beauty salon upstairs. Visit Harriet whenever you feel like changing your hairstyle or color. If you frequent her salon, Harriet will even begin to offer you special extras such as color contacts!

Isabelle

Unless some sort of special event is occurring, Isabelle can always be found at the town hall, eager to help with anything the locals might need. This hardworking gal serves as the mayor's secretary, and heads up the town's most important functions, including the organization of many seasonal events held at the plaza.

K.K. Slider

A world-famous musician, K.K. Slider swoops into your area every Saturday night, taking the place of DJ K.K. to rock Club LOL with his sick guitar licks. Watch K.K.'s show every Saturday night after 8 p.m.—he'll slip you a free copy of his latest jam after the show!

TIP

Watch lots of K.K.'s Saturday-night shows, and he'll eventually give you a personalized picture. Rock on!

Kapp’n

This salty frog has been sailing the seven seas for ages. Kapp’n appears at the jetty on the beach, but not until after Tortimer pays the mayor player a special visit. Hand Kapp’n a paltry 1000 Bells, and he'll ferry you off to a remote tropical island where Tortimer now resides.

Katrina

A feline fortune teller with the gift of true insight, Katrina sets up shop in your town about once a week—look for her tent around the plaza. Pay Katrina a few Bells to read your fortune. She'll keenly tap into the types of items that will bring you luck in the near future. Pay heed to Katrina's insights and you'll increase your fortune. Visit this seer many times, and you'll eventually entice her to open a fortune-telling shop on Main Street!
Kicks

Spend lots of Bells at the Able Sisters’ shop on Main Street so that this witty little skunk will soon open a small shoe store nearby. Now you can expand your wardrobe with even more apparel options!

Leif

Perform lots of gardening duties around town, such as watering flowers and pulling weeds, to encourage a happy, nature-loving fellow named Leif to open a gardening store next to the T&T Mart on Main Street. Leif sells gardening goods and will even pull all the weeds in your town for a modest fee. Leif also runs the “Weeding Day” event—see the “Seasonal Events” chapter to learn all about it!

Leila

This young turtle sits on a blanket inside the island cabana. Entertain Leila by playing a game of “shop” with her and selling off some the items you’ve found around the island. Leila doesn’t pay much, however, so there’s little reason to play with her unless you’re just feeling friendly.

Leilani

Leilani is a fun-loving turtle who runs the service counter inside the tropical island’s cabana. Speak with her to set up an exciting tour game, or when you’re ready to book passage back to town.

Lloyd

The town’s helpful gyroid, Lloyd, sure does wear a lot of hats. Whenever a public work project is in progress, Lloyd stands a constant vigil at the job site, pumping passersby for donations. Lloyd also assists Tortimer in running the tropical island’s various tour games, and helps Luna by renting out tools in the Dream Suite.

Lyle

No one knows more about interior style and design than Lyle, the Happy Home Academy’s perky representative. After you purchase your first home from Tom Nook, Lyle will appear behind a small desk in Nook’s Homes. Pop by and speak with the friendly HHA rep whenever you wish to learn your current HHA score, or to receive some free advice on how to hone your home-decorating skills.
CHAPTER 7: FRIENDLY FACES

Mabel, Sable, and Labelle

The hardworking Able Sisters run a cheerful clothing shop on Main Street. Pop by to browse their colorful selection of tops, bottoms, dresses, and accessories. Mabel helps out the customers—talk to her for help with pro designs. Sable does the knitting—speak with her each day, and you’ll eventually unlock the QR code machine! The middle sister, Labelle, vends accessories such as hats and glasses in her side room.

Mr. Resetti and Don Resetti

When things go awry in Animal Crossing, the temptation may exist to reset the game without saving. Beware! Power down your game without saving, and you’ll get an earful from one of the Resettis the next time you play. After receiving your first scolding, you’ll have to build the Reset Surveillance Center public work project in order to ensure that the Resettis are able to continue their important work.

Pelly and Phyllis

These two friendly pelicans run the post office—Pelly is present during the day, while Phyllis works nights. Pelly certainly is the more cheerful of the two, but both are quite competent at handling the town’s mail.

Porter

This stalwart monkey tends the train station. Visit the station and speak to Porter whenever you wish to play online or over wifi with friends. Porter can assist you with booking trips to visit other players’ towns, or with opening or closing your town’s gate to either allow or deny visiting players.
Everyone in town just loves the local recycling shop, Re-Tail. Swing by to speak with Reese, who runs the day-to-day operations. Reese can help you with making a purchase, selling unwanted items (including turnips), or putting up items for sale in the shop’s flea market. Sell lots of items to Re-Tail, and Cyrus will eventually remain awake during the day, ready to help you customize your favorite furniture pieces!

Rover

He’s kept away from the rails for a while, but Rover is back to his favorite hobby: riding the train all day, every day! Whenever you begin a new game or start a new character, your first experience is always a friendly chat with Rover during the train ride into town. During this segment, the answers you give to Rover’s questions determine your character’s starting appearance, among other things.

Timmy and Tommy

These young raccoons are quite the savvy businessmen. At first, they run a ramshackle shop on Main Street called Nookling Junction—but as you do more and more business with the boys (and you will!), they’ll steadily upgrade their store until it grows into a thriving, three-story mega-center!

Tom Nook

This friendly raccoon runs a home renovation store on Main Street. Swing by Nook’s Homes to chat with Tom about upgrading your home in a variety of ways. From adding and expanding interior spaces to remodeling the look of your home’s exterior, good ol’ Tom Nook has all of your home renovation needs covered.

Tortimer

This old turtle was once the mayor of your town, but he recently retired to a gorgeous tropical island. Shortly after the mayor player purchases their first home from Tom Nook, Tortimer visits and invites the mayor to come explore the island. From this point onward, Kapp’n will appear by the jetty, ready to ferry you off to Tortimer’s tropical paradise!

TIP

See the previous “Welcome to Town!” chapter for a handy table that reveals how you’ll end up appearing based on the answers you give to Rover.
Special Visitors

The following characters visit your town only on special occasions—they're not always found in town like those previously mentioned.

**TIP**
See the following “Seasonal Events” chapter for more information on the various special events mentioned in this section.

---

### Blanca

This freaky character has no face at all—it's just totally blank! But this unusual appearance gives Blanca a unique power—the ability to impersonate anyone! Blanca visits your town every April Fool’s Day, eager to stir up trouble by impersonating each of your neighbors. Visit your neighbors in their homes and help undo Blanca’s meddling!

---

### Gulliver

It pays to visit the beach each day. Not only will you fill your pockets with Bell-earning seashells, but you just might notice an odd character washed up ashore: Gulliver! This traveling seagull needs help remembering where he was headed. Listen to his loggy clues, and once you think you know the answer, tell Gulliver where he must have been going. No matter if you guess right or wrong, Gulliver will send you a thank-you letter the next day. The gift he includes will be more exciting if you guess correctly, though!

---

### Chip

During certain parts of the year, a friendly beaver visits your town to host a fun-filled Fishing Tourney. Grab your rod and chat with Chip at the plaza to kick off the event, then do your best to win first prize by landing the catch of the day!

---

### Franklin

Every fall, a top-tier chef named Franklin visits your town to cook a delicious Harvest Festival feast. But Franklin can’t cook without the proper ingredients, and he needs your help to find them! Do your best to help Franklin prepare a truly memorable meal.

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---

### Gulliver’s Gifts

<table>
<thead>
<tr>
<th>Gift</th>
<th>Value</th>
<th>Got It?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ayers Rock</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Bagpipes</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Big Ben</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Chocolate coin</td>
<td>100</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Conical straw hat</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Dala horse</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Dream catcher</td>
<td>1,600</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Eiffel Tower</td>
<td>4,000</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Gaudi’s lizard</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Gladiator sandals</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Hula doll</td>
<td>1,800</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Kinderdijk windmill</td>
<td>1,200</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>King Tut mask</td>
<td>12,000</td>
<td>☑️ 3P 3P</td>
</tr>
<tr>
<td>Manneken Pis</td>
<td>5,200</td>
<td>☑️ 3P 3P</td>
</tr>
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</table>
Gulliver's Gifts, continued

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Matryoshka</td>
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<tr>
<td>Merlion</td>
<td>9,200</td>
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<tr>
<td>Mermaid statue</td>
<td>7,600</td>
<td>✓</td>
</tr>
<tr>
<td>Moai statue</td>
<td>7,600</td>
<td>✓</td>
</tr>
<tr>
<td>Mouth of Truth</td>
<td>7,600</td>
<td>✓</td>
</tr>
<tr>
<td>Nutcracker</td>
<td>1,200</td>
<td>✓</td>
</tr>
<tr>
<td>Pagoda</td>
<td>5,120</td>
<td>✓</td>
</tr>
<tr>
<td>Red-tasseled lantern</td>
<td>2,400</td>
<td>✓</td>
</tr>
<tr>
<td>Rooster of Barcelos</td>
<td>1,200</td>
<td>✓</td>
</tr>
<tr>
<td>Samgyetang</td>
<td>1,200</td>
<td>✓</td>
</tr>
<tr>
<td>Shamrock clock</td>
<td>1,800</td>
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</tr>
<tr>
<td>Sitar</td>
<td>1,200</td>
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</tr>
<tr>
<td>Skeleton figurine</td>
<td>1,680</td>
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</tr>
<tr>
<td>Statue of Liberty</td>
<td>1,200</td>
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</tr>
<tr>
<td>Tapestry</td>
<td>800</td>
<td>✓</td>
</tr>
<tr>
<td>Tribal mask</td>
<td>4,400</td>
<td>✓</td>
</tr>
<tr>
<td>Tuk-tuk</td>
<td>1,200</td>
<td>✓</td>
</tr>
</tbody>
</table>

Jack

The last day of October is a frightening time—for everyone in town dresses up in freaky costumes, and is overwhelmed by an insatiable craving for candy! A pumpkin-headed character named Jack also visits your town during this time—trade candy to Jack in exchange for special goodies. (Psst ... he likes lollipops the best!)

Joan

This old sow visits your town every Sunday morning. Find Joan wandering around outdoors, peddling her trademark turnips. These rare root veggies can only be bought from Joan while she's in town on Sundays—sell them to Re-Tail during the following week, just as soon as the turnip prices spike!

Katie

Katie is a rare visitor, but you can increase the chances of meeting this adventurous young kitten by visiting lots of other towns, or by inviting lots of other players to visit your town. Katie just loves to travel, but is afraid to go alone—escort her to the train station and speak with Porter to set up a trip to another player's town (via online or wifi connection). Katie really appreciates your company and rewards your kindness with a gift!

NOTE

You must play online at least once (visit another player's town or invite another player to visit your town) before Katie will appear in your town.

Jingle

Every 24th of December, a jolly reindeer named Jingle visits your town to spread joy, cheer, and presents for Toy Day! Help Jingle hand out the gifts on his list, and he'll reward you with a special Toy Day treat.

Katie's Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital-photo frame</td>
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</tr>
<tr>
<td>Globe</td>
<td>1,200</td>
<td>✓</td>
</tr>
<tr>
<td>Katie's pic</td>
<td>40</td>
<td>✓</td>
</tr>
<tr>
<td>Sketchbook</td>
<td>960</td>
<td>✓</td>
</tr>
<tr>
<td>Toy camera</td>
<td>960</td>
<td>✓</td>
</tr>
<tr>
<td>World map</td>
<td>1,200</td>
<td>✓</td>
</tr>
</tbody>
</table>
Luna runs the show at the Dream Suite—the special place you can visit to explore other player’s towns in dreams. Just talk to Luna; she’ll assist you with all of your Dream Suite needs.

Nat is an insect enthusiast who runs the Bug-Off event during certain times of the year. Find Nat at the plaza and show him each of the bugs that you manage to catch during the event. Hand Nat the highest-scoring bug, and you’ll win first place! Nat also gives you the golden net when you show him your fully completed insect encyclopedia, so get out there and catch those critters.

This colorful fellow just loves swimming around in the sea, searching for scallops. To chat with Pascal, slap on a wet suit (which you can purchase at the tropical island) and go for a swim around town. Dive and bring up a scallop, and Pascal will suddenly appear, eager to trade you a piece of rare furniture for your latest deep-sea catch!

Pavel’s Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anchor</td>
<td>1,900</td>
</tr>
<tr>
<td>Barrel</td>
<td>800</td>
</tr>
<tr>
<td>Helm</td>
<td>1,120</td>
</tr>
<tr>
<td>Jolly Roger</td>
<td>1,600</td>
</tr>
<tr>
<td>Keg</td>
<td>800</td>
</tr>
<tr>
<td>Pirate’s armor</td>
<td>2,400</td>
</tr>
<tr>
<td>Sea view</td>
<td>4,000</td>
</tr>
<tr>
<td>Ship cannon</td>
<td>1,820</td>
</tr>
<tr>
<td>Ship compass</td>
<td>1,600</td>
</tr>
<tr>
<td>Ship deck</td>
<td>4,000</td>
</tr>
<tr>
<td>Vintage telescope</td>
<td>1,880</td>
</tr>
</tbody>
</table>
This friendly fellow just loves to reward important accomplishments. Whenever you reach a significant gameplay milestone—say, filling your encyclopedia with a large variety of bugs or fish—you'll find Phineas milling about your town (this location varies). Speak to Phineas. He'll reward your accomplishments with commemorative badges!

**TIP**

Call up your Town Pass Card (TPC) and tap the lower-left button to view your badge collection.

### Phineas's Badges

<table>
<thead>
<tr>
<th>Badge</th>
<th>Requirement</th>
<th>Got It?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skilled Bug Catcher</td>
<td>Catch 500 or more insects.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Expert Bug Catcher</td>
<td>Catch 2,000 or more insects.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Master Bug Catcher</td>
<td>Catch 5,000 or more insects.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Skilled Angler</td>
<td>Catch 500 or more fish.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Expert Angler</td>
<td>Catch 2,000 or more fish.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Master Angler</td>
<td>Catch 5,000 or more fish.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Skilled Diver</td>
<td>Catch 100 or more sea creatures.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Pro Diver</td>
<td>Catch 200 or more sea creatures.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Dive Master</td>
<td>Catch 1000 or more sea creatures.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Insect Maniac</td>
<td>Catch 50% or more of the insect specimens.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Insect Encyclopedia</td>
<td>Catch 80% or more of the insect specimens.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Prof. of Entomology</td>
<td>Completely fill in your insect encyclopedia.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Fish Maniac</td>
<td>Catch 50% or more of the fish specimens.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Fish Encyclopedia</td>
<td>Catch 80% or more of the fish specimens.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Prof. of Ichthyology</td>
<td>Completely fill in your fish encyclopedia.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Seafood Maniac</td>
<td>Catch 50% or more of the deep-sea specimens.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Seafood Encyclopedia</td>
<td>Catch 80% or more of the deep-sea specimens</td>
<td>![Y]</td>
</tr>
<tr>
<td>Prof. of Seafood</td>
<td>Completely fill-in your deep-sea catches encyclopedia.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Balloon Hunter</td>
<td>Shoot down 30 or more balloons in town.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Balloon Buster</td>
<td>Shoot down 100 or more balloons in town.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Balloon Master</td>
<td>Shoot down 200 or more balloons in town.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Bronze Medalist</td>
<td>Earn 300 or more medals from the tropical island's tour games.</td>
<td>![Y]</td>
</tr>
<tr>
<td>Silver Medalist</td>
<td>Earn 1500 or more medals from the tropical island's tour games.</td>
<td>![Y]</td>
</tr>
<tr>
<td>BADGE</td>
<td>REQUIREMENT</td>
<td>GOT IT?</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Gold Medalist</td>
<td>Earn 5,000 or more medals from the tropical island's four games.</td>
<td></td>
</tr>
<tr>
<td>Backyard Gardener</td>
<td>Plant over 100 trees and flowers (from the state of a seed or sapling).</td>
<td></td>
</tr>
<tr>
<td>Village Gardener</td>
<td>Plant over 250 trees and flowers (from the state of a seed or sapling).</td>
<td></td>
</tr>
<tr>
<td>Gardening Specialist</td>
<td>Plant over 500 trees and flowers (from the state of a seed or sapling).</td>
<td></td>
</tr>
<tr>
<td>Weed Hunter</td>
<td>Pull up 500 or more weeds.</td>
<td></td>
</tr>
<tr>
<td>Weed Buster</td>
<td>Pull up 2,000 or more weeds.</td>
<td></td>
</tr>
<tr>
<td>Weed Menace</td>
<td>Pull up 5,000 or more weeds.</td>
<td></td>
</tr>
<tr>
<td>Avid Bell Saver</td>
<td>Deposit 1,000,000 or more Bells into your post office savings account.</td>
<td></td>
</tr>
<tr>
<td>Wealthy Bell Saver</td>
<td>Deposit 10,000,000 or more Bells into your post office savings account.</td>
<td></td>
</tr>
<tr>
<td>Tycoon Bell Saver</td>
<td>Deposit 100,000,000 or more Bells into your post office savings account.</td>
<td></td>
</tr>
<tr>
<td>Amateur Turnip Trader</td>
<td>Earn 500,000 Bells worth of profit in Joan’s turnip trade.</td>
<td></td>
</tr>
<tr>
<td>Pro Turnip Trader</td>
<td>Earn 3,000,000 Bells worth of profit in Joan’s turnip trade.</td>
<td></td>
</tr>
<tr>
<td>Master Turnip Trader</td>
<td>Earn 10,000,000 Bells worth of profit in Joan’s turnip trade.</td>
<td></td>
</tr>
<tr>
<td>Good Shopper</td>
<td>Spend more than 500,000 Bells on goods purchased at Timmy &amp; Tommy’s general store, Leif’s gardening store, GracieGrace, the museum’s gift shop, the Able Sisters’ clothing store, Kicks shoe store, and Redd’s rare-art tent (other store purchases do not count toward this goal).</td>
<td></td>
</tr>
<tr>
<td>Expert Shopper</td>
<td>Spend more than 2,000,000 Bells on goods purchased at Timmy &amp; Tommy’s general store, Leif’s gardening store, GracieGrace, the museum’s gift shop, the Able Sisters’ clothing store, Kicks shoe store, and Redd’s rare-art tent (other store purchases do not count toward this goal).</td>
<td></td>
</tr>
<tr>
<td>Master Shopper</td>
<td>Spend more than 5,000,000 Bells on goods purchased at Timmy &amp; Tommy’s general store, Leif’s gardening store, GracieGrace, the museum’s gift shop, the Able Sisters’ clothing store, Kicks shoe store, and Redd’s rare-art tent (other store purchases do not count toward this goal).</td>
<td></td>
</tr>
<tr>
<td>Refurbishing Beginner</td>
<td>Refurbishing 30 or more items at Re-Tail (Cyrus customization).</td>
<td></td>
</tr>
<tr>
<td>Refurbishing Expert</td>
<td>Refurbishing 100 or more items at Re-Tail (Cyrus customization).</td>
<td></td>
</tr>
<tr>
<td>Refurbishing Master</td>
<td>Refurbishing 200 or more items at Re-Tail (Cyrus customization).</td>
<td></td>
</tr>
<tr>
<td>Catalog Maniac Bronze</td>
<td>Awarded when Timmy &amp; Tommy’s shop catalog (kiosk) is 20% unlocked.</td>
<td></td>
</tr>
<tr>
<td>Catalog Maniac Silver</td>
<td>Awarded when Timmy &amp; Tommy’s shop catalog (kiosk) is 50% unlocked.</td>
<td></td>
</tr>
<tr>
<td>Catalog Maniac Gold</td>
<td>Awarded when Timmy &amp; Tommy’s shop catalog (kiosk) is 80% unlocked.</td>
<td></td>
</tr>
<tr>
<td>Happy Homer Bronze</td>
<td>Earn 50,000 points or more from Lyle and the Happy Home Academy (HHA).</td>
<td></td>
</tr>
<tr>
<td>BADGE</td>
<td>REQUIREMENT</td>
<td>GOT IT?</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Happy Homer Silver</td>
<td>Earn 100,000 points or more from Lyle and the Happy Home Academy (HHA).</td>
<td>√</td>
</tr>
<tr>
<td>Happy Homer Gold</td>
<td>Earn 150,000 points or more from Lyle and the Happy Home Academy (HHA).</td>
<td>√</td>
</tr>
<tr>
<td>K.K. Slider Fan</td>
<td>Watch K.K. Slider play at Club LOL on Saturday nights more than 20 times.</td>
<td>√</td>
</tr>
<tr>
<td>K.K. Slider Fanboy/Fangirl</td>
<td>Watch K.K. Slider play at Club LOL on Saturday nights more than 50 times.</td>
<td>√</td>
</tr>
<tr>
<td>K.K. Slider Diehard</td>
<td>Watch K.K. Slider play at Club LOL on Saturday nights more than 100 times.</td>
<td>√</td>
</tr>
<tr>
<td>Good Samaritan</td>
<td>Help your neighbors by performing 50 favors for them.</td>
<td>√</td>
</tr>
<tr>
<td>Great Samaritan</td>
<td>Help your neighbors by performing 100 favors for them.</td>
<td>√</td>
</tr>
<tr>
<td>Town Concierge</td>
<td>Help your neighbors by performing 300 favors for them.</td>
<td>√</td>
</tr>
<tr>
<td>Letter Writer</td>
<td>Mail 50 or more letters.</td>
<td></td>
</tr>
<tr>
<td>Letter Author</td>
<td>Mail 100 or more letters.</td>
<td></td>
</tr>
<tr>
<td>Postmaster</td>
<td>Mail 200 or more letters.</td>
<td></td>
</tr>
<tr>
<td>StreetPass Beginner</td>
<td>Get tagged via StreetPass more than 100 times.</td>
<td>√</td>
</tr>
<tr>
<td>StreetPass Expert</td>
<td>Get tagged via StreetPass more than 300 times.</td>
<td></td>
</tr>
<tr>
<td>StreetPass Master</td>
<td>Get tagged via StreetPass more than 1000 times.</td>
<td></td>
</tr>
<tr>
<td>Neighborhood Traveler</td>
<td>Visit a different town over 100 times.</td>
<td>√</td>
</tr>
<tr>
<td>World Traveler</td>
<td>Visit a different town over 250 times.</td>
<td>√</td>
</tr>
<tr>
<td>Space Traveler</td>
<td>Visit a different town over 500 times.</td>
<td>√</td>
</tr>
<tr>
<td>Good Host/Hostess</td>
<td>Invite more than 50 other players to visit your town.</td>
<td>√</td>
</tr>
<tr>
<td>Great Hostess/Host</td>
<td>Invite more than 200 other players to visit your town.</td>
<td>√</td>
</tr>
<tr>
<td>Goodwill Ambassador</td>
<td>Invite more than 500 other players to visit your town.</td>
<td>√</td>
</tr>
<tr>
<td>Dreamer</td>
<td>Visit the Dream Suite 50 times or more.</td>
<td>√</td>
</tr>
<tr>
<td>Heavy Sleeper</td>
<td>Visit the Dream Suite 200 times or more.</td>
<td>√</td>
</tr>
<tr>
<td>Mr./Mrs. Sandman</td>
<td>Visit the Dream Suite 500 times or more.</td>
<td>√</td>
</tr>
<tr>
<td>Village Representative</td>
<td>Awarded when your total play time exceeds 50 hours.</td>
<td>√</td>
</tr>
<tr>
<td>Village Leader</td>
<td>Awarded when your total play time exceeds 200 hours.</td>
<td>√</td>
</tr>
<tr>
<td>Villager of Honor</td>
<td>Awarded when your total play time exceeds 500 hours.</td>
<td>√</td>
</tr>
</tbody>
</table>
Be sure to check your plaza each day—Redd’s tent just might be there! Enter the tent to browse Redd’s fine selection of rare artworks, including paintings and sculptures. Redd will only part with one piece of art per visit, so pick your purchase carefully!

**TIP**

Check the “Museum Donations” chapter for a complete listing of every painting and sculpture Redd might offer.

---

**Redd**

CHAPTER 7: FRIENDLY FACES

**CAUTION**

There’s a chance that the art you purchase from Redd will turn out to be fake! Carefully compare each piece that Redd offers against the images in the “Museum Donations” chapter. Look closely for subtle differences, and don’t waste your Bells on those phonies!

---

**Saharah**

Having traveled from a far-off place, Saharah periodically visits your town to peddle her extraordinary fabrics. Part with a mere 3000 Bells, and Saharah will redecorate your home’s main room with exotic wallpaper and flooring that you can’t find anywhere else. The quality stuff you get form Saharah is well worth the price!

**Saharah’s Wares**

<table>
<thead>
<tr>
<th>NAME</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancient tile</td>
<td>9,600</td>
<td>✓</td>
</tr>
<tr>
<td>Ancient wall</td>
<td>9,200</td>
<td>✓</td>
</tr>
<tr>
<td>Backgammon wall</td>
<td>7,200</td>
<td>✓</td>
</tr>
<tr>
<td>Basement floor</td>
<td>8,500</td>
<td>✓</td>
</tr>
<tr>
<td>Basement wall</td>
<td>7,500</td>
<td>✓</td>
</tr>
<tr>
<td>Bath tile</td>
<td>6,800</td>
<td>✓</td>
</tr>
<tr>
<td>Bathhouse wall</td>
<td>6,000</td>
<td>✓</td>
</tr>
<tr>
<td>Blue tarp</td>
<td>5,600</td>
<td>✓</td>
</tr>
<tr>
<td>Boxing-ring mat</td>
<td>10,000</td>
<td>✓</td>
</tr>
<tr>
<td>Chain-link fence</td>
<td>6,400</td>
<td>✓</td>
</tr>
<tr>
<td>Chessboard rug</td>
<td>8,300</td>
<td>✓</td>
</tr>
<tr>
<td>Classroom floor</td>
<td>6,000</td>
<td>✓</td>
</tr>
<tr>
<td>Classroom wall</td>
<td>6,000</td>
<td>✓</td>
</tr>
<tr>
<td>Closed road</td>
<td>6,500</td>
<td>✓</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NAME</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concrete floor</td>
<td>7,200</td>
<td>✓</td>
</tr>
<tr>
<td>Concrete wall</td>
<td>6,400</td>
<td>✓</td>
</tr>
<tr>
<td>Daisy meadow</td>
<td>7,200</td>
<td>✓</td>
</tr>
<tr>
<td>Desert vista</td>
<td>9,000</td>
<td>✓</td>
</tr>
<tr>
<td>Garden wall</td>
<td>6,400</td>
<td>✓</td>
</tr>
<tr>
<td>Lunar horizon</td>
<td>7,600</td>
<td>✓</td>
</tr>
<tr>
<td>Lunar surface</td>
<td>8,000</td>
<td>✓</td>
</tr>
<tr>
<td>Meadow vista</td>
<td>8,000</td>
<td>✓</td>
</tr>
<tr>
<td>Mortar wall</td>
<td>7,000</td>
<td>✓</td>
</tr>
<tr>
<td>Mossy carpet</td>
<td>8,000</td>
<td>✓</td>
</tr>
<tr>
<td>Music-room floor</td>
<td>7,200</td>
<td>✓</td>
</tr>
<tr>
<td>Music-room wall</td>
<td>6,400</td>
<td>✓</td>
</tr>
<tr>
<td>Office flooring</td>
<td>6,800</td>
<td>✓</td>
</tr>
</tbody>
</table>
The Snowman Family

During the winter season, when snow covers the ground, there’s a chance that two small snowballs will appear in your town each day. If you walk into these snowballs, you’ll roll them through the snow, making them grow bigger and bigger. Eventually, they’ll be large enough for you to roll with your hands!

Hand-roll two snowballs into each other to stack them up—you’ll place the ball you’re rolling on top of the one you’re approaching. This creates a member of the magical Snowman family!

Snowball Size Chart

The type and quality of your snowmen depends on the size of the snowballs when you stack them. Roll the snowballs into each other in the following sizes, and you can create the perfect snowmen:

- **Snowman**: 1.16–1.25 (max. size)
- **Snowmam**: 0.86–1.0
- **Snowboy**: 1.01–1.15
- **Snowlyke**: 0.7–0.85

**TIP**

Roll your snowballs where there’s no snow (like over bridges or dirt) to make them shrink if they’ve gotten too big.
Once built, each member of the Snowman family magically comes to life and critiques your craftsmanship. If you rolled your snowballs perfectly, they'll shower you with compliments and make a special request of you, which can lead to prizes. The request varies, depending on the family member you’ve built.

**Snowman**

Roll those snowballs as big as can be, then stack them to build the Snowman family’s patriarch: Snowman! This cool fellow enjoys nothing more than playing Bingo, and invites you to play a game. Talk to Snowman each day to receive a new Bingo number—if you’re lucky, you’ll score a Bingo and win a prize before he melts away!

**Snowmam**

Stack your snowballs when they’re about half their full potential size, and you’ll build Snowmam. This frosty mom just loves snowflakes, and asks that you use your net to catch the ones you see fluttering through the air. Use your net to catch five snowflakes, then trade them to Snowmam for a piece of the Ice furniture series!

---

## Snowman’s Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ski-slope wall</td>
<td>1,560</td>
<td>✓</td>
</tr>
<tr>
<td>Ski-slope floor</td>
<td>1,560</td>
<td>✓</td>
</tr>
<tr>
<td>Bobsled</td>
<td>4,800</td>
<td>✓</td>
</tr>
<tr>
<td>Curling stone</td>
<td>1,600</td>
<td>✓</td>
</tr>
<tr>
<td>Lift chair</td>
<td>4,800</td>
<td>✓</td>
</tr>
<tr>
<td>Ski rack</td>
<td>2,000</td>
<td>✓</td>
</tr>
<tr>
<td>Slalom gate</td>
<td>2,400</td>
<td>✓</td>
</tr>
<tr>
<td>Snow machine</td>
<td>5,600</td>
<td>✓</td>
</tr>
<tr>
<td>Snowboard</td>
<td>1,400</td>
<td>✓</td>
</tr>
<tr>
<td>Snowmobile</td>
<td>3,600</td>
<td>✓</td>
</tr>
<tr>
<td>Bingo card</td>
<td>N/A</td>
<td>✓</td>
</tr>
</tbody>
</table>

## Snowmam’s Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ice wall</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice floor</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice bed</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice chair</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice clock</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice closet</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice dresser</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice lamp</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice shelf</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice side table</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice sofa</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice table</td>
<td>35,552</td>
<td>✓</td>
</tr>
<tr>
<td>Ice vanity</td>
<td>35,552</td>
<td>✓</td>
</tr>
</tbody>
</table>
Snowboy

Make your snowballs just a bit smaller than their largest potential size, and you'll craft Snowboy. Build an ideal-shaped Snowboy, and he'll mail you a special gift!

Snowboy's Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Snowman wall</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman carpet</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman</td>
<td>12,000</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman bed</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman chair</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman clock</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman dresser</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman fridge</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman head</td>
<td>2,664</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman lamp</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman sofa</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman table</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman TV</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman vanity</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman wardrobe</td>
<td>35,552</td>
<td>![checkmark]</td>
</tr>
</tbody>
</table>

Snowtyke

Small snowballs stack to form Snowtyke. This little guy yearns to be reunited with his family, even if it's only for one day. After building Snowtyke, search for snowballs on the days to come, and do your best to stack perfect versions of the rest of the Snowman family. Bring all four family members to life before Snowtyke melts away, and the little fellow will mail you something sweet!

Snowtyke's Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleigh</td>
<td>1,200</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Small igloo</td>
<td>600</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snow bunny</td>
<td>600</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Snowman matryoshka</td>
<td>8,000</td>
<td>![checkmark]</td>
</tr>
</tbody>
</table>

Wendell

Use the Dream Suite to visit another player's town in a dream. If that player has set their custom designs to be shared in their dreams, then Wendell will appear to you and offer to give you that player's custom designs.

Zipper T. Bunny

This happy-go-lucky fellow brings joy to the whole town once a year, during Bunny Day! Zipper T. Bunny just loves eggs, and on Bunny Day, you can find eggs hidden all over town. Bring these treats to Zipper, and he'll reward you with some sweet stuff!

TIP

Talk to Zipper so that he turns to show you his back. See that zipper running up the back of his bunny suit? Now you know how he gets his name!
CHAPTER 7: FRIENDLY FACES

Neighbors

More than 300 different animal neighbors can move into your town. Not all at once, of course—that would be silly! The following tables reveal important information about each potential neighbor, and you'll find this information quite helpful on various occasions.

**Anteaters**

**Anteater Neighbors**

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anabelle</td>
<td>&quot;Snorty&quot;</td>
<td>2/16</td>
<td>Aquarius</td>
<td>Jumping rope</td>
<td>Judge</td>
<td>4-B</td>
<td>Cute</td>
<td>Aloha K.K.</td>
</tr>
<tr>
<td>Annalisa</td>
<td>&quot;Gumdrop&quot;</td>
<td>2/6</td>
<td>Aquarius</td>
<td>Waking up early</td>
<td>Astronaut</td>
<td>3-A</td>
<td>Iconic</td>
<td>King K.K.</td>
</tr>
<tr>
<td>Antonio</td>
<td>&quot;Honk&quot;</td>
<td>10/20</td>
<td>Libra</td>
<td>Playing horseshoes</td>
<td>Baseball player</td>
<td>5-B</td>
<td>Basic</td>
<td>K.K. Faire</td>
</tr>
<tr>
<td>Cyrano</td>
<td>&quot;Ah-CHOO&quot;</td>
<td>3/9</td>
<td>Pisces</td>
<td>Whistling</td>
<td>Journalist</td>
<td>6-B</td>
<td>Iconic</td>
<td>K.K. Faire</td>
</tr>
<tr>
<td>Olaf</td>
<td>&quot;Whiffa&quot;</td>
<td>5/19</td>
<td>Taurus</td>
<td>Dancing</td>
<td>Dancer</td>
<td>8-A</td>
<td>Official</td>
<td>K.K. Milonga</td>
</tr>
<tr>
<td>Pango</td>
<td>&quot;Snoooooof&quot;</td>
<td>11/9</td>
<td>Scorpio</td>
<td>Tongue twisters</td>
<td>Esthetician</td>
<td>4-B</td>
<td>Modern</td>
<td>K.K. Casbah</td>
</tr>
</tbody>
</table>

**Bears**

**Bear Neighbors**

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beardo</td>
<td>&quot;Whiskers&quot;</td>
<td>9/27</td>
<td>Libra</td>
<td>Memorizing stuff</td>
<td>Professor</td>
<td>8-A</td>
<td>Official</td>
<td>K.K. Sonata</td>
</tr>
<tr>
<td>Charlisee</td>
<td>&quot;Urgh&quot;</td>
<td>4/17</td>
<td>Aries</td>
<td>Hitting snooze</td>
<td>Archaeologist</td>
<td>1-B</td>
<td>Sporty</td>
<td>Mr. K.K.</td>
</tr>
<tr>
<td>Chow</td>
<td>&quot;Aiya&quot;</td>
<td>7/22</td>
<td>Cancer</td>
<td>Trivia</td>
<td>Chef</td>
<td>6-B</td>
<td>Flashy</td>
<td>K.K. Steppe</td>
</tr>
<tr>
<td>Curt</td>
<td>&quot;Fuzzball&quot;</td>
<td>7/1</td>
<td>Cancer</td>
<td>Whistling</td>
<td>Carpenter</td>
<td>6-A</td>
<td>Iconic</td>
<td>K.K. Lament</td>
</tr>
<tr>
<td>Dozer</td>
<td>&quot;Zzzzzz&quot;</td>
<td>8/16</td>
<td>Leo</td>
<td>Playing horseshoes</td>
<td>Sumo wrestler</td>
<td>2-B</td>
<td>Basic</td>
<td>K.K. Lullaby</td>
</tr>
<tr>
<td>Grizzly</td>
<td>&quot;Grrr...&quot;</td>
<td>7/31</td>
<td>Leo</td>
<td>Brainteasers</td>
<td>Photographer</td>
<td>6-B</td>
<td>Basic</td>
<td>K.K. Dirge</td>
</tr>
<tr>
<td>Groucho</td>
<td>&quot;Grumble&quot;</td>
<td>9/15</td>
<td>Virgo</td>
<td>Typing</td>
<td>Teacher</td>
<td>4-B</td>
<td>Cute</td>
<td>K.K. Steppe</td>
</tr>
<tr>
<td>Klaus</td>
<td>&quot;Strudel&quot;</td>
<td>3/31</td>
<td>Aries</td>
<td>Debating</td>
<td>Politician</td>
<td>8-A</td>
<td>Historical</td>
<td>K.K. Milonga</td>
</tr>
<tr>
<td>Nate</td>
<td>&quot;Yawwww&quot;</td>
<td>10/23</td>
<td>Libra</td>
<td>Competitive eating</td>
<td>Pro wrestler</td>
<td>6-B</td>
<td>Historical</td>
<td>K.K. Lullaby</td>
</tr>
<tr>
<td>Paula</td>
<td>&quot;Yodelay&quot;</td>
<td>3/22</td>
<td>Aries</td>
<td>Baton twirling</td>
<td>Volleyball player</td>
<td>1-B</td>
<td>Flashy</td>
<td>K.K. Dixie</td>
</tr>
<tr>
<td>Pinky</td>
<td>&quot;Wah&quot;</td>
<td>9/9</td>
<td>Virgo</td>
<td>Hula dancing</td>
<td>Cartoonist</td>
<td>4-B</td>
<td>Cute</td>
<td>Imperial K.K.</td>
</tr>
<tr>
<td>Teddy</td>
<td>&quot;Groool&quot;</td>
<td>9/26</td>
<td>Libra</td>
<td>Playing old maid</td>
<td>Police officer</td>
<td>5-B</td>
<td>Basic</td>
<td>Mr. K.K.</td>
</tr>
</tbody>
</table>
## Bear Cub Neighbors

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barry</td>
<td>&quot;Derp&quot;</td>
<td>3/2</td>
<td>Pisces</td>
<td>Computing</td>
<td>Programmer</td>
<td>2-A</td>
<td>Historical</td>
<td>My Place</td>
</tr>
<tr>
<td>Bluebear</td>
<td>&quot;Peach&quot;</td>
<td>6/24</td>
<td>Cancer</td>
<td>Spoon bending</td>
<td>Cartoonist</td>
<td>4-B</td>
<td>Cute</td>
<td>K.K. Ska</td>
</tr>
<tr>
<td>Cheri</td>
<td>&quot;Tralala&quot;</td>
<td>3/17</td>
<td>Pisces</td>
<td>Staying positive</td>
<td>Marathon runner</td>
<td>4-B</td>
<td>Sporty</td>
<td>K.K. Synth</td>
</tr>
<tr>
<td>Chester</td>
<td>&quot;Rookie&quot;</td>
<td>8/6</td>
<td>Leo</td>
<td>Trivia</td>
<td>Teacher</td>
<td>2-B</td>
<td>Basic</td>
<td>Imperial K.K.</td>
</tr>
<tr>
<td>Kody</td>
<td>&quot;Grah grah&quot;</td>
<td>9/28</td>
<td>Libra</td>
<td>Eating frequently</td>
<td>Baseball player</td>
<td>5-B</td>
<td>Sporty</td>
<td>K.K. Country</td>
</tr>
<tr>
<td>Maple</td>
<td>&quot;Honey&quot;</td>
<td>6/15</td>
<td>Gemini</td>
<td>Writing letters</td>
<td>Architect</td>
<td>3-B</td>
<td>Basic</td>
<td>I Love You</td>
</tr>
<tr>
<td>Pekoe</td>
<td>&quot;Bud&quot;</td>
<td>5/18</td>
<td>Taurus</td>
<td>Doodling</td>
<td>Esthetician</td>
<td>3-B</td>
<td>Iconic</td>
<td>Imperial K.K.</td>
</tr>
<tr>
<td>Poncho</td>
<td>&quot;Li' bear&quot;</td>
<td>1/2</td>
<td>Capricorn</td>
<td>Making puns</td>
<td>Astronaut</td>
<td>5-B</td>
<td>Basic</td>
<td>K.K. Condor</td>
</tr>
<tr>
<td>Pudge</td>
<td>&quot;Pudgy&quot;</td>
<td>6/11</td>
<td>Gemini</td>
<td>Blowing bubbles</td>
<td>Chef</td>
<td>2-B</td>
<td>Historical</td>
<td>Rockin' K.K.</td>
</tr>
<tr>
<td>Stitches</td>
<td>&quot;Stuflin&quot;</td>
<td>2/10</td>
<td>Aquarius</td>
<td>Forgetting stuff</td>
<td>Lawyer</td>
<td>2-B</td>
<td>Flashy</td>
<td>K.K. Lullaby</td>
</tr>
<tr>
<td>Tammy</td>
<td>&quot;Ya heard&quot;</td>
<td>6/23</td>
<td>Cancer</td>
<td>Staying positive</td>
<td>Movie director</td>
<td>1-A</td>
<td>Modern</td>
<td>K.K. Disco</td>
</tr>
<tr>
<td>Vladimir</td>
<td>&quot;Nyel&quot;</td>
<td>8/2</td>
<td>Leo</td>
<td>Belly dancing</td>
<td>Movie director</td>
<td>6-B</td>
<td>Flashy</td>
<td>Agent K.K.</td>
</tr>
</tbody>
</table>

## Birds

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anchovy</td>
<td>&quot;Chuurp&quot;</td>
<td>3/4</td>
<td>Pisces</td>
<td>Remembering stuff</td>
<td>Explorer</td>
<td>2-B</td>
<td>Flashy</td>
<td>K.K. Ragtime</td>
</tr>
<tr>
<td>Jacques</td>
<td>&quot;Zut alors&quot;</td>
<td>6/22</td>
<td>Cancer</td>
<td>Beat boxing</td>
<td>Singer</td>
<td>8-A</td>
<td>Flashy</td>
<td>K.K. House</td>
</tr>
<tr>
<td>Jay</td>
<td>&quot;Heeeeeeey&quot;</td>
<td>7/17</td>
<td>Cancer</td>
<td>Tongue twisters</td>
<td>Race car driver</td>
<td>5-B</td>
<td>Sporty</td>
<td>K.K. Waltz</td>
</tr>
<tr>
<td>Jitters</td>
<td>&quot;Bzzert&quot;</td>
<td>2/2</td>
<td>Aquarius</td>
<td>Playing catch</td>
<td>Soccer player</td>
<td>5-B</td>
<td>Sporty</td>
<td>K.K. Samba</td>
</tr>
<tr>
<td>Lucha</td>
<td>&quot;Cacaw&quot;</td>
<td>12/12</td>
<td>Sagittarius</td>
<td>Making faces</td>
<td>Pro wrestler</td>
<td>8-A</td>
<td>Sporty</td>
<td>K.K. Western</td>
</tr>
<tr>
<td>Midge</td>
<td>&quot;Tweedledee&quot;</td>
<td>3/12</td>
<td>Pisces</td>
<td>Tongue twisters</td>
<td>Artist</td>
<td>3-B</td>
<td>Iconic</td>
<td>K.K. Lullaby</td>
</tr>
<tr>
<td>Peck</td>
<td>&quot;Crunch&quot;</td>
<td>7/25</td>
<td>Leo</td>
<td>Rock paper scissors</td>
<td>Firefighter</td>
<td>5-A</td>
<td>Sporty</td>
<td>Forest Life</td>
</tr>
<tr>
<td>Robin</td>
<td>&quot;La-di-da&quot;</td>
<td>12/4</td>
<td>Sagittarius</td>
<td>Skimming books</td>
<td>Dermatologist</td>
<td>7-B</td>
<td>Official</td>
<td>K.K. Bossa</td>
</tr>
<tr>
<td>Sparro</td>
<td>&quot;Like whoa&quot;</td>
<td>11/20</td>
<td>Scorpio</td>
<td>Playing poker</td>
<td>Musician</td>
<td>2-A</td>
<td>Historical</td>
<td>Sleep Hill</td>
</tr>
<tr>
<td>Twiggy</td>
<td>&quot;Cheepers&quot;</td>
<td>7/13</td>
<td>Cancer</td>
<td>Spoon bending</td>
<td>Dentist</td>
<td>4-B</td>
<td>Flashy</td>
<td>K.K. Calypso</td>
</tr>
</tbody>
</table>
### Bulls

#### Bull Neighbors

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angus</td>
<td>&quot;Macmoo&quot;</td>
<td>4/30</td>
<td>Taurus</td>
<td>Doing handsstands</td>
<td>Forest ranger</td>
<td>6-B</td>
<td>Rock 'n' roll</td>
<td>Señor K.K.</td>
</tr>
<tr>
<td>Coach</td>
<td>&quot;Stubble&quot;</td>
<td>4/29</td>
<td>Taurus</td>
<td>Eating quickly</td>
<td>Fisherman</td>
<td>5-A</td>
<td>Sporty</td>
<td>Marine Song 2001</td>
</tr>
<tr>
<td>Rodeo</td>
<td>&quot;Chaps&quot;</td>
<td>10/29</td>
<td>Scorpio</td>
<td>Spoon bending</td>
<td>Astronaut</td>
<td>2-B</td>
<td>Historical</td>
<td>Stale Cupcakes</td>
</tr>
<tr>
<td>T-Bone</td>
<td>&quot;Moocher&quot;</td>
<td>5/20</td>
<td>Taurus</td>
<td>Pretending to sleep</td>
<td>Police officer</td>
<td>2-B</td>
<td>Historical</td>
<td>K.K. Steppe</td>
</tr>
<tr>
<td>Vic</td>
<td>&quot;Cud&quot;</td>
<td>12/29</td>
<td>Capricorn</td>
<td>Doing push-ups</td>
<td>Archaeologist</td>
<td>6-A</td>
<td>Historical</td>
<td>Lucky K.K.</td>
</tr>
</tbody>
</table>

### Cats

#### Cat Neighbors

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ankhia</td>
<td>&quot;Me meow&quot;</td>
<td>9/22</td>
<td>Virgo</td>
<td>Playing poker</td>
<td>Astronaut</td>
<td>7-B</td>
<td>Historical</td>
<td>Marine Song 2001</td>
</tr>
<tr>
<td>Bob</td>
<td>&quot;Pliplhip&quot;</td>
<td>1/1</td>
<td>Capricorn</td>
<td>Yo-Ying</td>
<td>Detective</td>
<td>2-B</td>
<td>Flashy</td>
<td>K.K. Ragtime</td>
</tr>
<tr>
<td>Felicity</td>
<td>&quot;Mimimi&quot;</td>
<td>3/30</td>
<td>Aries</td>
<td>Rock paper scissors</td>
<td>Swimmer</td>
<td>4-B</td>
<td>Cute</td>
<td>K.K. Lullaby</td>
</tr>
<tr>
<td>Kabuki</td>
<td>&quot;Meoo-OH&quot;</td>
<td>11/29</td>
<td>Sagittarius</td>
<td>Drawing circles</td>
<td>Actor</td>
<td>6-B</td>
<td>Historical</td>
<td>K.K. Folk</td>
</tr>
<tr>
<td>Katt</td>
<td>&quot;Purrty&quot;</td>
<td>4/27</td>
<td>Taurus</td>
<td>Playing old maid</td>
<td>Swimmer</td>
<td>1-A</td>
<td>Rock 'n' roll</td>
<td>Surfin' K.K.</td>
</tr>
<tr>
<td>Kid Cat</td>
<td>&quot;Psst&quot;</td>
<td>8/1</td>
<td>Leo</td>
<td>Sprinting</td>
<td>Superhero</td>
<td>5-B</td>
<td>Sporty</td>
<td>Go K.K. Rider!</td>
</tr>
<tr>
<td>Kiki</td>
<td>&quot;Kitty cat&quot;</td>
<td>10/8</td>
<td>Libra</td>
<td>Fishing</td>
<td>Writer</td>
<td>3-B</td>
<td>Basic</td>
<td>K.K. Country</td>
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<tr>
<td>Kitty</td>
<td>&quot;Mrowrr&quot;</td>
<td>2/15</td>
<td>Aquarius</td>
<td>Writing letters</td>
<td>CEO</td>
<td>7-B</td>
<td>Official</td>
<td>K.K. Élude</td>
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<td>Lolly</td>
<td>&quot;Bonbon&quot;</td>
<td>3/27</td>
<td>Aries</td>
<td>Peeling apples</td>
<td>Chef</td>
<td>3-B</td>
<td>Basic</td>
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<tr>
<td>Merry</td>
<td>&quot;Mweee&quot;</td>
<td>6/29</td>
<td>Cancer</td>
<td>Vaulting</td>
<td>Figure skater</td>
<td>4-B</td>
<td>Cute</td>
<td>DJ K.K.</td>
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<tr>
<td>Mitzi</td>
<td>&quot;Mew&quot;</td>
<td>9/25</td>
<td>Libra</td>
<td>Hula dancing</td>
<td>Lawyer</td>
<td>3-B</td>
<td>Historical</td>
<td>K.K. Swing</td>
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<tr>
<td>Moe</td>
<td>&quot;Myawn&quot;</td>
<td>1/12</td>
<td>Capricorn</td>
<td>Fishing</td>
<td>CLO</td>
<td>2-B</td>
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<td>K.K. Ragtime</td>
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<tr>
<td>Monique</td>
<td>&quot;Pffft&quot;</td>
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<td>Libra</td>
<td>Juggling</td>
<td>Drummer</td>
<td>7-B</td>
<td>Ornate</td>
<td>K.K. Swing</td>
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<td>Olivia</td>
<td>&quot;Purr&quot;</td>
<td>2/3</td>
<td>Aquarius</td>
<td>Brain teasers</td>
<td>Drummer</td>
<td>7-B</td>
<td>Modern</td>
<td>Two Days Ago</td>
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<td>Punchy</td>
<td>&quot;Mrmphf&quot;</td>
<td>4/11</td>
<td>Aries</td>
<td>Staying awake</td>
<td>Cartoonist</td>
<td>2-B</td>
<td>Basic</td>
<td>K.K. Love Song</td>
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<td>Purlie</td>
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<td>5/29</td>
<td>Gemini</td>
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<td>Movie director</td>
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<td>Iconic</td>
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<td>Rosie</td>
<td>&quot;Silly&quot;</td>
<td>2/27</td>
<td>Pisces</td>
<td>Karaoke</td>
<td>Movie star</td>
<td>4-A</td>
<td>Cute</td>
<td>Bubblegum K.K.</td>
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<td>Rudy</td>
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<td>12/20</td>
<td>Sagittarius</td>
<td>Cramming for tests</td>
<td>Artist</td>
<td>5-A</td>
<td>Sporty</td>
<td>The K. Funk</td>
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<tr>
<td>Stinky</td>
<td>&quot;GAAHHH&quot;</td>
<td>8/17</td>
<td>Leo</td>
<td>Chugging milk</td>
<td>Rugby player</td>
<td>5-B</td>
<td>Sporty</td>
<td>Go K.K. Rider!</td>
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<td>Tabby</td>
<td>&quot;Me-WOW&quot;</td>
<td>8/13</td>
<td>Leo</td>
<td>Telling jokes</td>
<td>Tennis player</td>
<td>4-B</td>
<td>Sporty</td>
<td>To the Edge</td>
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<tr>
<td>Tangy</td>
<td>&quot;Reeeewr&quot;</td>
<td>6/17</td>
<td>Gemini</td>
<td>Doing handsstands</td>
<td>Hair stylist</td>
<td>4-B</td>
<td>Flashy</td>
<td>K.K. Island</td>
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<td>Tom</td>
<td>&quot;Me-YOWZA&quot;</td>
<td>12/10</td>
<td>Sagittarius</td>
<td>Doing chin-ups</td>
<td>Guitarist</td>
<td>6-B</td>
<td>Rock 'n' roll</td>
<td>K.K. Rally</td>
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### Chickens

#### Chicken Neighbors

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<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tbody>
<tr>
<td>Ava</td>
<td>&quot;Beaker&quot;</td>
<td>4/28</td>
<td>Taurus</td>
<td>Peeling apples</td>
<td>Pastry chef</td>
<td>3-B</td>
<td>Official</td>
<td>K.K. Country</td>
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<td>Becky</td>
<td>&quot;Chicklet&quot;</td>
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<td>Sagittarius</td>
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<td>Singer</td>
<td>7-B</td>
<td>Ornate</td>
<td>K.K. Aria</td>
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<td>Benedict</td>
<td>&quot;Uh-hoo&quot;</td>
<td>10/10</td>
<td>Libra</td>
<td>Remembering stuff</td>
<td>Poet</td>
<td>2-B</td>
<td>Historical</td>
<td>I Love You</td>
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<tr>
<td>Brothina</td>
<td>&quot;Cluckadoo&quot;</td>
<td>10/24</td>
<td>Scorpio</td>
<td>Typing</td>
<td>Translator</td>
<td>7-A</td>
<td>Flashy</td>
<td>K.K. Flamenco</td>
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<td>Egbert</td>
<td>&quot;Doodle-duh&quot;</td>
<td>10/14</td>
<td>Libra</td>
<td>Cramming for tests</td>
<td>Astronaut</td>
<td>2-B</td>
<td>Historical</td>
<td>K.K. Technopop</td>
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<td>Goose</td>
<td>&quot;Buh-kay&quot;</td>
<td>10/4</td>
<td>Libra</td>
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<td>Soccer player</td>
<td>5-B</td>
<td>Basic</td>
<td>K.K. Country</td>
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<tr>
<td>Ken</td>
<td>&quot;No doubt&quot;</td>
<td>12/23</td>
<td>Capricorn</td>
<td>Cleaning my plate</td>
<td>Architect</td>
<td>8-A</td>
<td>Iconic</td>
<td>Comrade K.K.</td>
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<td>Knox</td>
<td>&quot;Clucking&quot;</td>
<td>11/23</td>
<td>Sagittarius</td>
<td>Calculating tips</td>
<td>Firefighter</td>
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<td>Iconic</td>
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### Cows

#### Cow Neighbors

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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tbody>
<tr>
<td>Patty</td>
<td>&quot;How-now&quot;</td>
<td>5/10</td>
<td>Taurus</td>
<td>Competitive eating</td>
<td>Pastry chef</td>
<td>4-B</td>
<td>Modern</td>
<td>K.K. Calypso</td>
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<tr>
<td>Tipper</td>
<td>&quot;Pushy&quot;</td>
<td>8/25</td>
<td>Virgo</td>
<td>Staying up late</td>
<td>Violinist</td>
<td>7-B</td>
<td>Flashy</td>
<td>Souful K.K.</td>
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<tr>
<td>Yoko</td>
<td>&quot;Moolah&quot;</td>
<td>2/28</td>
<td>Pisces</td>
<td>Photography</td>
<td>Designer</td>
<td>7-A</td>
<td>Modern</td>
<td>K.K. Milonga</td>
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### Crocodiles

#### Crocodile Neighbors

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<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tbody>
<tr>
<td>Alfonso</td>
<td>&quot;It'sa me&quot;</td>
<td>6/9</td>
<td>Gemini</td>
<td>Fishing</td>
<td>Cartoonist</td>
<td>2-B</td>
<td>Basic</td>
<td>Forest Life</td>
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<tr>
<td>Ali</td>
<td>&quot;Graaagh&quot;</td>
<td>11/8</td>
<td>Scorpio</td>
<td>Yo-Yoing</td>
<td>Stylist</td>
<td>7-B</td>
<td>Ornate</td>
<td>K.K. Chorale</td>
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<tr>
<td>Del</td>
<td>&quot;Gronk&quot;</td>
<td>5/27</td>
<td>Gemini</td>
<td>Subsistence living</td>
<td>Firefighter</td>
<td>6-B</td>
<td>Sporty</td>
<td>K.K. March</td>
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<tr>
<td>Drago</td>
<td>&quot;Burrn&quot;</td>
<td>2/12</td>
<td>Aquarius</td>
<td>Blowing bubbles</td>
<td>Pilot</td>
<td>2-A</td>
<td>Iconic</td>
<td>Imperial K.K.</td>
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<tr>
<td>Gayle</td>
<td>&quot;Snacky&quot;</td>
<td>5/17</td>
<td>Taurus</td>
<td>Hula dancing</td>
<td>Gymnast</td>
<td>3-A</td>
<td>Cute</td>
<td>Bubblegum K.K.</td>
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<tr>
<td>Sly</td>
<td>&quot;Hoo-rah&quot;</td>
<td>11/15</td>
<td>Scorpio</td>
<td>Pretending to sleep</td>
<td>Explorer</td>
<td>5-A</td>
<td>Rock 'n' roll</td>
<td>K.K. Safari</td>
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### Deer

#### Deer Neighbors

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<th>CATCH PHRASE</th>
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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tr>
<td>Bam</td>
<td>&quot;Boosh&quot;</td>
<td>11/7</td>
<td>Scorpio</td>
<td>Backflipping</td>
<td>Soccer player</td>
<td>5-A</td>
<td>Sporty</td>
<td>DJ K.K.</td>
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<tr>
<td>Beau</td>
<td>&quot;Saltlick&quot;</td>
<td>4/5</td>
<td>Aries</td>
<td>Staying awake</td>
<td>Mayor</td>
<td>2-A</td>
<td>Basic</td>
<td>Mountain Song</td>
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<td>Bruce</td>
<td>&quot;Gruff&quot;</td>
<td>5/26</td>
<td>Gemini</td>
<td>Memorizing stuff</td>
<td>Pro golfer</td>
<td>6-A</td>
<td>Rock 'n' roll</td>
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**Deer Neighbors, continued**

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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
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<tr>
<td>Deidre</td>
<td>&quot;Whatcha&quot;</td>
<td>5/4</td>
<td>Taurus</td>
<td>Tiropeing</td>
<td>Journalist</td>
<td>1-A</td>
<td>Historical</td>
<td>K.K. Cruise'</td>
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<tr>
<td>Diana</td>
<td>&quot;No doy&quot;</td>
<td>1/4</td>
<td>Capricorn</td>
<td>Playing poker</td>
<td>Dermatologist</td>
<td>7-A</td>
<td>Iconic</td>
<td>Stale</td>
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<td>Erik</td>
<td>&quot;Chow down&quot;</td>
<td>7/27</td>
<td>Leo</td>
<td>Playing horseshoes</td>
<td>Carpenter</td>
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<td>Basic</td>
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<td>Fauna</td>
<td>&quot;Dearie&quot;</td>
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<td>Teacher</td>
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<td>Basic</td>
<td>K.K. Stroll</td>
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<td>Fuschia</td>
<td>&quot;Girlfriend&quot;</td>
<td>9/19</td>
<td>Virgo</td>
<td>Home repair</td>
<td>Makeup artist</td>
<td>1-A</td>
<td>Rock 'n' roll</td>
<td>K.K. Rock</td>
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<tr>
<td>Lopez</td>
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<td>Leo</td>
<td>Debating</td>
<td>CEO</td>
<td>6-A</td>
<td>Flashy</td>
<td>K.K. Milonga</td>
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<td>Gemini</td>
<td>Calculating tips</td>
<td>Movie director</td>
<td>8-A</td>
<td>Modern</td>
<td>K.K. D &amp; B</td>
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**Dogs**

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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tr>
<td>Benjamin</td>
<td>&quot;Alrighty&quot;</td>
<td>8/3</td>
<td>Leo</td>
<td>Brain teasers</td>
<td>Archaeologist</td>
<td>2-A</td>
<td>Historical</td>
<td>Wandering</td>
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<td>&quot;Dawg&quot;</td>
<td>5/13</td>
<td>Taurus</td>
<td>Hitting snooze</td>
<td>Architect</td>
<td>2-B</td>
<td>Basic</td>
<td>K.K. Mambo</td>
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<td>&quot;Yip yip&quot;</td>
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<td>Leo</td>
<td>Telling jokes</td>
<td>Explorer</td>
<td>2-B</td>
<td>Historical</td>
<td>Forest Life</td>
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<tr>
<td>Butch</td>
<td>&quot;ROOOOOOF&quot;</td>
<td>11/1</td>
<td>Scorpio</td>
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<td>Race car driver</td>
<td>6-B</td>
<td>Sporty</td>
<td>K.K. Fusion</td>
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<td>Cherry</td>
<td>&quot;What what?&quot;</td>
<td>5/11</td>
<td>Taurus</td>
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<td>Dancer</td>
<td>1-A</td>
<td>Rock 'n' roll</td>
<td>K.K. Fusion</td>
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<td>&quot;Arfer&quot;</td>
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<td>Cute</td>
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<td>Scorpio</td>
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<td>Archaeologist</td>
<td>3-B</td>
<td>Basic</td>
<td>K.K. Soul</td>
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<td>Goldie</td>
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<td>12/27</td>
<td>Capricorn</td>
<td>Dusting</td>
<td>Dentist</td>
<td>3-B</td>
<td>Basic</td>
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<td>Doctor</td>
<td>2-B</td>
<td>Flashy</td>
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<td>Mac</td>
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<td>Scorpio</td>
<td>Doing chin-ups</td>
<td>Boxer</td>
<td>5-B</td>
<td>Sporty</td>
<td>My Place</td>
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<td>2-B</td>
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<td>Professor</td>
<td>8-A</td>
<td>Historical</td>
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<td>6/10</td>
<td>Gemini</td>
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**Ducks**

**Duck Neighbors**

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<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
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<td>Aquarius</td>
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<td>Sporty</td>
<td>King K.K.</td>
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<td>Deena</td>
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<td>6/27</td>
<td>Cancer</td>
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<td>Illustrator</td>
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<td>Cancer</td>
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### Duck Neighbors, continued

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<td>Leo</td>
<td>Boardgames</td>
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<td>7-B</td>
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### Eagle Neighbors

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<th>NAME</th>
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<th>SIGN</th>
<th>SKILL</th>
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<td>Pilot</td>
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<td>Rock 'n' roll</td>
<td>K.K. Rock</td>
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<td>Skimming books</td>
<td>Professor</td>
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<td>Brainteasers</td>
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<td>Rock 'n' roll</td>
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### Elephants

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<td>Virgo</td>
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## Frogs

### Frog Neighbors

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<th>FAV. STYLE</th>
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<td>Pilot</td>
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<td>Rock 'n' roll</td>
<td>K.K. Rock</td>
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<td>Cousteau</td>
<td>&quot;Oui oui&quot;</td>
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<td>Sagittarius</td>
<td>Telling jokes</td>
<td>CEO</td>
<td>5-B</td>
<td>Iconic</td>
<td>Imperial K.K.</td>
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<td>&quot;As if&quot;</td>
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<td>Tycoon</td>
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<td>K.K. Country</td>
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<td>Leo</td>
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<td>Ornate</td>
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<td>Scorpio</td>
<td>Ventriloquism</td>
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<td>Cancer</td>
<td>Hitting snooze</td>
<td>Writer</td>
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<td>Ornate</td>
<td>K.K. Ballad</td>
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<td>Ribbot</td>
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## Goats

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<th>FAV. STYLE</th>
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<tr>
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<td>Virgo</td>
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<td>Musician</td>
<td>6-B</td>
<td>Historical</td>
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<td>&quot;Wul&quot;</td>
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<td>Hair stylist</td>
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<td>Basic</td>
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### Gorilla Neighbors

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<td>Virgo</td>
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<td>Virgo</td>
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<td>Pro wrestler</td>
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<td>Sporty</td>
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<td>Swimmer</td>
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<td>Sporty</td>
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## Hamsters

### Hamster Neighbors

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<td>Movie star</td>
<td>4-A</td>
<td>Cute</td>
<td>I Love You</td>
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<td>Libra</td>
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<td>Historical</td>
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<td>K.K. Bazaar</td>
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## Hippopotamuses

### Hippopotamus Neighbors

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<td>&quot;Bloop&quot;</td>
<td>4/25</td>
<td>Taurus</td>
<td>Drawing circles</td>
<td>Lawyer</td>
<td>3-B</td>
<td>Iconic</td>
<td>Hypno K.K.</td>
</tr>
<tr>
<td>Biff</td>
<td>&quot;Squirt&quot;</td>
<td>3/29</td>
<td>Aries</td>
<td>Limboing</td>
<td>Basketball player</td>
<td>5-B</td>
<td>Flashy</td>
<td>The K. Funk</td>
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<td>Bubbles</td>
<td>&quot;Hipster&quot;</td>
<td>9/18</td>
<td>Virgo</td>
<td>Limboing</td>
<td>Volleyball player</td>
<td>4-B</td>
<td>Sporty</td>
<td>K.K. Stroll</td>
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<td>Harry</td>
<td>&quot;Beach bum&quot;</td>
<td>1/7</td>
<td>Capricorn</td>
<td>Tongue twisters</td>
<td>Fisherman</td>
<td>6-B</td>
<td>Historical</td>
<td>K.K. Calypso</td>
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<tr>
<td>Hippeux</td>
<td>&quot;Natch&quot;</td>
<td>10/15</td>
<td>Libra</td>
<td>Juggling</td>
<td>Actor</td>
<td>8-A</td>
<td>Ornate</td>
<td>K.K. Moody</td>
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<tr>
<td>Rocco</td>
<td>&quot;Hippie&quot;</td>
<td>8/18</td>
<td>Leo</td>
<td>Making puns</td>
<td>Boxer</td>
<td>6-B</td>
<td>Iconic</td>
<td>K.K. Lament</td>
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# CHAPTER 7: FRIENDLY FACES

## Horses

### Horse Neighbors

<table>
<thead>
<tr>
<th>Name</th>
<th>Catch Phrase</th>
<th>Birth Day</th>
<th>Sign</th>
<th>Skill</th>
<th>Future Goal</th>
<th>Fav. Coffee</th>
<th>Fav. Style</th>
<th>Fav. Song</th>
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<tbody>
<tr>
<td>Annalise</td>
<td>&quot;Nipper&quot;</td>
<td>12/2</td>
<td>Sagittarius</td>
<td>Brainteasers</td>
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<td>Official</td>
<td>K.K. Sonata</td>
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<tr>
<td>Clyde</td>
<td>&quot;Clip clawp&quot;</td>
<td>5/1</td>
<td>Taurus</td>
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<td>Superhero</td>
<td>2-B</td>
<td>Flashy</td>
<td>K.K. Dixie</td>
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<tr>
<td>Colton</td>
<td>&quot;Check it&quot;</td>
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<td>Gemini</td>
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<td>Model</td>
<td>8-A</td>
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<tr>
<td>Ed</td>
<td>&quot;Greenhorn&quot;</td>
<td>9/16</td>
<td>Virgo</td>
<td>Juggling</td>
<td>Singer</td>
<td>5-B</td>
<td>Flashy</td>
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<td>Elmer</td>
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<td>Libra</td>
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<td>K.K. Wallow</td>
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<td>Julian</td>
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<td>Fishing</td>
<td>Florist</td>
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<td>K.K. Song</td>
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<td>Roscoe</td>
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<td>Savannah</td>
<td>&quot;Y'all&quot;</td>
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<td>Aquarius</td>
<td>Calculating tips</td>
<td>Tour guide</td>
<td>3-B</td>
<td>Modern</td>
<td>Forest Life</td>
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<td>Victoria</td>
<td>&quot;Sugar cube&quot;</td>
<td>7/11</td>
<td>Cancer</td>
<td>Playing horseshoes</td>
<td>Marathon runner</td>
<td>4-B</td>
<td>Sporty</td>
<td>K.K. Country</td>
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<td>Winnie</td>
<td>&quot;Hay-OK&quot;</td>
<td>1/31</td>
<td>Aquarius</td>
<td>Tiptoeing</td>
<td>Volleyball player</td>
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## Kangaroos

### Kangaroo Neighbors

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<th>Name</th>
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<th>Sign</th>
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<th>Fav. Coffee</th>
<th>Fav. Style</th>
<th>Fav. Song</th>
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<tbody>
<tr>
<td>Astrid</td>
<td>&quot;My pet&quot;</td>
<td>9/8</td>
<td>Virgo</td>
<td>Karaoke</td>
<td>Singer</td>
<td>7-B</td>
<td>Rock ‘n’ roll</td>
<td>I Love You</td>
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<tr>
<td>Kitt</td>
<td>&quot;Child&quot;</td>
<td>10/11</td>
<td>Libra</td>
<td>Whistling</td>
<td>Cartoonist</td>
<td>3-B</td>
<td>Official</td>
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<td>Marcie</td>
<td>&quot;Pouches&quot;</td>
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<td>Gemini</td>
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<td>Teacher</td>
<td>3-A</td>
<td>Cute</td>
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<td>Mathilda</td>
<td>&quot;Wee baby&quot;</td>
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<td>Scorpio</td>
<td>Pretending to sleep</td>
<td>Writer</td>
<td>7-B</td>
<td>Rock ‘n’ roll</td>
<td>K.K. Ragtime</td>
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<td>Rooney</td>
<td>&quot;Punches&quot;</td>
<td>12/1</td>
<td>Sagittarius</td>
<td>Doing push-ups</td>
<td>Boxer</td>
<td>6-A</td>
<td>Sporty</td>
<td>K.K. Adventure</td>
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<td>Skip</td>
<td>&quot;Pockets&quot;</td>
<td>4/24</td>
<td>Taurus</td>
<td>Rock paper scissors</td>
<td>Carpenter</td>
<td>6-A</td>
<td>Iconic</td>
<td>Agent K.K.</td>
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<td>Sylvia</td>
<td>&quot;Joey&quot;</td>
<td>5/3</td>
<td>Taurus</td>
<td>Playing jacks</td>
<td>Tour guide</td>
<td>1-B</td>
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## Koalas

### Koala Neighbors

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<th>Fav. Style</th>
<th>Fav. Song</th>
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<tr>
<td>Alice</td>
<td>&quot;Guvnor&quot;</td>
<td>8/19</td>
<td>Leo</td>
<td>Photography</td>
<td>Stylist</td>
<td>3-B</td>
<td>Cute</td>
<td>Surfin’ K.K.</td>
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<td>Canberra</td>
<td>&quot;Nuh uh&quot;</td>
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<td>Taurus</td>
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<td>Tennis player</td>
<td>1-A</td>
<td>Sporty</td>
<td>K.K. House</td>
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<tr>
<td>Lyman</td>
<td>&quot;Chips&quot;</td>
<td>10/12</td>
<td>Libra</td>
<td>Forgetting stuff</td>
<td>Astronaut</td>
<td>2-A</td>
<td>Official</td>
<td>K.K. Island</td>
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<td>&quot;Toasty&quot;</td>
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<td>Lawyer</td>
<td>3-B</td>
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<td>Ozzie</td>
<td>&quot;Ol’ bear&quot;</td>
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<td>Taurus</td>
<td>Balloon twirling</td>
<td>Pro golfer</td>
<td>2-B</td>
<td>Iconic</td>
<td>K.K. Ragtime</td>
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<tr>
<td>Sonny</td>
<td>&quot;Yeah buddy&quot;</td>
<td>10/26</td>
<td>Scorpio</td>
<td>Rapping</td>
<td>Guitarist</td>
<td>8-A</td>
<td>Rock ‘n’ roll</td>
<td>K.K. Cruisin’</td>
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### Koala Neighbors, continued

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<thead>
<tr>
<th>NAME</th>
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<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tr>
<td>Sydney</td>
<td>&quot;Sunshine&quot;</td>
<td>6/21</td>
<td>Gemini</td>
<td>Chopping vegetables</td>
<td>Translator</td>
<td>3-B</td>
<td>Iconic</td>
<td>K.K. Country</td>
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<tr>
<td>Yuka</td>
<td>&quot;Tsk tsk&quot;</td>
<td>7/20</td>
<td>Cancer</td>
<td>Staying up late</td>
<td>Journalist</td>
<td>7-B</td>
<td>Modern</td>
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### Lions

#### Lion Neighbors

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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tr>
<td>Bud</td>
<td>&quot;Maaan&quot;</td>
<td>8/8</td>
<td>Leo</td>
<td>Rapping</td>
<td>Singer</td>
<td>5-B</td>
<td>Sporty</td>
<td>K.K. Ska</td>
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<tr>
<td>Elvis</td>
<td>&quot;Unh-hunh&quot;</td>
<td>7/23</td>
<td>Leo</td>
<td>Competitive eating</td>
<td>Tycoon</td>
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<td>Ornate</td>
<td>K.K. Casbah</td>
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<td>Lionel</td>
<td>&quot;Precisely&quot;</td>
<td>7/29</td>
<td>Leo</td>
<td>Drawing circles</td>
<td>Professor</td>
<td>8-A</td>
<td>Historical</td>
<td>K.K. Moody Song 2001</td>
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<td>&quot;Cagey&quot;</td>
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<td>Cancer</td>
<td>Mental math</td>
<td>Lawyer</td>
<td>5-B</td>
<td>Iconic</td>
<td>Marine Song 2001</td>
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<td>Rory</td>
<td>&quot;Capital&quot;</td>
<td>8/7</td>
<td>Leo</td>
<td>Tiptoeing</td>
<td>Firefighter</td>
<td>5-A</td>
<td>Iconic</td>
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### Monkeys

#### Monkey Neighbors

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<th>SIGN</th>
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<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<tr>
<td>Deli</td>
<td>&quot;Monch&quot;</td>
<td>5/24</td>
<td>Gemini</td>
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<td>Musician</td>
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<td>Iconic</td>
<td>K.K. Marathon</td>
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<td>&quot;Puh-lease&quot;</td>
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<td>Aries</td>
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<td>Archaeologist</td>
<td>7-B</td>
<td>Official</td>
<td>Neapolitan</td>
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<td>Flip</td>
<td>&quot;Rerack&quot;</td>
<td>11/21</td>
<td>Scorpio</td>
<td>Climbing trees</td>
<td>Pro golfer</td>
<td>5-A</td>
<td>Sporty</td>
<td>K.K. Rally</td>
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<td>Sagittarius</td>
<td>Yo-Yoing</td>
<td>Detective</td>
<td>6-B</td>
<td>K.K. Dixie</td>
<td>Pondering</td>
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<td>Nana</td>
<td>&quot;Po po&quot;</td>
<td>8/23</td>
<td>Virgo</td>
<td>Making crafts</td>
<td>Judge</td>
<td>3-B</td>
<td>Cute</td>
<td>K.K. Ocean</td>
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<tr>
<td>Shari</td>
<td>&quot;Cheeky&quot;</td>
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<td>Figure skater</td>
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<td>Cute</td>
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<td>Capricorn</td>
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<td>Movie director</td>
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<td>Sporty</td>
<td>Forest Life</td>
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<td>Tammi</td>
<td>&quot;Chimpy&quot;</td>
<td>4/2</td>
<td>Aries</td>
<td>Making puns</td>
<td>Craftsman</td>
<td>4-B</td>
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### Mice

#### Mice Neighbors

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<thead>
<tr>
<th>NAME</th>
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<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<td>Ancotti</td>
<td>&quot;Cannoli&quot;</td>
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<td>Pisces</td>
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<td>4-B</td>
<td>Flashy</td>
<td>Neapolitan</td>
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<td>Bella</td>
<td>&quot;Eeks&quot;</td>
<td>12/28</td>
<td>Capricorn</td>
<td>Staying up late</td>
<td>Singer</td>
<td>4-B</td>
<td>Rock 'n' roll</td>
<td>K.K. Lullaby</td>
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<tr>
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<td>Gemini</td>
<td>Forgetting stuff</td>
<td>Chef</td>
<td>3-B</td>
<td>Official</td>
<td>K.K. Swing</td>
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<td>Cancer</td>
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<td>Movie director</td>
<td>2-B</td>
<td>Flashy</td>
<td>K.K. Ragtime</td>
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<td>Actor</td>
<td>8-A</td>
<td>Official</td>
<td>K.K. Soul</td>
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<td>2/18</td>
<td>Aquarius</td>
<td>Dusting</td>
<td>Translator</td>
<td>3-B</td>
<td>Iconic</td>
<td>Only Me</td>
</tr>
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<td>Greta</td>
<td>&quot;Yelp&quot;</td>
<td>9/5</td>
<td>Virgo</td>
<td>Playing horseshoes</td>
<td>Florist</td>
<td>1-A</td>
<td>Iconic</td>
<td>K.K. Jongara</td>
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<td>10/17</td>
<td>Libra</td>
<td>Making faces</td>
<td>Mayor</td>
<td>6-B</td>
<td>Historical</td>
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### Mice Neighbors, continued

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<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<td>Flashy</td>
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<td>Aquarius</td>
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<td>Actor/voice actor?!</td>
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<td>Cute</td>
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<td>Capricorn</td>
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<td>Police officer</td>
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<td>Iconic</td>
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<tr>
<td>Rod</td>
<td>&quot;Ace&quot;</td>
<td>8/14</td>
<td>Leo</td>
<td>Sprinting</td>
<td>Explorer</td>
<td>5-B</td>
<td>Rock 'n' roll</td>
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<td>&quot;Pipsqueak&quot;</td>
<td>7/5</td>
<td>Cancer</td>
<td>Eating frequently</td>
<td>Photographer</td>
<td>5-B</td>
<td>Modern</td>
<td>Go K.K. Rider!</td>
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### Octopuses

<table>
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<tr>
<th>NAME</th>
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<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
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<td>9/20</td>
<td>Virgo</td>
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<td>Fisherman</td>
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<td>7-B</td>
<td>Ornate</td>
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### Ostriches

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<td>4-A</td>
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<td>Capricorn</td>
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<td>Architect</td>
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<td>Phoebe</td>
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### Penguins

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<td>Flo</td>
<td>&quot;Cha&quot;</td>
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<td>Libra</td>
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<td>Drummer</td>
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Penguin Neighbors, continued

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<td>Pro golfer</td>
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Pigs

Pig Neighbors

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<td>Libra</td>
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<td>10/7</td>
<td>Leo</td>
<td>Debating</td>
<td>Teacher</td>
<td>5-B</td>
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<td>“Nyoink”</td>
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<td>Explorer</td>
<td>5-B</td>
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<td>Actor</td>
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Rabbits

Rabbit Neighbors

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<td>Movie director</td>
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## Chapter 7: Friendly Faces

### Rabbit Neighbors, continued

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<td>Leo</td>
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<td>Painter</td>
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### Rhinoceroses Neighbors

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<th>Sign</th>
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<th>Fav. Style</th>
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<td>Pastry chef</td>
<td>3-A</td>
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<td>&quot;Yo yo yo&quot;</td>
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<td>Gemini</td>
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<td>Writer</td>
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<td>Doing push-ups</td>
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### Sheep Neighbors

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<td>Actor</td>
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<td>Flashy</td>
<td>K.K. Bazaar</td>
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<tr>
<td>Muffy</td>
<td>&quot;Nightshade&quot;</td>
<td>2/14</td>
<td>Aquarius</td>
<td>Playing poker</td>
<td>Dermatologist</td>
<td>1-A</td>
<td>Ornate</td>
<td>K.K. Sonata</td>
</tr>
<tr>
<td>Pietro</td>
<td>&quot;Honk honk&quot;</td>
<td>4/19</td>
<td>Aries</td>
<td>Making crafts</td>
<td>Artist</td>
<td>2-A</td>
<td>Flashy</td>
<td>K.K. Parade</td>
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### Sheep Neighbors, continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Catch Phrase</th>
<th>Birth Day</th>
<th>Sign</th>
<th>Skill</th>
<th>Future Goal</th>
<th>Fav. Coffee</th>
<th>Fav. Style</th>
<th>Fav. Song</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timbra</td>
<td><em>Pine nut</em></td>
<td>10/21</td>
<td>Libra</td>
<td>Spoon bending</td>
<td>Stylist</td>
<td>1-A</td>
<td>Ornate</td>
<td>K.K. Cruisin'</td>
</tr>
<tr>
<td>Vesta</td>
<td><em>Booaffo</em></td>
<td>4/16</td>
<td>Aries</td>
<td>Computing</td>
<td>Archaeologist</td>
<td>3-B</td>
<td>Historical</td>
<td>K.K. Steppe</td>
</tr>
<tr>
<td>Wendy</td>
<td><em>Lambkins</em></td>
<td>8/15</td>
<td>Leo</td>
<td>Ventri-oquism</td>
<td>Violinist</td>
<td>4-B</td>
<td>Flashy</td>
<td>K.K. Bossa</td>
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<tr>
<td>Willow</td>
<td><em>Bo peep</em></td>
<td>11/26</td>
<td>Sagittarius</td>
<td>Playing old maid</td>
<td>Designer</td>
<td>7-B</td>
<td>Cute</td>
<td>K.K. Etude</td>
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### Squirrels

#### Squirrel Neighbors

<table>
<thead>
<tr>
<th>Name</th>
<th>Catch Phrase</th>
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<th>Sign</th>
<th>Skill</th>
<th>Future Goal</th>
<th>Fav. Coffee</th>
<th>Fav. Style</th>
<th>Fav. Song</th>
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<tbody>
<tr>
<td>Agent S</td>
<td><em>Sidekick</em></td>
<td>7/2</td>
<td>Cancer</td>
<td>Limboing</td>
<td>Dancer</td>
<td>4-B</td>
<td>Sporty</td>
<td>K.K. Technopop</td>
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<tr>
<td>Blaire</td>
<td><em>Nutlet</em></td>
<td>7/3</td>
<td>Cancer</td>
<td>Calligraphy</td>
<td>Doctor</td>
<td>7-B</td>
<td>Official</td>
<td>K.K. Island</td>
</tr>
<tr>
<td>Cally</td>
<td><em>WHEE</em></td>
<td>9/4</td>
<td>Virgo</td>
<td>Whistling</td>
<td>Lawyer</td>
<td>3-B</td>
<td>Official</td>
<td>K.K. Love Song</td>
</tr>
<tr>
<td>Caroline</td>
<td><em>Huulaaaaa</em></td>
<td>7/15</td>
<td>Cancer</td>
<td>Yo-Yoing</td>
<td>Volleyball player</td>
<td>3-B</td>
<td>Cute</td>
<td>DJ K.K.</td>
</tr>
<tr>
<td>Filbert</td>
<td><em>Bucko</em></td>
<td>6/3</td>
<td>Gemini</td>
<td>Vaulting</td>
<td>Pilot</td>
<td>2-A</td>
<td>Basic</td>
<td>Two Days Ago</td>
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<tr>
<td>Hazel</td>
<td><em>Uni-wow</em></td>
<td>8/30</td>
<td>Virgo</td>
<td>Making budgets</td>
<td>Dentist</td>
<td>1-A</td>
<td>Iconic</td>
<td>K.K. Disco</td>
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<tr>
<td>Marshall</td>
<td><em>Sulky</em></td>
<td>9/29</td>
<td>Libra</td>
<td>Mental math</td>
<td>Designer</td>
<td>8-A</td>
<td>Ornate</td>
<td>Hypno K.K.</td>
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<tr>
<td>Mint</td>
<td><em>Ahhhhhh</em></td>
<td>5/2</td>
<td>Taurus</td>
<td>Cramming for tests</td>
<td>Architect</td>
<td>7-B</td>
<td>Official</td>
<td>K.K. Soul</td>
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<tr>
<td>Nibbles</td>
<td><em>Niblet</em></td>
<td>7/19</td>
<td>Cancer</td>
<td>Juggling</td>
<td>Journalist</td>
<td>4-B</td>
<td>Cute</td>
<td>K.K. Salsa</td>
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<tr>
<td>Peanut</td>
<td><em>Slacker</em></td>
<td>6/8</td>
<td>Gemini</td>
<td>Hula dancing</td>
<td>Model</td>
<td>4-B</td>
<td>Cute</td>
<td>Café K.K.</td>
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<tr>
<td>Pecan</td>
<td><em>Chipmunk</em></td>
<td>9/10</td>
<td>Virgo</td>
<td>Forgetting stuff</td>
<td>Translator</td>
<td>7-B</td>
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<tr>
<td>Poppy</td>
<td><em>Nutty</em></td>
<td>8/5</td>
<td>Leo</td>
<td>Making budgets</td>
<td>Stylist</td>
<td>3-B</td>
<td>Modern</td>
<td>K.K. Lullaby</td>
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<td>Ricky</td>
<td><em>Nutcase</em></td>
<td>9/14</td>
<td>Virgo</td>
<td>Making faces</td>
<td>Detective</td>
<td>6-B</td>
<td>Iconic</td>
<td>K.K. Folk</td>
</tr>
<tr>
<td>Sally</td>
<td><em>Nutmeg</em></td>
<td>6/19</td>
<td>Gemini</td>
<td>Blowing bubbles</td>
<td>Chef</td>
<td>3-B</td>
<td>Official</td>
<td>K.K. Fusion</td>
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<tr>
<td>Sheldon</td>
<td><em>Cardio</em></td>
<td>2/26</td>
<td>Pisces</td>
<td>Making puns</td>
<td>Mayor</td>
<td>5-A</td>
<td>Rock 'n' roll</td>
<td></td>
</tr>
<tr>
<td>Static</td>
<td><em>Krzzt</em></td>
<td>7/9</td>
<td>Cancer</td>
<td>Backflipping</td>
<td>Guitarist</td>
<td>6-B</td>
<td>Rock 'n' roll</td>
<td>Surfin' K.K.</td>
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### Tigers

#### Tiger Neighbors

<table>
<thead>
<tr>
<th>Name</th>
<th>Catch Phrase</th>
<th>Birth Day</th>
<th>Sign</th>
<th>Skill</th>
<th>Future Goal</th>
<th>Fav. Coffee</th>
<th>Fav. Style</th>
<th>Fav. Song</th>
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</thead>
<tbody>
<tr>
<td>Bangle</td>
<td><em>Growl</em></td>
<td>8/27</td>
<td>Virgo</td>
<td>Tongue twisters</td>
<td>President</td>
<td>4-B</td>
<td>Ornate</td>
<td>K.K. Soul</td>
</tr>
<tr>
<td>Bianca</td>
<td><em>Wink wink</em></td>
<td>12/13</td>
<td>Sagittarius</td>
<td>Vaulting</td>
<td>Figure skater</td>
<td>4-A</td>
<td>Modern</td>
<td>K.K. House</td>
</tr>
<tr>
<td>Claudia</td>
<td><em>Ooh la la</em></td>
<td>11/22</td>
<td>Scorpio</td>
<td>Stomping around</td>
<td>CEO</td>
<td>7-A</td>
<td>Ornate</td>
<td>K.K. Synth</td>
</tr>
<tr>
<td>Rolf</td>
<td><em>Grrroll</em></td>
<td>8/22</td>
<td>Leo</td>
<td>Doing handstands</td>
<td>Pro wrestler</td>
<td>6-B</td>
<td>Iconic</td>
<td>Spring Blossoms</td>
</tr>
<tr>
<td>Rowan</td>
<td><em>Mango</em></td>
<td>8/26</td>
<td>Virgo</td>
<td>Waking up early</td>
<td>Basketball player</td>
<td>5-B</td>
<td>Rock 'n' roll</td>
<td>K.K. love Song</td>
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</table>
CHAPTER 7: FRIENDLY FACES

Wolves

Wolf Neighbors

<table>
<thead>
<tr>
<th>NAME</th>
<th>CATCH PHRASE</th>
<th>BIRTH DAY</th>
<th>SIGN</th>
<th>SKILL</th>
<th>FUTURE GOAL</th>
<th>FAV. COFFEE</th>
<th>FAV. STYLE</th>
<th>FAV. SONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chief</td>
<td>&quot;Harrumph&quot;</td>
<td>12/19</td>
<td>Sagittarius</td>
<td>Speed reading</td>
<td>Poet</td>
<td>6-B</td>
<td>Iconic</td>
<td>DJ K.K.</td>
</tr>
<tr>
<td>Dobie</td>
<td>&quot;Uff da&quot;</td>
<td>12/14</td>
<td>Sagittarius</td>
<td>Peeling apples</td>
<td>Judge</td>
<td>7-B</td>
<td>Rock 'n' roll</td>
<td>Rockin' K.K.</td>
</tr>
<tr>
<td>Freya</td>
<td>&quot;Cha-chomp&quot;</td>
<td>12/18</td>
<td>Sagittarius</td>
<td>Mental math</td>
<td>Hair stylist</td>
<td>6-B</td>
<td>Official</td>
<td>K.K. Calypso</td>
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<tr>
<td>Kyle</td>
<td>&quot;Alpha&quot;</td>
<td>12/6</td>
<td>Sagittarius</td>
<td>Typing</td>
<td>Singer</td>
<td>8-A</td>
<td>Rock 'n' roll</td>
<td>K.K. Adventure</td>
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<tr>
<td>Lobo</td>
<td>&quot;Ah-rooooo&quot;</td>
<td>11/5</td>
<td>Scorpio</td>
<td>Fishing</td>
<td>Forest ranger</td>
<td>6-B</td>
<td>Historical</td>
<td>K.K. Safari</td>
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<tr>
<td>Skye</td>
<td>&quot;Airmail&quot;</td>
<td>3/24</td>
<td>Aries</td>
<td>Chopping vegetables</td>
<td>Pastry chef</td>
<td>3-A</td>
<td>Cute</td>
<td>Forest Life</td>
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<tr>
<td>Whitney</td>
<td>&quot;Snappy&quot;</td>
<td>9/17</td>
<td>Virgo</td>
<td>Typing</td>
<td>Makeup artist</td>
<td>7-B</td>
<td>Ornate</td>
<td>Lucky K.K.</td>
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<tr>
<td>Wolfgang</td>
<td>&quot;Snarrrl&quot;</td>
<td>11/25</td>
<td>Sagittarius</td>
<td>Memorizing stuff</td>
<td>Journalist</td>
<td>6-B</td>
<td>Modern</td>
<td>K.K. Song</td>
</tr>
</tbody>
</table>

Favorite Coffee

Donate lots and lots of items to Blathers' museum, and one day, he'll chat with you about opening up a café in town. Complete this public work project and then you'll be able to visit the Roost Café anytime you like. Buy lots of coffee from Brewster at the Roost, and he'll eventually ask you to work for him part-time.

Working for Brewster isn't easy, because your neighbors are vague about how they like their coffee. Guesswork takes time, so use the following charts to discover exactly what your customers prefer. Simply match the "Fav. Coffee" code in the previous tables with the charts that follow, and you'll know just what to put in your customers' cups!
<table>
<thead>
<tr>
<th>Neighbor</th>
<th>Coffee Type 1-A</th>
<th>Coffee Type 1-B</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>BEANS</td>
<td>MILK</td>
</tr>
<tr>
<td>Anteater</td>
<td>Blue Mountain</td>
<td>Lots</td>
</tr>
<tr>
<td>Bear</td>
<td>Mocha</td>
<td>None</td>
</tr>
<tr>
<td>Bear Cub</td>
<td>House Blend</td>
<td>Just a little</td>
</tr>
<tr>
<td>Bird</td>
<td>Blue Mountain</td>
<td>A regular amount</td>
</tr>
<tr>
<td>Bull</td>
<td>Blue Mountain</td>
<td>A regular amount</td>
</tr>
<tr>
<td>Cat</td>
<td>Kilimanjaro</td>
<td>None</td>
</tr>
<tr>
<td>Chicken</td>
<td>Mocha</td>
<td>Just a little</td>
</tr>
<tr>
<td>Cow</td>
<td>Blue Mountain</td>
<td>None</td>
</tr>
<tr>
<td>Crocodile</td>
<td>Mocha</td>
<td>A regular amount</td>
</tr>
<tr>
<td>Deer</td>
<td>Blue Mountain</td>
<td>None</td>
</tr>
<tr>
<td>Dog</td>
<td>Mocha</td>
<td>A regular amount</td>
</tr>
<tr>
<td>Duck</td>
<td>House Blend</td>
<td>None</td>
</tr>
<tr>
<td>Eagle</td>
<td>Blue Mountain</td>
<td>Lots</td>
</tr>
<tr>
<td>Elephant</td>
<td>Blue Mountain</td>
<td>Lots</td>
</tr>
<tr>
<td>Frog</td>
<td>Kilimanjaro</td>
<td>None</td>
</tr>
<tr>
<td>Goat</td>
<td>Mocha</td>
<td>Lots</td>
</tr>
<tr>
<td>Gorilla</td>
<td>Mocha</td>
<td>Lots</td>
</tr>
<tr>
<td>Hamster</td>
<td>Blue Mountain</td>
<td>Just a little</td>
</tr>
<tr>
<td>Hippopotamus</td>
<td>House Blend</td>
<td>A regular amount</td>
</tr>
<tr>
<td>Horse</td>
<td>House Blend</td>
<td>Lots</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>Blue Mountain</td>
<td>Just a little</td>
</tr>
<tr>
<td>Koala</td>
<td>Kilimanjaro</td>
<td>Lots</td>
</tr>
<tr>
<td>Lion</td>
<td>Kilimanjaro</td>
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</tr>
<tr>
<td>Monkey</td>
<td>House Blend</td>
<td>None</td>
</tr>
<tr>
<td>Mouse</td>
<td>House Blend</td>
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</tr>
<tr>
<td>Octopus</td>
<td>Mocha</td>
<td>A regular amount</td>
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<tr>
<td>Ostrich</td>
<td>Kilimanjaro</td>
<td>Just a little</td>
</tr>
<tr>
<td>Penguin</td>
<td>House Blend</td>
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<tr>
<td>Pig</td>
<td>Kilimanjaro</td>
<td>Lots</td>
</tr>
<tr>
<td>Rabbit</td>
<td>Kilimanjaro</td>
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<td>Rhinoceros</td>
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</tr>
<tr>
<td>Sheep</td>
<td>Mocha</td>
<td>None</td>
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<tr>
<td>Squirrel</td>
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<tr>
<td>Tiger</td>
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<td>Lots</td>
</tr>
<tr>
<td>Wolf</td>
<td>Mocha</td>
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</table>
## Chapter 7: Friendly Faces

<table>
<thead>
<tr>
<th>Neighbor</th>
<th>Coffee Type 2-A</th>
<th>Coffee Type 2-B</th>
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<tbody>
<tr>
<td>Anteater</td>
<td>Mocha A regular amount 2</td>
<td>Blue Mountain Lots 3</td>
</tr>
<tr>
<td>Bear</td>
<td>Kilimanjaro Lots 3</td>
<td>Mocha None None</td>
</tr>
<tr>
<td>Bear Cub</td>
<td>Blue Mountain None None</td>
<td>House Blend Just a little 1</td>
</tr>
<tr>
<td>Bird</td>
<td>Mocha Just a little 1</td>
<td>Blue Mountain A regular amount 2</td>
</tr>
<tr>
<td>Bull</td>
<td>Mocha Just a little 1</td>
<td>Blue Mountain A regular amount 2</td>
</tr>
<tr>
<td>Cat</td>
<td>House Blend Lots 3</td>
<td>Kilimanjaro None None</td>
</tr>
<tr>
<td>Chicken</td>
<td>Kilimanjaro None None</td>
<td>Mocha Just a little 1</td>
</tr>
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<td>Cow</td>
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<tr>
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</tr>
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</tr>
<tr>
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</tr>
<tr>
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<td>Blue Mountain Lots 3</td>
</tr>
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<td>Frog</td>
<td>House Blend Lots 3</td>
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<td>Goat</td>
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</tr>
<tr>
<td>Hamster</td>
<td>Mocha None None</td>
<td>Blue Mountain Just a little 1</td>
</tr>
<tr>
<td>Hippopotamus</td>
<td>Blue Mountain Just a little 1</td>
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</tr>
<tr>
<td>Horse</td>
<td>Blue Mountain A regular amount 2</td>
<td>House Blend Lots 3</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>Mocha None None</td>
<td>Blue Mountain Just a little 1</td>
</tr>
<tr>
<td>Koala</td>
<td>House Blend A regular amount 2</td>
<td>Kilimanjaro Lots 3</td>
</tr>
<tr>
<td>Lion</td>
<td>House Blend Just a little 1</td>
<td>Kilimanjaro A regular amount 2</td>
</tr>
<tr>
<td>Monkey</td>
<td>Blue Mountain Lots 3</td>
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</tr>
<tr>
<td>Mouse</td>
<td>Blue Mountain Just a little 1</td>
<td>House Blend A regular amount 2</td>
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<tr>
<td>Octopus</td>
<td>Kilimanjaro Just a little 1</td>
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</tr>
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<td>Coffee Type 3-B</td>
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<tr>
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<td>3</td>
<td>Mocha</td>
</tr>
<tr>
<td>Bull</td>
<td>House Blend</td>
<td>Lots</td>
<td>3</td>
<td>Mocha</td>
</tr>
<tr>
<td>Cat</td>
<td>Mocha</td>
<td>Just a little</td>
<td>1</td>
<td>House Blend</td>
</tr>
<tr>
<td>Chicken</td>
<td>Blue Mountain</td>
<td>A regular amount</td>
<td>2</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Cow</td>
<td>House Blend</td>
<td>Just a little</td>
<td>1</td>
<td>Mocha</td>
</tr>
<tr>
<td>Crocodile</td>
<td>Blue Mountain</td>
<td>Lots</td>
<td>3</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Deer</td>
<td>House Blend</td>
<td>Just a little</td>
<td>1</td>
<td>Mocha</td>
</tr>
<tr>
<td>Dog</td>
<td>Blue Mountain</td>
<td>Lots</td>
<td>3</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Duck</td>
<td>Kilimanjaro</td>
<td>Just a little</td>
<td>1</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Eagle</td>
<td>House Blend</td>
<td>None</td>
<td>None</td>
<td>Mocha</td>
</tr>
<tr>
<td>Elephant</td>
<td>House Blend</td>
<td>None</td>
<td>None</td>
<td>Mocha</td>
</tr>
<tr>
<td>Frog</td>
<td>Mocha</td>
<td>Just a little</td>
<td>1</td>
<td>House Blend</td>
</tr>
<tr>
<td>Goat</td>
<td>Blue Mountain</td>
<td>None</td>
<td>None</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Gorilla</td>
<td>Blue Mountain</td>
<td>None</td>
<td>None</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Hamster</td>
<td>House Blend</td>
<td>A regular amount</td>
<td>2</td>
<td>Mocha</td>
</tr>
<tr>
<td>Hippopotamus</td>
<td>Kilimanjaro</td>
<td>Lots</td>
<td>3</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Horse</td>
<td>Kilimanjaro</td>
<td>None</td>
<td>None</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>House Blend</td>
<td>A regular amount</td>
<td>2</td>
<td>Mocha</td>
</tr>
<tr>
<td>Koala</td>
<td>Mocha</td>
<td>None</td>
<td>None</td>
<td>House Blend</td>
</tr>
<tr>
<td>Lion</td>
<td>Mocha</td>
<td>Lots</td>
<td>3</td>
<td>House Blend</td>
</tr>
<tr>
<td>Monkey</td>
<td>Kilimanjaro</td>
<td>Just a little</td>
<td>1</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Mouse</td>
<td>Kilimanjaro</td>
<td>Lots</td>
<td>3</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Octopus</td>
<td>Blue Mountain</td>
<td>Lots</td>
<td>3</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Ostrich</td>
<td>Mocha</td>
<td>A regular amount</td>
<td>2</td>
<td>House Blend</td>
</tr>
<tr>
<td>Penguin</td>
<td>Kilimanjaro</td>
<td>A regular amount</td>
<td>2</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Pig</td>
<td>Mocha</td>
<td>None</td>
<td>None</td>
<td>House Blend</td>
</tr>
<tr>
<td>Rabbit</td>
<td>Mocha</td>
<td>A regular amount</td>
<td>2</td>
<td>House Blend</td>
</tr>
<tr>
<td>Rhinoceros</td>
<td>Mocha</td>
<td>Lots</td>
<td>3</td>
<td>House Blend</td>
</tr>
<tr>
<td>Sheep</td>
<td>Blue Mountain</td>
<td>Just a little</td>
<td>1</td>
<td>Kilimanjaro</td>
</tr>
<tr>
<td>Squirrel</td>
<td>Kilimanjaro</td>
<td>Just a little</td>
<td>1</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Tiger</td>
<td>Kilimanjaro</td>
<td>None</td>
<td>None</td>
<td>Blue Mountain</td>
</tr>
<tr>
<td>Wolf</td>
<td>Blue Mountain</td>
<td>A regular amount</td>
<td>2</td>
<td>Kilimanjaro</td>
</tr>
</tbody>
</table>
Special Events

As time goes by and the seasons change, your neighbors regularly gather to celebrate a variety of special events. From small, happy gatherings like birthdays to more involved proceedings like the Harvest Festival, this chapter tells you about every special event that occurs throughout the year.

Variable Events

The following events occur multiple times throughout the year. Check the bulletin board each day to ensure that you don’t miss them!

Birthdays

Date: Varies

Everyone loves to celebrate their birthday, especially with friends. Whenever a neighbor’s birthday is coming up, you’ll receive a letter in the mail, inviting you to their party. A special message also appears on the town bulletin board the day of their birthday to remind you.

Swing by your neighbor’s house anytime during the day to join in the fun—just make sure to bring a present! It doesn’t have to be much—even something as small as a piece of fruit will do the trick. It’s the thought that counts!

Your Birthday

When your birthday rolls around, your best friends in town will whisk you away to a fabulous party. Make a wish and blow out those candles! If you’ve helped out your neighbors often and developed strong friendships with them, they’ll give you some truly special gifts. The following table shows all of the presents you might get.

NOTE

Of course, your mom always remembers to send you a birthday card each year, complete with a present attached.

NOTE

The gifts and prizes that you receive from the special events in this chapter cannot be bought in stores.
CHAPTER 8: SPECIAL EVENTS

Birthday Gifts

<table>
<thead>
<tr>
<th>Gift</th>
<th>Value</th>
<th>Notes</th>
<th>Got It?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Birthday hat</td>
<td>400</td>
<td>Friendship level is normal with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
<tr>
<td>Birthday shades</td>
<td>240</td>
<td>Friendship level is good with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
<tr>
<td>Birthday cake</td>
<td>400</td>
<td>Friendship level is good with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
<tr>
<td>Birthday table</td>
<td>1,200</td>
<td>Friendship level is best with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
<tr>
<td>Birthday candles</td>
<td>1,200</td>
<td>Friendship level is best with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
<tr>
<td>Birthday sign</td>
<td>1,200</td>
<td>Friendship level is best with the three neighbors</td>
<td>✓ 12 34 56</td>
</tr>
</tbody>
</table>

Bug-Off

Dates: 3rd Saturday of June, July, August, and September

When the weather warms up, keep an eye out for Nat at the plaza, who runs a special event called the Bug-Off. Nat just loves bugs and hopes everyone in town will bring him lots. You have until 6 p.m. to blow away your neighbors by bringing Nat the best bug in town!

Nat will sell you a net for a fair price you don’t have one. Now it’s up to you! Spend the day catching bugs all around town. Show Nat each insect you catch, and he'll grade it based on rarity, size, and “luster.” Nat gives your bug a score, then tells you who currently holds the best record.

Each time you give Nat a bug that breaks the current first-place record, he gives you a special prize, as indicated by the following table. It’s therefore best to give Nat your smallest and most common bugs first, aiming to break the first-place record over and over to score lots of goodies. Nat also gives you a high score to shoot for—if you can reach that lofty goal, he’ll hand you something really special!
Bug-Off Prizes

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>NOTES</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold bug trophy</td>
<td>9,800</td>
<td>Finish in first place.</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Silver bug trophy</td>
<td>7,200</td>
<td>Finish in second place.</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Bronze bug trophy</td>
<td>4,600</td>
<td>Finish in third place.</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Beetle chair</td>
<td>1,800</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Cicada stereo</td>
<td>1,800</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Honeybee chest</td>
<td>1,800</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Mini butterfly table</td>
<td>1,800</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Spiderweb clock</td>
<td>2,000</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Stag-beetle chair</td>
<td>1,800</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Snail clock</td>
<td>1,800</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Ladybug chair</td>
<td>1,800</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Ladybug carpet</td>
<td>1,640</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Firefly lamp</td>
<td>1,800</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Caterpillar sofa</td>
<td>1,800</td>
<td>Limited Edition prize (beat the high score).</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Golden net</td>
<td>500</td>
<td>Show Nat your completed insect encyclopedia.</td>
<td>✓ 2P 3P 4P</td>
</tr>
</tbody>
</table>

Award Ceremony

Milking Nat for prizes is fine—just make sure you’re in first place when the clock nears 6 p.m. At the stroke of six, the tourney ends, and Nat holds a special ceremony inside his tent. Enter the tent between 6 and 9 p.m. to receive your trophy!

Fishing Tourney

Dates: 2nd Saturday of February, April, October, and December; 3rd Saturday of January, March, May, and November

During the cooler months of the year, a friendly fellow named Chip sets up a tent at the plaza. Speak with Chip to learn all about the Fishing Tourney—a fun, relaxing event that’s similar to the Bug-Off event. Catch fish with a rod and show them to Chip, and he’ll score your fish based on its size.
Your Fishing Tourney tips are similar to those from Bug-Off events. You get prizes each time you break the first-place record, so catch lots of fish and show Chip your smallest catches first, then work your way up to the bigger ones. This is a great way to score lots of prizes from Chip!

**Fishing Tourney Prizes**

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>NOTES</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold fish trophy</td>
<td>9,800</td>
<td>Finish in first place.</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Silver fish trophy</td>
<td>7,200</td>
<td>Finish in second place.</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Bronze fish trophy</td>
<td>4,600</td>
<td>Finish in third place.</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Squid chair</td>
<td>2,400</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Sea-anemone bed</td>
<td>2,400</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Football-fish lamp</td>
<td>2,400</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Dab table</td>
<td>2,400</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Crab clock</td>
<td>2,400</td>
<td>Regular prize (beat the current first-place score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Flounder table</td>
<td>2,400</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Jellyfish lamp</td>
<td>2,500</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Marine pop floor</td>
<td>1,640</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Marine pop wall</td>
<td>1,640</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Octopus chair</td>
<td>2,400</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Puffer-fish TV</td>
<td>2,400</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Red-snapper chair</td>
<td>2,400</td>
<td>Limited Edition Prize (beat the high score).</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
<tr>
<td>Golden rod</td>
<td>500</td>
<td>Show Chip your completed fish encyclopedia.</td>
<td>✔️ 1P 2P 3P 4P</td>
</tr>
</tbody>
</table>

The Fishing Tourney ends at 6 p.m.—enter Chip’s tent to receive your trophy, assuming you’ve earned one. The following table reveals all of the prizes you can score from Chip and the Fishing Tourney.
Every so often, a weather report will appear on the town bulletin board, informing everyone that a meteor shower is on the horizon. Don’t worry, these events aren’t dangerous! Instead, they’re quite beautiful. Keep an eye to the sky during meteor shower nights, and watch those shooting stars sparkle.

Though it's coming isn’t heralded on the bulletin board, check the night sky during the winter months to potentially view the northern lights!

The rest of the events occur on specific days of the year. Be sure you don’t miss them!

Each new year begins with the promise of health, hope—and a letter from your mom with 10,000 Bells attached! Visit the plaza on New Year’s Day to celebrate the start of the new year with Isabelle. You’ll receive one of the following presents just for showing up.

When Isabelle holds events at the plaza, she often sets up special cut-out standees. Stick your face in the openings to pose for funny photos!
CHAPTER 8: SPECIAL EVENTS

Groundhog Day

**Date: February 2nd**

Head down to the plaza on this date to find Isabelle celebrating Groundhog Day. You’ll score a free Resetti model as a gift and learn a little about the meaning behind this special day. Here’s hoping the weather is cloudy and spring comes early this year!

![Isabelle](image)

Oh, Mayor! Today’s the day we try to guess when spring will arrive. It’s Groundhog Day!

Valentine’s Day

**Date: February 14th**

Have your heart set on a special someone in town? Then be sure to send them a card for Valentine’s Day! Isabelle doesn’t appear at the plaza on this day, but she might send you a Valentine if you’re lucky.

![Valentine’s Day](image)

Valentine’s Day Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cacao tree</td>
<td>1,680</td>
<td>Comes in a letter from your mom.</td>
</tr>
<tr>
<td>Chocolate cake</td>
<td>600</td>
<td>Comes in a letter from Isabelle.</td>
</tr>
<tr>
<td>Chocolate heart</td>
<td>400</td>
<td>Comes in a letter from a neighbor.</td>
</tr>
</tbody>
</table>

Festivale

**Dates**

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>February 11th</td>
</tr>
<tr>
<td>2014</td>
<td>March 3rd</td>
</tr>
<tr>
<td>2015</td>
<td>February 16</td>
</tr>
<tr>
<td>2016</td>
<td>February 8th</td>
</tr>
</tbody>
</table>

*NOTE*

Festivale occurs on the Monday 40 days before Easter, not counting Sundays. Use the Dates table to see when it will arrive in the years ahead.

When spring has finally sprung, a special visitor comes to your town: the one and only Pavé! Meet this party-loving peacock at the plaza to participate in the day’s joyous event.
Did you notice that all of your neighbors are wearing feathers? Pavé just loves them, being a peacock and all. Dancing with excitement and joy, he asks you to bring her a specific color of feather. No sweat!

Whip out your net and run around town, looking for floating feathers. They flutter through the air like butterflies—use your net to catch them just like bugs.

Pavé has lots of goodies to give away, so make the most of Festivale by giving him plenty of feathers. See if you can score all of the gifts in the following table.

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pavé bed</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé bookshelf</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé bureau</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé chair</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé chest</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé clock</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé closet</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé end table</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé floor</td>
<td>7,200</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé lamp</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé sofa</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé table</td>
<td>480</td>
<td>✓ 2P 3P 4P</td>
</tr>
<tr>
<td>Pavé wall</td>
<td>7,200</td>
<td>✓ 2P 3P 4P</td>
</tr>
</tbody>
</table>

Return to Pavé with your feathers, and he’ll sing and dance with glee. Pavé hands you a gift, then sends you out for more feathers of a different color. Back to work you go!
**Shamrock Day**

**Date: March 17th**

Green is the color to wear on Shamrock Day, but don’t worry if you don’t have the right duds—just pop by the plaza, and Isabelle will hand you a shamrock hat. This big green topper is said to bring luck and makes a big impression on your neighbors.

**Bunny Day**

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>March 31st</td>
</tr>
<tr>
<td>2014</td>
<td>April 20th</td>
</tr>
<tr>
<td>2015</td>
<td>April 5th</td>
</tr>
<tr>
<td>2016</td>
<td>March 27th</td>
</tr>
</tbody>
</table>

**NOTE**

Bunny Day occurs each year on the Sunday after the first full moon after the vernal equinox. Use the Dates table to see when it will arrive in the years ahead.

Zipper wants you to find six of the special eggs that are hidden around town. Each egg is found in a different way, and most require the use of tools to find them.

- **Earth Eggs:** Dig at dig spots.
- **Tree Eggs:** Shake trees.
- **Stone Eggs:** Smash rocks with a shovel.
- **Sky Eggs:** Pop gift balloons with a slingshot.
- **Water Eggs:** Fish the sea with a rod (only appears in the sea).
- **Deep-Sea Eggs:** Swim and dive for the egg with a wet suit.

Once each year, a friendly fellow named Zipper T. Bunny will stop by your town to celebrate Bunny Day. Head down to the plaza to speak with Zipper and learn all about the day’s event.

**Tip**

Speak with Zipper so that he turns to show his back, and you’ll see how he gets his name!

The eggs are pretty easy to find, and if you can manage to find all six different types, Zipper will reward you with a special gift. Zipper also
doles out prizes for winning tickets, which you can find by eating the eggs. Trade these tickets in to Zipper for other valuable prizes!

**NOTE**

There are plenty of eggs around town, so feel free to eat lots and get as many prizes from Zipper as possible. Find the super-rare grand-prize ticket, and Zipper will give you a personalized photo of himself. Sweet!

**TIP**

Some eggs contain candy instead of winning tickets. Save these treats for Halloween!

---

**Bunny Day Prizes**

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>NOTES</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egg basket</td>
<td>800</td>
<td>Give Zipper all six types of eggs.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg bed</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg bench</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg chair</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg clock</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg dresser</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg floor</td>
<td>35,552</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg lamp</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg stereo</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg table</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg toy set</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg TV</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg wall</td>
<td>35,552</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Egg wardrobe</td>
<td>360</td>
<td>Winning ticket prize.</td>
<td>![checkmark]</td>
</tr>
<tr>
<td>Zipper’s pic</td>
<td>40</td>
<td>Turn in the grand-prize ticket.</td>
<td>![checkmark]</td>
</tr>
</tbody>
</table>

---

**April Fool’s Day**

**Date:** April 1st

The first day of April is a time for tricks and mischief. Your neighbors will make up some tall tales, but the real trickster of the day is a creepy, faceless visitor named Blanca. Find Blanca at the plaza, and the prankster will tell you of a devious plan to stir up trouble with your neighbors before suddenly vanishing. Not good!
Start visiting your neighbors in their homes and checking to see if they’ve spotted Blanca. If Blanca isn’t present, the neighbor may have a hint about where the trickster is.

Keep searching homes and talking to your neighbors until you stumble upon a strange situation: One of your neighbors is being harassed by a clone!

Of course, the clone is actually Blanca in disguise—but how can you tell who’s who? Your neighbor hopes you can identify them, and begins to argue with Blanca, with each character spouting facts about themselves to prove their identity.

Listen carefully to your neighbor and Blanca argue. When you think you know who is who, go ahead and make your choice. Guess right, and your neighbor will be thrilled that you know them so well. They’ll even give you a special picture of them!

Check the tables in the “Friendly Faces” chapter for info that can help you tell your neighbors apart from Blanca. Don’t guess until you’re certain who’s the neighbor! Open your pockets and examine the pics you get from your neighbors to read special messages and facts about them.

Whether you guess right or wrong, Blanca quickly vanishes, leaving to bother another neighbor. Hurry after Blanca and keep searching houses until you find the trickster again. Save each of your neighbors from Blanca’s antics to ensure that their April Fool’s Day isn’t ruined!

Bust Blanca’s act at every opportunity, and you’ll receive Blanca’s photo as well—though the prankster isn’t very photogenic!
**Nature Day**

**Date:** April 22nd

Isabelle stands at the plaza on this special day, eager to celebrate the beauty of nature with everyone in town. Chat with Isabelle to receive a cool globe, and to learn a little about why nature is so great.

**Weeding Day**

**Date:** Last Friday of April

As April winds to a close, it's important to ensure that your town is looking top-notch. Swing by the plaza to meet a happy little guy named Leif, who'd just love it if the whole town could be made weed-free.

**NOTE**

Flat patches of clovers don't count as weeds. You're only after those tall blades of grass that sprout up from the ground.

**TIP**

Be systematic and thorough in your search for weeds. Start in one corner of town and work your way to the opposite corner, using the Touch Screen map to keep track of where you've been. Press + to change the view and make obstructions like houses and trees disappear.

**Leif's Awards**

Leif just loves handing out awards for Weeding Day, and the prize you get depends on the following circumstances:

**Special Cleanup Award:** If there are no weeds in town when Weeding Day commences, Leif instantly hands you a special prize. You'll also unlock all three "topiary" public works projects when you receive this award.
**Town Cleanup Prize:** Pull up every weed in town during the Weeding Day event, and you'll score this award, which comes with its own range of prizes.

**Happy Generosity Award:** Visit another player's town and help them pull weeds on Weeding Day, and you'll receive this award from their town’s Leif, which also comes with its own set of prizes.

### Weeding Day Gifts

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>AWARD</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black-cosmos bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Black-lily bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Black-tulip bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Blue-pansy bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Blue-violet bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Orange-cosmos bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Orange-lily bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Orange-pansy bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Orange-rose bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Orange-tulip bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Pink-cosmos bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Pink-lily bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Pink-tulip bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Purple-pansy bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Purple-rose bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Purple-tulip bag</td>
<td>160</td>
<td>Special Cleanup Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Cosmos fan</td>
<td>2,380</td>
<td>Town Cleanup Prize</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Lily record player</td>
<td>2,480</td>
<td>Town Cleanup Prize</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Rose sofa</td>
<td>2,400</td>
<td>Town Cleanup Prize</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Violet screen</td>
<td>2,380</td>
<td>Town Cleanup Prize</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Azalea stool</td>
<td>2,200</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Flower bouquet</td>
<td>1,800</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Hibiscus clock</td>
<td>2,200</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Hydrangea bed</td>
<td>2,480</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Lily lamp</td>
<td>2,800</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Pansy table</td>
<td>2,400</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Sunflower stereo</td>
<td>2,480</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
<tr>
<td>Tulip dresser</td>
<td>2,200</td>
<td>Happy Generosity Award</td>
<td>(\checkmark)</td>
</tr>
</tbody>
</table>
Mother’s Day

**Date:** 2nd Sunday in May

Though this day is all about moms, yours takes the time to send you a special letter. Your mom always includes pink carnations in her Mother’s Day letter, and this is the only way you can acquire these rare flowers. Be sure to plant them somewhere special!

Father’s Day (3rd Sunday in June)

**Date:** 3rd Sunday in June

Your mom also sends you a special letter for Father’s Day, letting you know how your dad is doing and what he’s been up to. The rare red carnations she includes in her Father’s Day letter can’t be found anywhere else, so set them in a safe spot!

Summer Solstice

**Date:** June 21st

The sun beams brightly on this longest day of the year. Find Isabelle at the plaza to receive your ladder shades. Now you’re ready to soak up those rays!

Fireworks Show

**Date:** Every Sunday in August

Summer is a time for celebration, and there’s no better way to celebrate than setting off fireworks. Gaze up at the evening sky each Sunday in August to watch a spectacular show unfold!

Isabelle also rocks the plaza during these events, ready to hand out celebratory gifts. Redd also has a cookie stand nearby—buy cookies for 500 Bells apiece, then eat them to
find a prize ticket inside. Hand that ticket over to Redd before midnight, and he'll trade you for a festive treat!

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bulb bopper</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Flower bopper</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Heart bopper</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Star bopper</td>
<td>160</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>TICKET PRIZE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boxed figurine</td>
<td>1,200</td>
<td>Bang ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Love tester</td>
<td>1,024</td>
<td>Pow ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Lovely phone</td>
<td>10,400</td>
<td>Flash ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Miniature car</td>
<td>10,000</td>
<td>Sparkle ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Roman candle</td>
<td>120</td>
<td>Dud ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Sparkler</td>
<td>120</td>
<td>Dud ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Ten Billion Barrel</td>
<td>1,024</td>
<td>Whiz ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Ultra Hand</td>
<td>1,024</td>
<td>Crackle ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Ultra Machine</td>
<td>1,024</td>
<td>Pop ticket prize.</td>
<td></td>
</tr>
<tr>
<td>Ultra Scope</td>
<td>1,024</td>
<td>Kaboom ticket prize.</td>
<td></td>
</tr>
</tbody>
</table>

**Isabelle's Fireworks Show Gifts**

**Redd's Fireworks Show Prizes**

**Labor Day**

**Date:** 1st Monday of September

With so many hardworking people in the world, it's nice having a day to kick back, relax, and enjoy the fruits of your labors. Give your tools a rest and head down to the plaza to receive a picnic basket from Isabelle, which promotes a relaxing day.

**Autumn Moon**

**Dates**

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>September 19th</td>
</tr>
<tr>
<td>2014</td>
<td>September 9th</td>
</tr>
<tr>
<td>2015</td>
<td>September 28th</td>
</tr>
<tr>
<td>2016</td>
<td>September 16th</td>
</tr>
</tbody>
</table>

**NOTE**

Autumn Moon is celebrated on the day of the full moon that occurs closest to the autumnal equinox. Use the Dates table to see when it will occur over the next few years.
The moon is quite a sight to behold on this special night. But be sure to meet Isabelle at the plaza during the day to receive your special Autumn Moon treat: a wheat bundle!

Explorer’s Day

**Date:** 2nd Monday of October

On this special day, visit Isabelle at the plaza to honor those bold adventurers who have helped shape our world through their discoveries. You’ll receive a sailboat model just for stopping by!

Halloween

**Date:** October 31st

On this fun, freaky evening, everyone in town dresses up in scary costumes, and is consumed by a major craving for candy! Join in the excitement by putting on the mask that Jack mails to you in the days leading up to Halloween.

**TIP**

If you have candy left over from Bunny Day, stuff your pockets full. If you don’t have much candy, put on some clothes you don’t care for and redecorate your home’s main room with wallpaper and flooring that you also don’t like. Just trust us!

**Trick or Treat**

During Halloween, your costumed neighbors approach when they see you, and demand “trick or treat!” If you have candy, give it to your neighbor, and they’ll give you a hint about the type of costume that another neighbor is really afraid of. Keep these vital clues in mind!
You can visit your neighbors in their homes to play games for candy as well. Visit a neighbor while wearing the mask that they're most afraid of, and they'll be so scared that they'll just hand over a precious lollipop!

**TIP**
You can revisit neighbors you've spooked and score additional candy as many times as you like, but each neighbor will part with only one lollipop, for the first scare.

Jack's Stash

So you've got lots of sugary goodness ... Now what? Search around outdoors for a special character with a large orange pumpkin head. This is Jack, the master of Halloween! Jack just loves candy and will trade you special gifts for each piece you bring him. Lollipops are his favorite, so do your best to spook your neighbors and score Jack's best loot!

**NOTE**
Jack vanishes after doing out your gift. Track him down again to score more!

### Neighbor's Trick Items

<table>
<thead>
<tr>
<th>ITEM</th>
<th>VALUE</th>
<th>NOTES</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Candy</td>
<td>400</td>
<td>Beat a neighbor in a game.</td>
<td>✔️</td>
</tr>
<tr>
<td>Lollipop</td>
<td>400</td>
<td>Scare a neighbor in their home.</td>
<td>✔️</td>
</tr>
<tr>
<td>Green-pumpkin head</td>
<td>4,000</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
<tr>
<td>Jack-in-the-box</td>
<td>400</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
<tr>
<td>Old flooring</td>
<td>400</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
<tr>
<td>Old wallpaper</td>
<td>400</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
<tr>
<td>Patched dress</td>
<td>400</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
<tr>
<td>Patched hat</td>
<td>400</td>
<td>Neighbor's trick (lose to them in a game).</td>
<td>✔️</td>
</tr>
</tbody>
</table>
**Neighbor’s Trick Items, continued**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>VALUE</th>
<th>NOTES</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Patched pants</td>
<td>400</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Patched shirt</td>
<td>400</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Patched shoes</td>
<td>400</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Pumpkin head</td>
<td>4,000</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Purple-pumpkin head</td>
<td>4,000</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Red-pumpkin head</td>
<td>4,000</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
<tr>
<td>Yellow-pumpkin head</td>
<td>4,000</td>
<td>Neighbor’s trick (lose to them in a game)</td>
<td></td>
</tr>
</tbody>
</table>

**Jack’s Halloween Gifts**

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creepy bat stone</td>
<td>2,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy cauldron</td>
<td>3,600</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy clock</td>
<td>2,800</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy coffin</td>
<td>2,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy crystal</td>
<td>8,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy floor</td>
<td>2,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy skeleton</td>
<td>2,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy statue</td>
<td>3,200</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy stone</td>
<td>2,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Creepy wall</td>
<td>2,000</td>
<td>✔️</td>
</tr>
</tbody>
</table>

**Harvest Festival**

**Date:** 4th Thursday in November

There’s nothing like a delicious feast to celebrate the seasons’ change. As November draws to a close and winter fast approaches, pay a visit to the plaza to find a talented turkey named Franklin who is eager to cook a memorable multi-course meal.

Even the greatest chef is limited by his ingredients, and Franklin’s supply is embarrassingly low. He asks if you wouldn’t mind venturing out to find three specific ingredients for his first course. These ingredients will vary based on the dish Franklin is preparing, but they usually include some sort of fish, fruit, mushroom, or other food product.

After memorizing Franklin’s list, pop into any neighbor’s home to find them busily preparing for the feast as well. Your neighbors are also lacking ingredients—visit each one in their homes and find out exactly what they need.
Now that you've got a long list of ingredients, let's get to work! Fish are the first things to find, so grab your rod and work at reeling in each fish on your list.

**TIP**

Refer to the "Museum Donations" chapter near the end of this guide to learn the type of water each fish prefers.

After you've caught some fish for your neighbors, return to them and trade those fish for other ingredients. Your neighbors will give you special items like milk, butter, and exotic fruits that don't grow in town. This is the only way to find these vital ingredients, so just keep finding items for your neighbors and trading with them until you gather up everything that Franklin needs.

**TIP**

If you're after mushrooms, check the bases of trees. They're in season during November. Listen carefully to your neighbors after trading ingredients with them. Many will give you important clues about the secret ingredients that will make Franklin's feast truly fantastic!

Return to Franklin after you've found all three ingredients and hand them all over. If you managed to discover the dish's secret ingredient, be sure to give that to Franklin as well. Get all four ingredients right, and Franklin will give you a special gift.

**Harvest Festival Gifts**

<table>
<thead>
<tr>
<th>GIFT</th>
<th>VALUE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Afternoon-tea set</td>
<td>1,680</td>
<td>✔️ 2P  3P  4P</td>
</tr>
<tr>
<td>Cornucopia</td>
<td>3,500</td>
<td>✔️ 2P  3P  4P</td>
</tr>
<tr>
<td>Fruit basket</td>
<td>800</td>
<td>✔️ 2P  3P  4P</td>
</tr>
<tr>
<td>Pumpkin pie</td>
<td>1,500</td>
<td>✔️ 2P  3P  4P</td>
</tr>
</tbody>
</table>
Winter Solstice

**Date:** December 21st

It’s no secret that the days grow shorter and shorter as the year draws to a close. But on this special day, the sun never rises! That’s right: it’s nighttime all day during the Winter Solstice—visit Isabelle at the plaza to receive a blue glow wand for safety.

**TIP**

You can buy glow wands of other colors from Timmy and Tommy during the month of December.

Toy Day

**Date:** December 24th

Easily one of the greatest days of the year, Toy Day is the time for gift-giving and merriment. Find a jolly character named Jingle strolling around your town in the evening and see if you can help lend him a hand.

Jingle hints that he’d like someone to spice up the holiday by dressing up as Santa and delivering toys. You can help Jingle, but only if you’ve found the following items to complete the Santa disguise:

- Santa hat
- Santa pants
- Santa beard
- Santa boots
- Santa coat

**TIP**

You can find those special clothing items for sale during the holiday season at the Able Sisters and at Kicks.

Disguise yourself as Santa. Jingle will hand you his Santa bag, which is filled with toys for your neighbors. Unfortunately, he doesn’t give you a list! Here’s hoping that you’ve been listening to your neighbors this winter—for as Toy Day draws near, they’ll give you hints about what they’re hoping to receive!
Now comes the fun part: Handing out presents! Head to the nearest neighbor’s home (or find one outside) to blow them away with a personal visit from Santa. Give them one of the gifts from the Santa bag—ideally the one they were wishing for!

Return to Jingle after handing out all of the presents. Whether or not you gave them all to the right recipients, the merry reindeer hands you a special gift for your help in making the holiday extra special. The following table reveals the gifts you might receive from Jingle:

<table>
<thead>
<tr>
<th>Gift</th>
<th>Value</th>
<th>Notes</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Festive wreath</td>
<td>1,280</td>
<td>Deliver some of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle's pic</td>
<td>40</td>
<td>Deliver all of the presents correctly (arrives in the mail).</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle bed</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle carpet</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle chair</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle clock</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle dresser</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle lamp</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle piano</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle shelves</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle sofa</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle table</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle TV</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle wall</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
<tr>
<td>Jingle wardrobe</td>
<td>4,896</td>
<td>Deliver none of the presents correctly.</td>
<td>✓ 1 2 3 4 5</td>
</tr>
</tbody>
</table>
**Countdown**

**Date:** December 31st

The last day of the year is a time for celebration, reflection—and partying all night! Head for the plaza as the hour nears midnight to find Isabelle, Redd, and all of your neighbors ready to count down the new year’s arrival.

Isabelle hands you a glass of sparkling cider to sip while you watch the giant timer tick down behind her. If you really feel like celebrating, spend a few Bells at Redd’s nearby stand to purchase neat treats such as New Year’s hats and party poppers. Now you’re ready to rock!

Be sure to stick around the plaza, for when the countdown timer reaches zero, things really go off with a bang. Happy New Year!

<table>
<thead>
<tr>
<th><strong>Isabelle’s Countdown Gifts</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GIFT</strong></td>
</tr>
<tr>
<td>Bell knickknack</td>
</tr>
<tr>
<td>Berliner</td>
</tr>
<tr>
<td>New Year’s noodles</td>
</tr>
<tr>
<td>Sparkling cider</td>
</tr>
<tr>
<td>Twelve-grape plate</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Redd’s Countdown Treats</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GIFT</strong></td>
</tr>
<tr>
<td>Blue New Year’s hat</td>
</tr>
<tr>
<td>Green New Year’s hat</td>
</tr>
<tr>
<td>Red New Year’s hat</td>
</tr>
<tr>
<td>Y. New Year’s hat</td>
</tr>
</tbody>
</table>
Now that we’ve explored all of the special events that occur throughout the year, we thought you might enjoy a monthly calendar to ensure that you don’t miss any of them. The calendar also shows you all of the fish, insects, and deep-sea catches you can obtain during each month. Now you won’t have to worry about missing a thing as you enjoy each new day!

See the previous “Special Events” chapter for in-depth looks at each special event mentioned here, and check out the “Museum Donations” chapter near the end of this guide for additional info pertaining to each insect, fish, and deep-sea catch.

Regular Events

The following events occur every week of the year. Be sure you don’t miss them!

Every Month

Regular Events

K.K. Slider’s Show
Every Saturday
Head to Club LOL between 8 p.m. and midnight to enjoy K.K. Slider’s weekly jam.

Joan Visits
Every Sunday
Find Joan in town selling her turnips between 6 a.m. and noon.

Notes
# January Wildlife Chart

## Available Insects

| ANT | BAGWORM | BEE | CENTIPEDE | DUNG BEETLE | FLY | HERMIT CRAB | MOLE CRICKET | PILL BUG |

## Available Fish

| BARRIEL STEED | BITTERLING | BLACK BASS | BLOWFISH | BLUEGILL | CARP | COELACANTH | CRUCIAN CARP | DAB |
| DACE | FOOTBALL FISH | FRESHWATER Goby | GIANT TREVALLY | GOLDFISH | HORSE MACKEREL | KOI | OARFISH | OLIVE FLounder |
| PALE CHUB | POND SMELT | POPED YELLOFISH | RED SNAPPER | RIBBON EEL | SEA BASS | SEA BUTTERFLY | SQUID | STRINGFISH |
| TUNA | WHALE SHARK | YELLOW PERCH |

## Available Deep-Sea Catches

| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | CLAM | EAR SHELL | GIANT ISOPOD | HORSEHAIR CRAB | LOBSTER | MANITIS SHRIMP |
| OCTOPUS | OYSTER | PEARL OYSTER | RED KING CRAB | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR |
| SEAWEEDE | SNOW CRAB | SPOTTED GARDEN EEL | SWEET SHRIMP | TURBAN SHELL |
**CHAPTER 09: CALENDAR**

**January Events**

### Special Events

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>New Year’s Day</strong></td>
<td>01/01</td>
<td>Happy New Year! Hit the plaza and celebrate with Isabelle.</td>
</tr>
<tr>
<td><strong>Fishing Tourney</strong></td>
<td>3rd Sat.</td>
<td>3rd Saturday&lt;br&gt;Grab your best rod and catch lots of fish for Chip!</td>
</tr>
<tr>
<td><strong>Lunar New Year’s Day (Korea)</strong></td>
<td>Lunar calendar: January 1st</td>
<td>The Korean Lunar New Year generally falls on the day of the second new moon after winter solstice. Visit a friend in Korea and help them celebrate!</td>
</tr>
<tr>
<td><strong>Daeboreum (Korea)</strong></td>
<td>Lunar calendar: January 15th</td>
<td>Daeboreum is a Korean holiday that celebrates the first full moon of the new year of the lunar Korean calendar. Visit a friend in Korea and enjoy the occasion!</td>
</tr>
</tbody>
</table>

### Birthdays

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>Roald’s Birthday&lt;br&gt;“B-b-buddy”</td>
<td>Carmen’s Birthday&lt;br&gt;“Nougat”</td>
<td>Harry’s Birthday&lt;br&gt;“Beach bum”</td>
<td>Pierce’s Birthday&lt;br&gt;“Hawkeye”</td>
<td>Tiffany’s Birthday&lt;br&gt;“Bunbun”</td>
<td>Papi’s Birthday&lt;br&gt;“Haaay”</td>
<td>Diana’s Birthday&lt;br&gt;“No day”</td>
</tr>
<tr>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
</tr>
<tr>
<td>Moe’s Birthday&lt;br&gt;“Myawn”</td>
<td>Puddles’s Birthday&lt;br&gt;“Splish”</td>
<td>Velma’s Birthday&lt;br&gt;“Blin”</td>
<td>Gladys’s Birthday&lt;br&gt;“Stretch”</td>
<td>Rizzo’s Birthday&lt;br&gt;“Squee”</td>
<td>Savanna’s Birthday&lt;br&gt;“Y’all”</td>
<td>Fishing Tourney</td>
</tr>
<tr>
<td>19</td>
<td>20</td>
<td>21</td>
<td>22</td>
<td>23</td>
<td>24</td>
<td>25</td>
</tr>
<tr>
<td>Simon’s Birthday&lt;br&gt;“Zzzook”</td>
<td>Opa’s Birthday&lt;br&gt;“Snoof”</td>
<td>Genji’s Birthday&lt;br&gt;“Otaku”</td>
<td>Francine’s Birthday&lt;br&gt;“Karaf”</td>
<td>Gwen’s Birthday&lt;br&gt;“H-h-h-hon”</td>
<td>Rhonda’s Birthday&lt;br&gt;“Bigfoot”</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>27</td>
<td>28</td>
<td>29</td>
<td>30</td>
<td>31</td>
<td></td>
</tr>
<tr>
<td>Aurora’s Birthday&lt;br&gt;“B-b-baby”</td>
<td>Margie’s Birthday&lt;br&gt;“Tookie”</td>
<td>Cube’s Birthday&lt;br&gt;“D-d-dude”</td>
<td>Flurry’s Birthday&lt;br&gt;“Powderpuff”</td>
<td>Winnie’s Birthday&lt;br&gt;“Hay-OK”</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# February Wildlife Chart

## Available Insects

<table>
<thead>
<tr>
<th>Insect</th>
<th>Insect</th>
<th>Insect</th>
<th>Insect</th>
<th>Insect</th>
<th>Insect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ant</td>
<td>Bagworm</td>
<td>Bee</td>
<td>Centipede</td>
<td>Dung Beetle</td>
<td>Fly</td>
</tr>
<tr>
<td>Wharf Roach</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Available Fish

<table>
<thead>
<tr>
<th>Fish</th>
<th>Fish</th>
<th>Fish</th>
<th>Fish</th>
<th>Fish</th>
<th>Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbel Steed</td>
<td>Bitterling</td>
<td>Black Bass</td>
<td>Blowfish</td>
<td>Bluegill</td>
<td>Carp</td>
</tr>
<tr>
<td>Dace</td>
<td>Football Fish</td>
<td>Freshwater Goby</td>
<td>Giant Trevally</td>
<td>Goldfish</td>
<td>Horse Mackerel</td>
</tr>
<tr>
<td>Pale Chub</td>
<td>Pond Smelt</td>
<td>Popeye Goldfish</td>
<td>Red Snapper</td>
<td>Ribbon Eel</td>
<td>Sea Bass</td>
</tr>
<tr>
<td>Tuna</td>
<td>Whale Shark</td>
<td>Yellow Perch</td>
<td>Sea Butterfly</td>
<td>Squid</td>
<td>Stringfish</td>
</tr>
</tbody>
</table>

## Available Deep-Sea Catches

<table>
<thead>
<tr>
<th>Catch</th>
<th>Catch</th>
<th>Catch</th>
<th>Catch</th>
<th>Catch</th>
<th>Catch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abalone</td>
<td>Acorn Barnacle</td>
<td>Chambered Nautilus</td>
<td>Clam</td>
<td>Ear Shell</td>
<td>Giant Isopod</td>
</tr>
<tr>
<td>Octopus</td>
<td>Oyster</td>
<td>Pearl Oyster</td>
<td>Red King Crab</td>
<td>Scallop</td>
<td>Sea Anemone</td>
</tr>
<tr>
<td>Seaweed</td>
<td>Snow Crab</td>
<td>Spotted Garden Eel</td>
<td>Sweet Shrimp</td>
<td>Turban Shell</td>
<td></td>
</tr>
</tbody>
</table>
CHAPTER 09: CALENDAR

February Events

Special Events

Groundhog Day
02/02
Will spring come early, or will winter stick around? Meet Isabelle at the plaza and find out!

Bean Day (Japan)
02/03
Visit a friend in Japan and join them in the day's festivities!

Valentine's Day
02/14
Love is in the air! Buy some stationary from Timmy and Tommy and send out a few thoughtful Valentines.

Fishing Tourney
2nd Sat.
Grab your best rod and catch lots of fish for Chip!

Variable

Festivale
Date varies
Winter is over, spring has arrived, and that means it's party time! Use a net to catch feathers for Pave.

Festivale Dates

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>February 11th</td>
<td>2015</td>
<td>February 16th</td>
</tr>
<tr>
<td>2014</td>
<td>March 3rd</td>
<td>2016</td>
<td>February 8th</td>
</tr>
</tbody>
</table>

Birthdays


Jitters' Birthday
"Bzzert"

Olivia's Birthday
"Purr"

Lily's Birthday
"Zzzbbitt"

Penelope's Birthday
"Oh bow"

Annissa's Birthday
"Gumdrop"

Boomer's Birthday
"Human"

Frobert's Birthday
"Nibbli"n

Flora's Birthday
"Ya pink"

Stitches's Birthday
"Stuffin"

Pompom's Birthday
"Rah rah"

Drago's Birthday
"Brrrr"

Ribbot's Birthday
"Toady"

Muffy's Birthday
"Nightshade"

Kitty's Birthday
"Mrowrr"

Anabelle's Birthday
"Snoerty"

Dora's Birthday
"Squeaky"

Freckles's Birthday
"Ducky"

Sprinkles's Birthday
"Frappe"

Puck's Birthday
"Brrrrrrrrrr"

Avery's Birthday
"Skree-how"

Pate's Birthday
"Quackle"

Anicotti's Birthday
"Cannoli"

Hamphrey's Birthday
"Snort"

Sheldon's Birthday
"Cardio"

Rosie's Birthday
"Silly"

Yoko's Birthday
"Moolah"
### March Wildlife Chart

#### Available Insects

<table>
<thead>
<tr>
<th>Insect</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANT</td>
</tr>
<tr>
<td>BEE</td>
</tr>
<tr>
<td>COMMON BUTTERFLY</td>
</tr>
<tr>
<td>FLEA</td>
</tr>
<tr>
<td>FLY</td>
</tr>
<tr>
<td>HERMIT CRAB</td>
</tr>
<tr>
<td>HONEYBEE</td>
</tr>
<tr>
<td>LADYBUG</td>
</tr>
<tr>
<td>MOLE CRICKET</td>
</tr>
<tr>
<td>PEACOCK BUTTERFLY</td>
</tr>
<tr>
<td>PILL BUG</td>
</tr>
<tr>
<td>SPIDER</td>
</tr>
<tr>
<td>TIGER BEETLE</td>
</tr>
<tr>
<td>TIGER BUTTERFLY</td>
</tr>
<tr>
<td>WHARF ROACH</td>
</tr>
<tr>
<td>YELLOW BUTTERFLY</td>
</tr>
</tbody>
</table>

#### Available Fish

<table>
<thead>
<tr>
<th>Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>BARBEL STEED</td>
</tr>
<tr>
<td>BARRED KNIFEJAW</td>
</tr>
<tr>
<td>BLACK BASS</td>
</tr>
<tr>
<td>BLUEGILL</td>
</tr>
<tr>
<td>CARP</td>
</tr>
<tr>
<td>CHAR</td>
</tr>
<tr>
<td>CHERRY SALMON</td>
</tr>
<tr>
<td>COELACANTH</td>
</tr>
<tr>
<td>CRUCIAN CARP</td>
</tr>
<tr>
<td>DAB</td>
</tr>
<tr>
<td>DACE</td>
</tr>
<tr>
<td>FOOTBALL FISH</td>
</tr>
<tr>
<td>FRESHWATER GOBY</td>
</tr>
<tr>
<td>GIANT TREVALY</td>
</tr>
<tr>
<td>GOLDFISH</td>
</tr>
<tr>
<td>HORSE MACKEREL</td>
</tr>
<tr>
<td>KOI</td>
</tr>
<tr>
<td>LOACH</td>
</tr>
<tr>
<td>GOLDFISH</td>
</tr>
<tr>
<td>PEBBLED GOLDFISH</td>
</tr>
<tr>
<td>RAINBOW TROUT</td>
</tr>
<tr>
<td>RED SNAPPER</td>
</tr>
<tr>
<td>RIBBON EEL</td>
</tr>
<tr>
<td>SEA BASS</td>
</tr>
<tr>
<td>SQUID</td>
</tr>
<tr>
<td>TADPOLE</td>
</tr>
<tr>
<td>TUNA</td>
</tr>
<tr>
<td>WHALE SHARK</td>
</tr>
<tr>
<td>YELLOW PERCH</td>
</tr>
</tbody>
</table>

#### Available Deep-Sea Catches

<table>
<thead>
<tr>
<th>Deep-Sea Catch</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABALONE</td>
</tr>
<tr>
<td>ACORN BARNACLE</td>
</tr>
<tr>
<td>CHAMBERED NAUTILUS</td>
</tr>
<tr>
<td>CLAM</td>
</tr>
<tr>
<td>EARP SHELL</td>
</tr>
<tr>
<td>GIANT ISOPOD</td>
</tr>
<tr>
<td>HORSEHAIR CRAB</td>
</tr>
<tr>
<td>LOBSTER</td>
</tr>
<tr>
<td>MANTIS SHRIMP</td>
</tr>
<tr>
<td>OCTOPUS</td>
</tr>
<tr>
<td>PEARL OYSTER</td>
</tr>
<tr>
<td>RED KING CRAB</td>
</tr>
<tr>
<td>SCALLOP</td>
</tr>
<tr>
<td>SEA ANEMONE</td>
</tr>
<tr>
<td>SEA CUCUMBER</td>
</tr>
<tr>
<td>SEA SLUG</td>
</tr>
<tr>
<td>SEA STAR</td>
</tr>
<tr>
<td>SEAWEED</td>
</tr>
<tr>
<td>SNOW CRAB</td>
</tr>
<tr>
<td>SPIDER CRAB</td>
</tr>
<tr>
<td>SPOTTED GARDEN EEL</td>
</tr>
<tr>
<td>TURBAN SHELL</td>
</tr>
</tbody>
</table>
### March Events

#### Special Events

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weeding Day (Korea)</td>
<td>03/02</td>
<td>Visit a friend in Korea and help make their town weed-free!</td>
</tr>
<tr>
<td>Girl's Day (Japan)</td>
<td>03/03</td>
<td>Visit a friend in Japan and enjoy the festivities on this special day!</td>
</tr>
<tr>
<td>Shamrock Day</td>
<td>03/17</td>
<td>Deck yourself in green and pop by the plaza to score a stylish shamrock hat off of Isabelle!</td>
</tr>
</tbody>
</table>

#### Festivale

| Date varies            | Winter is over, spring has arrived, and that means it's party time! Use a net to catch feathers for Pavé. |

#### Festivale Dates

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>February 11th</td>
<td>2015</td>
<td>February 16th</td>
</tr>
<tr>
<td>2014</td>
<td>March 3rd</td>
<td>2016</td>
<td>February 8th</td>
</tr>
</tbody>
</table>

#### Bunny Day

| Date varies            | Grab all of your tools and join in the hunt for eggs! |

#### Bunny Day Dates

<table>
<thead>
<tr>
<th>YEAR</th>
<th>DATE</th>
<th>YEAR</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013</td>
<td>March 31st</td>
<td>2015</td>
<td>April 5th</td>
</tr>
<tr>
<td>2014</td>
<td>April 20th</td>
<td>2016</td>
<td>March 27th</td>
</tr>
</tbody>
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### Birthdays

<table>
<thead>
<tr>
<th></th>
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<tbody>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Barry's Birthday</td>
<td>&quot;Deep&quot;</td>
<td>Bonbon's Birthday</td>
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## April Wildlife Chart

### Available Insects

<table>
<thead>
<tr>
<th>Ant</th>
<th>Bee</th>
<th>Common Butterfly</th>
<th>Flea</th>
<th>Fly</th>
<th>Hermit Crab</th>
<th>Honeybee</th>
<th>Ladybug</th>
<th>Mantis</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mole Cricket</td>
<td>Orchid Mantis</td>
<td>Peacock Butterfly</td>
<td>Pill Bug</td>
<td>Snail</td>
<td>Spider</td>
<td>Stink Bug</td>
<td>Tiger Beetle</td>
<td>Tiger Butterfly</td>
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<tr>
<td>Wharf Roach</td>
<td>Yellow Butterfly</td>
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### Available Fish

<table>
<thead>
<tr>
<th>Barbel Steed</th>
<th>Barred Knifejaw</th>
<th>Black Bass</th>
<th>Bluegill</th>
<th>Butterflyfish</th>
<th>Carp</th>
<th>Char</th>
<th>Cherry Salmon</th>
<th>Clownfish</th>
</tr>
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<tbody>
<tr>
<td>Coelacanth</td>
<td>Crawfish</td>
<td>Crucian Carp</td>
<td>Dab</td>
<td>Dace</td>
<td>Freshwater Goby</td>
<td>Giant Trevally</td>
<td>Goldfish</td>
<td>Guppy</td>
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<tr>
<td>Horse Mackerel</td>
<td>Killfish</td>
<td>Koi</td>
<td>Loach</td>
<td>Neon Tetra</td>
<td>Oarrfish</td>
<td>Olive Flounder</td>
<td>Pale Chub</td>
<td>Popeye Goldfish</td>
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<tr>
<td>Rainbow Trout</td>
<td>Red Snapper</td>
<td>Ribbon Eel</td>
<td>Sea Bass</td>
<td>Sea Horse</td>
<td>Squid</td>
<td>Surgeonfish</td>
<td>Tadpole</td>
<td>Whale Shark</td>
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### Available Deep-Sea Catches

<table>
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<tr>
<th>Abalone</th>
<th>Acorn Barnacle</th>
<th>Chambered Nautilus</th>
<th>Clam</th>
<th>Ear Shell</th>
<th>Giant Isopod</th>
<th>Horsehair Crab</th>
<th>Lobster</th>
<th>Mantis Shrimp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pearl Oyster</td>
<td>Scallop</td>
<td>Sea Anemone</td>
<td>Sea Cucumber</td>
<td>Sea Slug</td>
<td>Sea Star</td>
<td>Seaweed</td>
<td>Snow Crab</td>
<td>Spider Crab</td>
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<tr>
<td>Spotted Garden Eel</td>
<td>Turban Shell</td>
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### Special Events

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
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<tbody>
<tr>
<td>April Fool's Day</td>
<td>04/01</td>
<td>Save your neighbors from Blanca's antics on this mischievous day!</td>
</tr>
<tr>
<td>Tree Day (Korea)</td>
<td>04/05</td>
<td>Visit friend in Korea and help them celebrate this special occasion!</td>
</tr>
<tr>
<td>Nature Day</td>
<td>04/22</td>
<td>Enjoy a nice walk to the plaza on this lovely day. Isabelle is there with a surprise for you!</td>
</tr>
<tr>
<td>Fishing Tourney</td>
<td>04/22</td>
<td>Grab your best rod and catch lots of fish for Chip!</td>
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</tbody>
</table>

### Weeding Day

- **April Weeding Day**
  - **Last Fri.**
  - On the last Friday of April, meet Leif at the plaza and help out with a little weeding!

- **Europe Weeding Day**
  - **Last Saturday of April**
  - Visit a friend in Europe and help make their town weed-free!

### Bunny Day Dates

<table>
<thead>
<tr>
<th>Year</th>
<th>Date</th>
<th>Year</th>
<th>Date</th>
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<td>March 31st</td>
<td>2015</td>
<td>April 5th</td>
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<td>2014</td>
<td>April 20th</td>
<td>2016</td>
<td>March 27th</td>
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### Bunny Day Dates

<table>
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<th>Date</th>
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<tbody>
<tr>
<td>Tammi</td>
<td>Birth Day</td>
<td>Eunice</td>
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<tr>
<td></td>
<td>“Chimpy”</td>
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<td>“Lambchop”</td>
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<td>Rasher</td>
<td>Birth Day</td>
<td>Shar</td>
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<tr>
<td></td>
<td>“Swine”</td>
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<td>“Cheeky”</td>
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<td>Maelle</td>
<td>Birth Day</td>
<td>Punchy</td>
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<td>“Duckling”</td>
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<td>“Wrmph”</td>
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<td>Vesta</td>
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<td>Melba</td>
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<td>“Baaaito”</td>
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<td>“Toasty”</td>
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<td>Pietro</td>
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<td>“Wroom”</td>
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<td>“Honk honk”</td>
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<td>Kevin</td>
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<td>“Quackulous”</td>
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<td>“Weeweehee”</td>
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# May Wildlife Chart

## Available Insects

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## Available Fish

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</table>
**CHAPTER 09: CALENDAR**

**May Events**

**Special Events**

- **Boy’s Day (Japan)**
  - 05/05
  - Visit a friend in Japan and help them celebrate this cool kids’ day!

- **Mother’s Day**
  - 2nd Sunday
  - Remember to wish your mom a very happy Mother’s Day!

- **Teacher’s Day (Korea)**
  - 05/15
  - Visit a friend in Korea and help them celebrate this special day!

- **Fishing Tourney**
  - 3rd Saturday
  - Grab your best rod and catch lots of fish for Chip!

**Birthdays**

- **Deirdre’s Birthday**
  - “What’s up?”

- **Boy’s Day (Japan)**
  - 05/05
  - “What’s up?”

- **Tank’s Birthday**
  - “KerPOW”

- **Ozzie’s Birthday**
  - “Oi! bear”

- **Curlas’s Birthday**
  - “Sheerly”

- **Bunnie’s Birthday**
  - “FEE-HEE”

- **Patty’s Birthday**
  - “How-now”

- **Cherry’s Birthday**
  - “What’s up?”

- **Biskir’s Birthday**
  - “Dawg”

- **Canberra’s Birthday**
  - “Nuh uh”

- **Leonardo’s Birthday**
  - “Flexen”

- **Gayle’s Birthday**
  - “Snacky”

- **Pekoe’s Birthday**
  - “Bud”

- **Olof’s Birthday**
  - “Whiffa”

- **T-Bone’s Birthday**
  - “Moocher”

- **Calto’s Birthday**
  - “Check it”

- **Peggis’s Birthday**
  - “Sweeettie”

- **Del’s Birthday**
  - “Monch”

- **Derwin’s Birthday**
  - “Derrr”

- **Bruce’s Birthday**
  - “Gruff”

- **Dea’s Birthday**
  - “Grunk”

- **Renee’s Birthday**
  - “Yo yo yo”

- **Purl’s Birthday**
  - “Kitten”

- **Hamlet’s Birthday**
  - “Hammie”

- **Maurice’s Birthday**
  - “Pouches”
## June Wildlife Chart

### Available Insects

<table>
<thead>
<tr>
<th>Animal</th>
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### Available Deep-Sea Catches

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### Special Events

**Summer Solstice**
- **Date:** 06/21
- Description: The sun's beaming brightly—better visit Isabelle at the plaza for your ladder shades!

**Bug-Off**
- Date: 3rd Saturday
- Description: Grab your best net and see if you can catch the bug of the day!

**Father’s Day**
- Date: 3rd Sunday
- Description: Remember to wish your dad a very happy Father’s Day!

### Birthdays

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<td>Lucy's Birthday “Snooink”</td>
<td>Filbert’s Birthday “Bucko”</td>
<td>Camofrog’s Birthday “Ten-hut”</td>
<td>Zell’s Birthday “Shazam”</td>
<td>Peanut’s Birthday “Slacker”</td>
<td>Alfonso’s Birthday “It’sa me”</td>
<td>Keaton’s Birthday “Wingo”</td>
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<tr>
<td>Walker’s Birthday “Wuh”</td>
<td>Pudge’s Birthday “Pudy”</td>
<td>Bettina’s Birthday “Eekers”</td>
<td>Scoot’s Birthday “Zip zoom”</td>
<td>Pippy’s Birthday “Li’l hare”</td>
<td>Maple’s Birthday “Honey”</td>
<td>Roscoe’s Birthday “Nay”</td>
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<tr>
<td>Tangy’s Birthday “ReeeeOWR”</td>
<td>Cookie’s Birthday “Arter”</td>
<td>Sally’s Birthday “Hutneg”</td>
<td>Graham’s Birthday “Indeed”</td>
<td>Sydney’s Birthday “Sunshine”</td>
<td>Jacques’s Birthday “Zut aiors”</td>
<td>Tammy’s Birthday “Ya heard”</td>
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<tr>
<td>Bluebear’s Birthday “Peach”</td>
<td>Drake’s Birthday “Quacko”</td>
<td>Marina’s Birthday “Blorp”</td>
<td>Deena’s Birthday “Woowoo”</td>
<td>Kidd’s Birthday “Wu”</td>
<td>Merry’s Birthday “Mweee”</td>
<td>Broccolo’s Birthday “Eat it”</td>
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**Note:** Each birthday is accompanied by a unique name, likely referencing the animal’s character in the game.
## Available Insects

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## Available Fish

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**Available Deep-Sea Catches**

- **Abalone**
- **Acorn Barnacle**
- **Chambered Nautilus**
- **Ear Shell**
- **Giant Isopod**
- **Horseshoe Crab**
- **Lobster**
- **Mantis Shrimp**
- **Octopus**
- **Pearl Oyster**
- **Scallop**
- **Sea Anemone**
- **Sea Grapes**
- **Sea Slug**
- **Sea Star**
- **Sea Urchin**
- **Seaweed**
- **Spotted Garden Eel**

**July Events**

**Special Events**

**Starcrossed Day (Japan)**

*07/07*
Visit a friend in Japan and enjoy the day's festivities!

**Bug-Off**

*3rd Saturday*

Grab your best net and see if you can catch the bug of the day!

**Birthdays**

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<td>Agent S's Birthday &quot;Sidekick&quot;</td>
<td>Blaine's Birthday &quot;Netlet&quot;</td>
<td>Apollo's Birthday &quot;Pah&quot;</td>
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<td>Static's Birthday &quot;Krzzt&quot;</td>
<td>Mott's Birthday &quot;Cagey&quot;</td>
<td>Victoria's Birthday &quot;Sugar cube&quot;</td>
<td>Twiggy's Birthday &quot;Cheepers&quot;</td>
<td>Dizzy's Birthday &quot;Woo-oo&quot;</td>
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<td>Mitera's Birthday &quot;Oh ewe&quot;</td>
<td>Jay's Birthday &quot;Heeeeeyy&quot;</td>
<td>Croque's Birthday &quot;As if&quot;</td>
<td>Nibblers Birthday &quot;Niblet&quot;</td>
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<td>Chow's Birthday &quot;Aiya&quot;</td>
<td>Elvis's Birthday &quot;Unh-hunh&quot;</td>
<td>O'Hare's Birthday &quot;Amigo&quot;</td>
<td>Peck's Birthday &quot;Crunch&quot;</td>
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<td>Lionel's Birthday &quot;Precisely&quot;</td>
<td>Frank's Birthday &quot;Crushy&quot;</td>
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### August Wildlife Chart

#### Available Insects

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#### Available Fish

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<td>Zebra Turkeyfish</td>
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</table>
**Available Deep-Sea Catches**

- Abalone
- Acorn Barnacle
- Chambered Nautilus
- Ear Shell
- Flatworm
- Giant Isopod
- Horseshoe Crab
- Lobster
- Mantis Shrimp
- Octopus
- Pearl Oyster
- Scallop
- Sea Anemone
- Sea Grapes
- Sea Slug
- Sea Star
- Sea Urchin
- Spotted Garden Eel
- Tiger Prawn
- Turban Shell

**August Events**

### Special Events

**Fireworks Show**

**Sundays**

Watch the night sky light up every Sunday in August!

**Obon (Japan)**

**08/15**

Visit a friend in Japan and enjoy the day's events!

**Bug-Off**

**3rd Sat.**

3rd Saturday

Grab your best net and see if you can catch the bug of the day!

### Birthdays

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<td>Kid Cat's Birthday &quot;Pssst&quot;</td>
<td>Vladimir's Birthday &quot;Nyel&quot;</td>
<td>Benjamin's Birthday &quot;Alrighty&quot;</td>
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<td>Bud's Birthday &quot;Maaaan&quot;</td>
<td>Soleil's Birthday &quot;Jam&quot;</td>
<td>Cole's Birthday &quot;Duude&quot;</td>
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<td>Wendy's Birthday &quot;Zmmm&quot;</td>
<td>Dozer's Birthday &quot;Ee&quot;</td>
<td>Sinky's Birthday &quot;GAHHH&quot;</td>
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<td>Rolo's Birthday &quot;Po po&quot;</td>
<td>Nana's Birthday &quot;Kid&quot;</td>
<td>Tipper's Birthday &quot;Pssst&quot;</td>
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<td>Gruft's Birthday &quot;Bleeh eh eh&quot;</td>
<td>Hazel's Birthday &quot;Uni-wow&quot;</td>
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- Bone's Birthday "Yip yip"
- Poppy's Birthday "Nutty"
- Chester's Birthday "Rookie"
- Reya's Birthday "Capsule"
- Bud's Birthday "Maaaan"
- Soleil's Birthday "Jam"
- Dozer's Birthday "Ee"
- Sinky's Birthday "GAHHH"
- Rocco's Birthday "Hippie"
- Tabb's Birthday "Me-WOW"
- Reya's Birthday "Capsule"
- Worl Jr.'s Birthday "Gr-ribbit"
- Rolo's Birthday "Po po"
- Tipper's Birthday "Pssst"
## September Wildlife Chart

### Available Insects

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### Available Fish

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### Available Deep-Sea Catches

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CHAPTER 09: CALENDAR

Available Deep-Sea Catches, continued

**Special Events**

**Weeding Day (Japan)**
- **09/03**
- Visit a friend in Japan and help make their town weed-free!

**Labor Day**
- **1st Monday**
- No work for today! Relax and enjoy the fruits of your labor with Isabelle at the plaza.

**Bug-Off**
- **3rd Saturday**
- Grab your best net and see if you can catch the bug of the day!

**Tsukimi (Japan)**
- Lunar calendar: August 15th
- Visit a friend in Japan and help them celebrate the Autumn Moon!

**Chuseok (Korea)**
- Date varies
- Look up a friend in Korea and celebrate the Autumn Moon together! Occurs on the day of the full moon closest to the Autumnal Equinox.

**Autumn Moon (US & Europe)**
- Date varies
- Celebrate this special event in your town, or with a friend in Europe!

**Birthdays**

**Autumn Moon Dates**

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## October Wildlife Chart

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### Available Deep-Sea Catches

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### Special Events

**Explorer’s Day**
2nd Monday
Celebrate the courage of brave explorers with Isabelle at the plaza today!

**Fishing Tourney**
2nd Saturday
Grab your best rod and catch lots of fish for Chip!

**Halloween**
10/31
Put on your freakiest mask and spook your neighbors for candy! Lollipops are Jack’s favorite.

### Birthdays

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<td>Kiki’s Birthday “Kitty cat”</td>
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<td>Lyman’s Birthday “Chips”</td>
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Halloween
## November Wildlife Chart

### Available Insects

<table>
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<tbody>
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<tr>
<td>Bagworm</td>
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<tr>
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<tr>
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<td>Cricket</td>
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<tr>
<td>Hermit Crab</td>
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<tr>
<td>Long Locust</td>
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<tr>
<td>Mantis</td>
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<tr>
<td>Migratory Locust</td>
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<td>Mole Cricket</td>
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<td>Monarch Butterfly</td>
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<tr>
<td>Orchid Mantis</td>
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<tr>
<td>Pill Bug</td>
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<td>Walkingstick</td>
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<td>Wharf Roach</td>
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### Available Fish

<table>
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<td>Barred Knifejaw</td>
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<td>Black Bass</td>
<td><img src="image23" alt="Black Bass" /></td>
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<td>Bluegill</td>
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<td>Char</td>
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<td>Crucian Carp</td>
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<td>Ray</td>
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<tr>
<td>Red Snapper</td>
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<tr>
<td>Ribbon Eel</td>
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<td>Sea Bass</td>
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<tr>
<td>Sea Horse</td>
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<tr>
<td>Tuna</td>
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<tr>
<td>Whale Shark</td>
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<tr>
<td>Yellow Perch</td>
<td><img src="image54" alt="Yellow Perch" /></td>
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<tr>
<td>Zebra Turkeyfish</td>
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### Available Deep-Sea Catches

<table>
<thead>
<tr>
<th>CATCH</th>
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<tbody>
<tr>
<td>Abalone</td>
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<tr>
<td>Acorn Barnacle</td>
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<tr>
<td>Chambered Nautilus</td>
<td><img src="image58" alt="Chambered Nautilus" /></td>
</tr>
<tr>
<td>Clam</td>
<td><img src="image59" alt="Clam" /></td>
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<tr>
<td>Ear Shell</td>
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<tr>
<td>Giant Isopod</td>
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<tr>
<td>Horsehair Crab</td>
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<td>Oyster</td>
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<td>Pearl Oyster</td>
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<tr>
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<td>Sea Cucumber</td>
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<td>Sea Star</td>
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<tr>
<td>Spotted Garden Eel</td>
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<tr>
<td>Sweet Shrimp</td>
<td><img src="image78" alt="Sweet Shrimp" /></td>
</tr>
<tr>
<td>Turban Shell</td>
<td><img src="image79" alt="Turban Shell" /></td>
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</tbody>
</table>
## Special Events
### Fishing Tourney
3rd Saturday
Grab your best rod and catch lots of fish for Chip!

### Harvest Festival
4th Thursday
Swap ingredients with your neighbors and help Franklin prepare the ultimate feast!

## Birthdays

<table>
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<tr>
<td>Snake’s Birthday “Bunyip”</td>
<td>Lucky’s Birthday “Rrr-owch”</td>
<td>Lobo’s Birthday “Ah-wooooo”</td>
<td>Bam’s Birthday “Boosh”</td>
<td>Ali’s Birthday “Graaagh”</td>
<td>Pango’s Birthday “Snooooooof”</td>
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<tr>
<td>Rodney’s Birthday “Le ham”</td>
<td>Mac’s Birthday “Woo woo”</td>
<td>Mathilda’s Birthday “Wee baby”</td>
<td>Queenie’s Birthday “Chicken”</td>
<td>Pancetti’s Birthday “Sooey”</td>
<td>Sly’s Birthday “Hoo-rah”</td>
<td>Daisy’s Birthday “Bow-WOW”</td>
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<td>21</td>
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<td>23</td>
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<td>Mallary’s Birthday “Quackpth”</td>
<td>Tic’s Birthday “Teacup”</td>
<td>Armelia’s Birthday “Cuz”</td>
<td>Sparro’s Birthday “Like whoa”</td>
<td>Flip’s Birthday “Rerack”</td>
<td>Claudia’s Birthday “Ooh la la”</td>
<td>Knox’s Birthday “Cluckling”</td>
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<td>27</td>
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<tr>
<td>Shep’s Birthday “Baa man”</td>
<td>Wolfgang’s Birthday “Snort”</td>
<td>Willow’s Birthday “Bo pee”</td>
<td>Phil’s Birthday “Hurr”</td>
<td>Peaches’s Birthday “Neighbor”</td>
<td>Kabuki’s Birthday “Meoo-Oh”</td>
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### December Wildlife Chart

#### Available Insects

<table>
<thead>
<tr>
<th>ANT</th>
<th>BAG WORM</th>
<th>BEE</th>
<th>CENTIPEDE</th>
<th>DUNG BEETLE</th>
<th>FLY</th>
<th>HERMIT CRAB</th>
<th>MOLE CRICKET</th>
<th>PILL BUG</th>
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</thead>
<tbody>
<tr>
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#### Available Fish

<table>
<thead>
<tr>
<th>BARBEL STEED</th>
<th>BITTERLING</th>
<th>BLACK BASS</th>
<th>BLOWFISH</th>
<th>BLUEGILL</th>
<th>CARP</th>
<th>COELACANTH</th>
<th>CRUCIAN CARP</th>
<th>DAB</th>
</tr>
</thead>
<tbody>
<tr>
<td>DACE</td>
<td>FOOTBALL FISH</td>
<td>FRESHWATER Goby</td>
<td>GIANT TREVALLY</td>
<td>GOLDFISH</td>
<td>HORSE MACKEREL</td>
<td>KOI</td>
<td>OARFISH</td>
<td>OLIVE FLOUNDER</td>
</tr>
<tr>
<td>PALE CHUB</td>
<td>PIKE</td>
<td>POND SMELT</td>
<td>POP EYED GOLDFISH</td>
<td>RED SNAPPER</td>
<td>RIBBON EEL</td>
<td>SEA BASS</td>
<td>SEA BUTTERFLY</td>
<td>SQUID</td>
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#### Available Deep-Sea Catches

<table>
<thead>
<tr>
<th>ABALONE</th>
<th>ACORN BARNACLE</th>
<th>CHAMBERED NAUTILUS</th>
<th>CLAM</th>
<th>EAR SHELL</th>
<th>GIANT ISOPOD</th>
<th>HORSEHAIR CRAB</th>
<th>LOBSTER</th>
<th>MANTIS SHRIMP</th>
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</thead>
<tbody>
<tr>
<td>OCTOPUS</td>
<td>OYSTER</td>
<td>PEARL OYSTER</td>
<td>RED KING CRAB</td>
<td>SCALLOP</td>
<td>SEA ANEMONE</td>
<td>SEA CUCUMBER</td>
<td>SEA SLUG</td>
<td>SEA STAR</td>
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<tr>
<td>SEAWEED</td>
<td>SNOW CRAB</td>
<td>SPINY LOBSTER</td>
<td>SPOTTED GARDEN EEL</td>
<td>SWEET SHRIMP</td>
<td>TURBAN SHELL</td>
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### December Events

#### Special Events

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<tr>
<th>Date</th>
<th>Event</th>
<th>Details</th>
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<tbody>
<tr>
<td>12/06</td>
<td>Naughty-or-Nice Day (Europe)</td>
<td>Visit a friend who lives in Europe and partake in the day's festivities!</td>
</tr>
<tr>
<td>12/06</td>
<td>Fishing Tourney 2nd Saturday</td>
<td>Disguise yourself as Santa and help Jingle hand out toys!</td>
</tr>
<tr>
<td>12/21</td>
<td>Winter Solstice</td>
<td>The sun never rises on this dark day! Visit Isabelle at the plaza for a special goodie.</td>
</tr>
<tr>
<td>12/24</td>
<td>Toy Day</td>
<td>The New Year is upon us! Party at the plaza all night!</td>
</tr>
</tbody>
</table>

#### Birthdays

<table>
<thead>
<tr>
<th></th>
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<tr>
<td>Rooney's Birthday “Punches”</td>
<td>Annalise’s Birthday “Nipper”</td>
<td>Robin’s Birthday “La-di-da”</td>
<td>Hans’s Birthday “Groovy”</td>
<td>Kyle’s Birthday “Alpha”</td>
<td>Monty’s Birthday “G’tang”</td>
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<td>10</td>
<td>11</td>
<td>12</td>
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<td>14</td>
</tr>
<tr>
<td>Eloise’s Birthday “Tooool”</td>
<td>Becky’s Birthday “Chicklet!”</td>
<td>Tom’s Birthday “Me-YOWZA”</td>
<td>Sterling’s Birthday “Skraaaaaw”</td>
<td>Lucha’s Birthday “Cocaw”</td>
<td>Bianca’s Birthday “Wink wink”</td>
<td>Dobie’s Birthday “Uff do”</td>
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<td>Chadder’s Birthday “Fromage”</td>
<td>Gabi’s Birthday “Honeybun”</td>
<td>Cousteau’s Birthday “Oui oui”</td>
<td>Freya’s Birthday “Cha-chomp”</td>
<td>Chief’s Birthday “Harrumph”</td>
<td>Rudy’s Birthday “Mush”</td>
<td>Blanche’s Birthday “Quite so”</td>
</tr>
<tr>
<td>22</td>
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<td>25</td>
<td>26</td>
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<tr>
<td>Vic’s Birthday “Cud”</td>
<td>Hugh’s Birthday “Snortle”</td>
<td>Marcel’s Birthday “Non”</td>
<td>Ruby’s Birthday “Li’l ears”</td>
<td>Pashmina’s Birthday “Kidders”</td>
<td>Goldie’s Birthday “Woof”</td>
<td>Bello’s Birthday “Eeks”</td>
</tr>
</tbody>
</table>

---
In *Animal Crossing*, your home is a haven of comfort and style. This chapter covers everything you need to know about getting the most out of your living space, including tips on how to blow away the HHA.

**Home Sweet Home**

Upgrading your home is one of the most satisfying accomplishments you can achieve in *New Leaf*. More living space means more room to decorate, so visit Tom Nook at Nook's Homes on Main Street whenever you're ready to expand.

### Home Upgrades

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Size</th>
<th>Loan Amount</th>
<th>Got It?</th>
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<tbody>
<tr>
<td>Tent</td>
<td>4x4</td>
<td>10,000</td>
<td>✔️</td>
</tr>
<tr>
<td>House</td>
<td>4x4</td>
<td>39,800</td>
<td>✔️</td>
</tr>
<tr>
<td>Main room, upgrade 1</td>
<td>6x6</td>
<td>98,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Main room, upgrade 2</td>
<td>8x8</td>
<td>198,000</td>
<td>✔️</td>
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<tr>
<td>Second floor room</td>
<td>4x4</td>
<td>298,000</td>
<td>✔️</td>
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<tr>
<td>Second floor room, upgrade 1</td>
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<td>498,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Second floor room, upgrade 2</td>
<td>8x8</td>
<td>598,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Main floor extra room (left)</td>
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<td>Main floor extra room (left), upgrade 1</td>
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</tr>
<tr>
<td>Main floor extra room (left), upgrade 2</td>
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<td>598,000</td>
<td>✔️</td>
</tr>
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<td>Main floor extra room (back)</td>
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<td>✔️</td>
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<td>498,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Main floor extra room (back), upgrade 2</td>
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<td>598,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Main floor extra room (right)</td>
<td>4x4</td>
<td>348,000</td>
<td>✔️</td>
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<tr>
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</tr>
<tr>
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<td>✔️</td>
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<tr>
<td><strong>TOTAL COST:</strong></td>
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</tbody>
</table>
Nook’s Homes also offers a variety of special exterior renovation options. From your fence to your roof, every part of your home’s exterior can be transformed however you like. Just talk to Tom!

### Frameworks

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST</th>
<th>THEME(S)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
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### Mailboxes

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<tr>
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</tr>
</thead>
<tbody>
<tr>
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<td>Antique, Harmonious, Rustic, Toy Shop</td>
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<td>Sci-Fi, Toy Shop</td>
<td>✔️</td>
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<tr>
<td>Cabana mailbox</td>
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<td>Sci-Fi, Toy Shop, Trendy</td>
<td>✔️</td>
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<tr>
<td>Fairy-tale mailbox</td>
<td>3,600</td>
<td>Fairy Tale</td>
<td>✔️</td>
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<tr>
<td>Green mailbox</td>
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<td>Sci-Fi, Toy Shop</td>
<td>✔️</td>
</tr>
<tr>
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<td>Sci-Fi, Toy Shop, Trendy</td>
<td>✔️</td>
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<td>Fairy Tale</td>
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<tr>
<td>Pink mailbox</td>
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<tr>
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<td>Kiddie door</td>
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<td>Mermaid door</td>
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<td>Fairy Tale</td>
<td></td>
</tr>
<tr>
<td>Metal door</td>
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<td>Quirky, Sci-Fi, Toy Shop, Trendy</td>
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<tr>
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## Front Doors, continued

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<tr>
<th>NAME</th>
<th>COST</th>
<th>THEME(S)</th>
<th>GOT IT?</th>
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<tbody>
<tr>
<td>Pink door</td>
<td>4,000</td>
<td>Fairy Tale, Trendy</td>
<td>🔴   🔵   🔶   🔵</td>
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<tr>
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<td>Fairy Tale</td>
<td>🔴   🔵   🔶   🔵</td>
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<tr>
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<td>Fairy Tale, Toy Shop</td>
<td>🔴   🔵   🔶   🔵</td>
</tr>
<tr>
<td>Zen door</td>
<td>4,000</td>
<td>Harmonious, Quirky, Rustic</td>
<td>🔴   🔵   🔶   🔵</td>
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## Roofs

<table>
<thead>
<tr>
<th>NAME</th>
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<th>GOT IT?</th>
</tr>
</thead>
<tbody>
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<tr>
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<td>5,200</td>
<td>Quirky</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<td>Antique, Quirky, Rustic</td>
<td>✅   ✅   ✅   ✅   🔵</td>
</tr>
<tr>
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<td>Harmonious, Quirky, Rustic</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
<td>Black-tile roof</td>
<td>5,200</td>
<td>Harmonious, Quirky</td>
<td>✅   ✅   ✅   ✅   🔵</td>
</tr>
<tr>
<td>Blue roof</td>
<td>5,200</td>
<td>Toy Shop</td>
<td>✅   ✅   ✅   ✅   🔵</td>
</tr>
<tr>
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<td>Antique, Rustic</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
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<tr>
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<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
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<tr>
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<td>Green roof</td>
<td>5,200</td>
<td>Toy Shop</td>
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<tr>
<td>Green-tile roof</td>
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<tr>
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</tr>
<tr>
<td>Mermaid roof</td>
<td>5,200</td>
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<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
<td>Mint fairy-tale roof</td>
<td>5,200</td>
<td>Fairy Tale</td>
<td>✅   ✅   ✅   ✅   🔵</td>
</tr>
<tr>
<td>Pink roof</td>
<td>5,200</td>
<td>Fairy Tale</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
<td>Purple roof</td>
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<tr>
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<td>Harmonious, Toy Shop</td>
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<td>Shanyt roof</td>
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<td>Quirky, Sci-Fi</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
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<td>Rustic</td>
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<tr>
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<tr>
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<td>5,200</td>
<td>Sci-Fi, Trendy</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
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<tr>
<td>Straw-thatched roof</td>
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<td>Harmonious, Rustic</td>
<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
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<td>✅   ✅   ✅   ✅   🔵</td>
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<td>✅   ✅   ✅   ✅   🔵</td>
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<tr>
<td>White roof</td>
<td>5,200</td>
<td>None</td>
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## Roofs, continued

<table>
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<tr>
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<th>THEME(S)</th>
<th>GOT IT?</th>
</tr>
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<tbody>
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<tr>
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<td>Toy Shop</td>
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## Fences

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<th>THEME(S)</th>
<th>GOT IT?</th>
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<td>Barbed-wire fence</td>
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<tr>
<td>Blue fence</td>
<td>3,500</td>
<td>Toy Shop, Trendy</td>
<td>✓</td>
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<tr>
<td>Blue mermaid fence</td>
<td>3,500</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Cinder-block wall</td>
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<td>Trendy</td>
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<tr>
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<td>Sci-Fi, Toy Shop, Trendy</td>
<td>✓</td>
</tr>
<tr>
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<td>Rustic</td>
<td>✓</td>
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<tr>
<td>Country fence</td>
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<td>Rustic</td>
<td>✓</td>
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<td>Fairy Tale</td>
<td>✓</td>
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<tr>
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<td>✓</td>
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<tr>
<td>Pink fence</td>
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<tr>
<td>Red-brick fence</td>
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<td>Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Rope fence</td>
<td>3,500</td>
<td>Sci-Fi</td>
<td>✓</td>
</tr>
<tr>
<td>Sculpted hedge</td>
<td>3,500</td>
<td>Harmonious, Rustic</td>
<td>✓</td>
</tr>
<tr>
<td>Shanty fence</td>
<td>3,500</td>
<td>Quirky, Sci-Fi</td>
<td>✓</td>
</tr>
<tr>
<td>Sweets fence</td>
<td>3,500</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Zen fence</td>
<td>3,500</td>
<td>Harmonious, Quirky</td>
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</tbody>
</table>

## Siding and Exteriors

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST</th>
<th>THEME(S)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astro exterior</td>
<td>5,600</td>
<td>Sci-Fi, Toy Shop, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Black exterior</td>
<td>5,600</td>
<td>Quirky, Rustic, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Blue chalet exterior</td>
<td>5,600</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Blue exterior</td>
<td>5,600</td>
<td>Harmonious, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Brick exterior</td>
<td>5,600</td>
<td>Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Brown-brick exterior</td>
<td>5,600</td>
<td>Antique, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Cabana exterior</td>
<td>5,600</td>
<td>Harmonious, Rustic</td>
<td>✓</td>
</tr>
</tbody>
</table>
## Siding and Exteriors, continued

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST</th>
<th>THEME(S)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cabin exterior</td>
<td>5,600</td>
<td>Rustic</td>
<td>✓</td>
</tr>
<tr>
<td>Chalet exterior</td>
<td>5,600</td>
<td>Antique, Rustic</td>
<td>✓</td>
</tr>
<tr>
<td>Cobblestone exterior</td>
<td>5,600</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Concrete exterior</td>
<td>5,600</td>
<td>Sci-Fi, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Earthy exterior</td>
<td>5,600</td>
<td>Quirky</td>
<td>✓</td>
</tr>
<tr>
<td>Exotic exterior</td>
<td>5,600</td>
<td>Harmonious</td>
<td>✓</td>
</tr>
<tr>
<td>Fairy-tale exterior</td>
<td>5,600</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Fancy exterior</td>
<td>5,600</td>
<td>Antique, Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Garden exterior</td>
<td>5,600</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Kiddie exterior</td>
<td>5,600</td>
<td>Toy Shop</td>
<td>✓</td>
</tr>
<tr>
<td>Melon exterior</td>
<td>5,600</td>
<td>Fairy Tale, Toy Shop</td>
<td>✓</td>
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<tr>
<td>Mermaid exterior</td>
<td>5,600</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>Orange exterior</td>
<td>5,600</td>
<td>Harmonious, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Pink exterior</td>
<td>5,600</td>
<td>Fairy Tale, Trendy</td>
<td>✓</td>
</tr>
<tr>
<td>Red-barn exterior</td>
<td>5,600</td>
<td>Harmonious, Rustic</td>
<td>✓</td>
</tr>
<tr>
<td>Shanty exterior</td>
<td>5,600</td>
<td>Quirky, Sci-Fi</td>
<td>✓</td>
</tr>
<tr>
<td>Simple exterior</td>
<td>5,600</td>
<td>Sci-Fi, Trendy</td>
<td>✓</td>
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<tr>
<td>Stone exterior</td>
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<td>Antique, Quirky</td>
<td>✓</td>
</tr>
<tr>
<td>Stucco exterior</td>
<td>5,600</td>
<td>Antique</td>
<td>✓</td>
</tr>
<tr>
<td>Sweets exterior</td>
<td>5,600</td>
<td>Fairy Tale</td>
<td>✓</td>
</tr>
<tr>
<td>White exterior</td>
<td>5,600</td>
<td>Harmonious, Rustic</td>
<td>✓</td>
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<tr>
<td>White-brick exterior</td>
<td>5,600</td>
<td>Trendy</td>
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</tr>
<tr>
<td>Yellow exterior</td>
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</tr>
<tr>
<td>Zen exterior</td>
<td>5,600</td>
<td>Harmonious</td>
<td>✓</td>
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</table>

### Pavement

<table>
<thead>
<tr>
<th>NAME</th>
<th>COST</th>
<th>THEME(S)</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue-brick pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Brick pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Brown pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Colorful gravel</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Concrete pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Pebble pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Pink pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Square pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
<tr>
<td>Stone pavement</td>
<td>2,800</td>
<td>None</td>
<td>✓</td>
</tr>
</tbody>
</table>
Decorating Your Home

Home decorating—it’s an art! And it’s also a big part of life in Animal Crossing. With so many different furniture items out there (just check the next chapter), it’s important to know a little about how to properly decorate your home.

Placing Furniture

While you could just toss your furniture anywhere in your home, why not devote a little effort to designing the ideal living space? Let’s start with the basics: open your pockets and select any piece of furniture, then choose to either drop, place, or display it.

After you’ve placed some furniture, make sure it’s in the right spot. Most stuff should be pressed against walls to keep the room’s center free of clutter. Simply stand near any piece of furniture in your home and hold A to grab it. While grabbing onto a piece of furniture, use the Circle Pad to spin it or move it around.

Interactive Items

Furniture isn’t just for looks, you know—many items are usable. Stand before any piece of furniture and tap A to interact with it (if possible). Let’s explore some of the most common functional furniture.

Storage Items

Furniture such as closets, dressers, wardrobes, and armoires are designed to hold items for you. Open any of these objects to find that you can store quite a lot of stuff inside.
Beds, Sofas and Chairs

Any furniture with a seat can be sat upon—just move into contact to take a load off. The same goes for beds—move into contact to hop onto the mattress and get a little shut-eye.

Electronics

Many electronic items can be turned on and used for a variety of benefits. TVs can be turned on and watched, stereos can play your K.K. Slider tunes, and so on. Be sure to check them out!

Wowing the HHA

After you’ve upgraded your home from a tent to an actual house, you’ll receive an introductory letter from the Happy Home Academy (HHA). Visit Nook’s Homes after receiving this letter to find a friendly HHA rep named Lyle ready to advise you in the fine art of interior design.

Lyle explains that every morning, before you wake up, HHA evaluators sneak into your home and score your sense of style. The higher you score, the more fabulous your home! Ask Lyle for your HHA score each day—you’ll receive special HHA gifts as you reach score milestones (see the table at the end of this chapter).
Lyle also shares new design tips with you each day, hoping to help you blow away the HHA. Some of his tips are pretty obvious—your home should be free of cockroaches and clutter, with furniture placed in the proper direction to be used and enjoyed. Lyle also shares insightful hints about how to score big bonus points by assembling furniture series, themes, and sets.

**NOTE**
The basement of your home is never scored by the HHA, so don't bother putting items down there unless you've no better place for them.

**TIP**
Enact the Beautiful ordinance to prevent cockroaches from appearing.

**Furniture Series**
A series is a collection of furniture that combines to form a functional, stylish room. You'll find practical pieces in these collections, like beds, sofas, and tables. All furniture series also include unique wallpaper and flooring to match the furniture. Deck out a room with a complete furniture series to dramatically boost your HHA rating!

**Furniture Themes**
Themes are similar to series—they feature lots of items and include matching wallpaper and flooring. Themes are really out there, though—instead of featuring normal pieces like dressers and chairs, themes consist of more imaginative pieces, like the western theme's covered wagon and desert cactus. Though less functional than furniture series, themes can be more fun to interact with, and completing them causes your HHA score to skyrocket just the same.

**Furniture Sets**
Sets are smaller furniture collections that compliment each other, but can't combine to fill an entire room. This means that the bonus points you get from sets aren't quite as good, but with fewer pieces to collect, sets are easier to complete. Sets don't feature matching wallpaper or flooring.
Talk to Lyle often. He’ll eventually clue you in to the advantages of color-matching. By placing items of a particular color against certain sides of a room, you can use the mystical energy of feng shui to boost your luck in a variety of ways.

**Good Bell Luck:** Place yellow items against a room’s west wall, and you’ll have better luck finding Bells.

**Good Item Luck:** Place red items against a room’s east wall, and you’ll have better luck finding items.

**Good Luck Luck:** Place green items against a room’s south wall to increase your luck in general. The effect is similar to using the good-luck items foretold to you by the traveling fortune teller, Katrina.

**What’s Up with Luck?**

Increasing your luck has a variety of benefits. The better your luck, the greater your odds of catching rare bugs and fish, and of finding Bells or items when you shake trees and whack rocks with a shovel. Luck also makes it easier to grow money trees by planting Bells with a golden shovel. Increase your luck by using the tips in this Feng Shui section, and by having your fortune told by Katrina whenever her tent appears at the plaza.

**Theme Challenges**

Break the 150,000-point barrier with the HHA, and Lyle will pay you a personal house call. Now that you’ve proven how gifted you are at interior design, Lyle offers you the chance to step up your game and participate in Theme Challenges!

Simply choose which theme you’d like to go for, then do your best to fill your home with furniture that matches the theme. Your basement isn’t scored for Theme Challenges, but your home’s exterior is—see the tables at the start of this chapter to discover the themes that each exterior item belongs to.
Now that your home’s exterior is also being scored, it’s possible to earn many more points with the HHA. One theme is as good as the next, so pick the one you like best and aim for the following HHA prizes:

### HHA Prizes

<table>
<thead>
<tr>
<th>PRIZE</th>
<th>VALUE</th>
<th>HHA SCORE</th>
<th>GOT IT?</th>
</tr>
</thead>
<tbody>
<tr>
<td>HHA tee</td>
<td>100</td>
<td>10,000</td>
<td>✔️</td>
</tr>
<tr>
<td>HHA pennant</td>
<td>1,800</td>
<td>20,000</td>
<td>✔️</td>
</tr>
<tr>
<td>HHA jacket</td>
<td>100</td>
<td>30,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Silver HHA plaque</td>
<td>1,800</td>
<td>50,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Gold HHA plaque</td>
<td>1,800</td>
<td>70,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Silver HHA trophy</td>
<td>1,800</td>
<td>90,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Gold HHA trophy</td>
<td>1,800</td>
<td>100,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Gold house model</td>
<td>1,800</td>
<td>150,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Golden roof</td>
<td>5,200</td>
<td>300,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Golden exterior</td>
<td>5,600</td>
<td>500,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Arched golden door</td>
<td>4,000</td>
<td>700,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Golden fence</td>
<td>3,500</td>
<td>900,000</td>
<td>✔️</td>
</tr>
<tr>
<td>Golden mailbox</td>
<td>3,600</td>
<td>1,100,000</td>
<td>✔️</td>
</tr>
</tbody>
</table>
Welcome to our fabulous Furniture Showcase! Here we expose every piece of furniture in Animal Crossing: New Leaf, revealing complete furniture series, sets, and themes that can really spruce up your home.

**UNDERSTANDING THE SECTIONS**

Here’s how to read each item’s section in the Furniture Showcase:

**Value:** The item’s suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.

⚠️ Indicates that the item is not for sale at any shop.

**HHA Theme(s):** The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous “Home Sweet Home” chapter for details.

**Obtainable from:** The shop, event, or NPC character that offers you the item. See the previous “Shops and Such,” “Friendly Faces,” and “Seasonal Events” chapters for greater detail.

---

**Furniture Series**

A furniture series is defined by two important factors. First, the pieces that make up a series always combine to form a real, functional room. Second, every series has matching wallpaper and flooring.

Complete a series by collecting all of its furniture pieces, then spread on the series’ unique wallpaper and flooring to finish the room. Furniture series look great, have functional pieces, and score you big points with the Happy Home Academy (HHA)!

---

**Alpine Series**

**ALPINE WALL**

- **Value:** 1,320
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy

**ALPINE RUG**

- **Value:** 1,400
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy
**ALPINE KITCHEN CART**

- Value: 1,960
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**ASTRO SOFA**

- Value: 3,280
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

---

**ASTRO WALL**

- Value: 2,120
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**ASTRO CHAIR**

- Value: 2,800
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

---

**ASTRO FLOOR**

- Value: 2,120
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**ASTRO DRESSER**

- Value: 3,400
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

---

**ASTRO CD PLAYER**

- Value: 3,600
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**ASTRO CLOCK**

- Value: 2,980
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

---

**ASTRO BED**

- Value: 3,200
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy
ASTRO TABLE

Value: 3,000 HHA
Theme(s): Sci-Fi, Trendy
Obtainable from: Timmy & Tommy

ASTRO TV

Value: 3,200 HHA
Theme(s): Sci-Fi, Trendy
Obtainable from: Timmy & Tommy

ASTRO SHELF

Value: 2,800 HHA
Theme(s): Sci-Fi, Trendy
Obtainable from: Timmy & Tommy

ASTRO LAMP

Value: 2,680 HHA
Theme(s): Sci-Fi, Trendy
Obtainable from: Timmy & Tommy

BALLOON FLOOR

Value: 1,800 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon

BALLOON TV

Value: 2,800 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon

BALLOON SOFA

Value: 2,680 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon

BALLOON CLOCK

Value: 2,480 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon

BALLOON LAMP

Value: 2,560 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon

Balloon Series

BALLOON WALL

Value: 1,800 HHA
Theme(s): Toy Shop
Obtainable from: Gift balloon
**BALLOON TABLE**

Value: 2,880
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BALLOON BED**

Value: 3,200
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BALLOON VANITY**

Value: 2,800
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BALLOON CHAIR**

Value: 2,480
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BALLOON DRESSER**

Value: 2,680
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BALLOON-DOG LAMP**

Value: 3,000
HHA Theme(s): Toy Shop
Obtainable from: Gift balloon

**BLUE SERIES**

**BLUE WALL**

Value: 1,260
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**BLUE FLOORING**

Value: 1,580
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**BLUE BED**

Value: 2,100
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy
**BLUE BUREAU**

- Value: 2,160
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE BOOKCASE**

- Value: 1,900
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE WARDROBE**

- Value: 1,920
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE CABINET**

- Value: 2,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE CHAIR**

- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE CLOCK**

- Value: 1,600
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE BENCH**

- Value: 1,900
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE DRESSER**

- Value: 2,100
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE TABLE**

- Value: 1,800
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**BLUE WALL SHELF**

- Value: 2,000
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy (on the wall)
Cabana Series

**Cabana Wall**
- Value: 40 medals
- HHA Theme(s): Harmonious
- Obtainable from: Island Gift Shop (rare)

**Cabana Chair**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Flooring**
- Value: 40 medals
- HHA Theme(s): Harmonious
- Obtainable from: Island Gift Shop (rare)

**Cabana Armchair**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Bed**
- Value: 40 medals
- HHA Theme(s): Harmonious
- Obtainable from: Island Gift Shop

**Cabana Table**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Dresser**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Lamp**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Wardrobe**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop

**Cabana Bookcase**
- Value: 40 medals
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Island Gift Shop
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>CABIN COUCH</td>
<td>2,480</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CABIN TABLE</td>
<td>2,100</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CABIN LOW TABLE</td>
<td>2,100</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CABIN BOOKCASE</td>
<td>2,300</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CABIN CLOCK</td>
<td>2,000</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CABIN WALL CLOCK</td>
<td>1,800</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td>CARD SERIES</td>
<td></td>
<td></td>
<td>GracieGrace (summer)</td>
</tr>
<tr>
<td>CARD WALL</td>
<td>196,000</td>
<td>Toy Shop</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td>CARD CARPET</td>
<td>196,000</td>
<td>Toy Shop</td>
<td>GracieGrace (not during sales)</td>
</tr>
<tr>
<td>CARD TOWER</td>
<td>80,000</td>
<td>Toy Shop</td>
<td>GracieGrace (not during sales)</td>
</tr>
<tr>
<td>CARD BED</td>
<td>220,000</td>
<td>Toy Shop</td>
<td>GracieGrace (not during sales)</td>
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CARD SOFA

Value: 180,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD LAMP

Value: 80,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD CHAIR

Value: 100,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD SCREEN

Value: 90,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD DRESSER

Value: 120,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD SHELF

Value: 68,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD TABLE

Value: 200,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CARD WALL CLOCK

Value: 300,000
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not during sales)

CLASSIC WALL

Value: 2,100
HHA Theme(s): None
Obtainable from: Timmy & Tommy
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<th>Value</th>
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<th>Obtainable from</th>
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<tr>
<td>CLASSIC CARPET</td>
<td>2,300</td>
<td>None</td>
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</tr>
<tr>
<td>CLASSIC SOFA</td>
<td>2,240</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>CLASSIC BED</td>
<td>2,520</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
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<td>CLASSIC TABLE</td>
<td>1,600</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>CLASSIC VANITY</td>
<td>2,560</td>
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<td>CLASSIC BOOKCASE</td>
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<tr>
<td>CLASSIC WARDROBE</td>
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<td>CLASSIC BUFFET</td>
<td>3,360</td>
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<td>CLASSIC CHAIR</td>
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<td>Timmy &amp; Tommy</td>
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<tr>
<td>CLASSIC DESK</td>
<td>2,200</td>
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<td>Timmy &amp; Tommy</td>
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<tr>
<td>Item</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>-----------------------</td>
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<td>------------------------------------------</td>
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<tr>
<td><strong>CLASSIC CLOCK</strong></td>
<td>2,180</td>
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<td>Timmy &amp; Tommy</td>
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<td><strong>CLASSIC WALL SHELF</strong></td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td><strong>EGG DRESSER</strong></td>
<td>360</td>
<td>Toy Shop</td>
<td>Zipper T. Bunny (Bunny Day)</td>
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<tr>
<td><strong>EGG WARDROBE</strong></td>
<td>360</td>
<td>Toy Shop</td>
<td>Zipper T. Bunny (Bunny Day)</td>
</tr>
<tr>
<td><strong>EGG WALL</strong></td>
<td>35,552</td>
<td>Toy Shop</td>
<td>Zipper T. Bunny (Bunny Day)</td>
</tr>
<tr>
<td><strong>EGG FLOOR</strong></td>
<td>35,552</td>
<td>Toy Shop</td>
<td>Zipper T. Bunny (Bunny Day)</td>
</tr>
<tr>
<td><strong>EGG BED</strong></td>
<td>360</td>
<td>Toy Shop</td>
<td>Zipper T. Bunny (Bunny Day)</td>
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</tbody>
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**Egg Stereo**

Value: 360
HHA Theme(s): Toy Shop
Obtainable from: Zipper T. Bunny (Bunny Day)

**Egg Toy Set**

Value: 360
HHA Theme(s): Toy Shop
Obtainable from: Zipper T. Bunny (Bunny Day)

**Egg Clock**

Value: 360
HHA Theme(s): Toy Shop
Obtainable from: Zipper T. Bunny (Bunny Day)

**Egg Lamp**

Value: 360
HHA Theme(s): Toy Shop
Obtainable from: Zipper T. Bunny (Bunny Day)

---

**Exotic Series**

**Exotic Wall**

Value: 1,420
HHA Theme(s): Harmonious, Rustic
Obtainable from: Timmy & Tommy

**Exotic Rug**

Value: 1,820
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

**Exotic Bed**

Value: 2,540
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

**Exotic Bureau**

Value: 2,400
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

**Exotic Wardrobe**

Value: 2,180
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy
**SQUID CHAIR**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**PUFFER-FISH TV**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**CRAB CLOCK**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**DAB TABLE**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**FOOTBALL-FISH LAMP**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**FLOUNDER TABLE**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**OCTOPUS CHAIR**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**FLOUNDERER TABLE**

Value: 2,400
HHA Theme(s): Toy Shop
Obtainable from: Fishing Tourney

**Golden Series**

**GOLDEN WALL**

Value: 10,000 + 3 gold nuggets
HHA Theme(s): Antique
Obtainable from: Re-Tail (refurbish)

**GOLDEN CARPET**

Value: 10,000 + 3 gold nuggets
HHA Theme(s): Antique
Obtainable from: Re-Tail (refurbish)
**Golden Bed**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Table**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Dresser**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Clock**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Closet**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Man**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Chair**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Woman**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Bench**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**Golden Screen**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)
**GOLDEN WALL TORCH**

- **Value:** 10,000 + 3 gold nuggets
- **HHA Theme(s):** Antique
- **Obtainable from:** Re-Tail (refurbish)

**GORGEOUS CLOSET**

- **Value:** 140,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

---

**GORGEOUS SERIES**

**GORGEOUS WALL**

- **Value:** 124,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

**GORGEOUS SOFA**

- **Value:** 120,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

---

**GORGEOUS FLOOR**

- **Value:** 124,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

**GORGEOUS SEAT**

- **Value:** 90,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

---

**GORGEOUS BED**

- **Value:** 300,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

**GORGEOUS STOOL**

- **Value:** 80,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

---

**GORGEOUS CHEST**

- **Value:** 90,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)

**GORGEOUS TABLE**

- **Value:** 250,000
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (winter)
**GRACIE CHAIR**
- Value: 150,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE LOW TABLE**
- Value: 68,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE DESK**
- Value: 250,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE WAGON**
- Value: 300,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE SHELF**
- Value: 350,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE LAMP**
- Value: 120,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**GRACIE WALL CLOCK**
- Value: 150,000
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer, on the wall)

**Green Series**

**GREEN WALL**
- Value: 1,050
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**GREEN RUG**
- Value: 1,540
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**GREEN BED**
- Value: 2,160
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy
GREEN DRESSER

Value: 2,320
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN DESK

Value: 2,000
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN WARDROBE

Value: 2,300
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN LAMP

Value: 1,800
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN CHAIR

Value: 1,200
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN COUNTER

Value: 2,400
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN BENCH

Value: 1,800
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN PANTRY

Value: 2,290
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN TABLE

Value: 1,700
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

GREEN WALL CLOCK

Value: 1,680
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy (on the wall)
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<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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</thead>
<tbody>
<tr>
<td>Harvest Wall</td>
<td>3,333</td>
<td>Fairy Tale</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Sofa</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Rug</td>
<td>3,333</td>
<td>Fairy Tale</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Chair</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Bed</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Table</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Dresser</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest Mirror</td>
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<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
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<tr>
<td>Harvest Bureau</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
<tr>
<td>Harvest TV</td>
<td>3,333</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (11/1 through Harvest Festival)</td>
</tr>
</tbody>
</table>
Harvest Clock

- Value: 3,333
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy (11/1 through Harvest Festival)

Ice Dresser

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Harvest Lamp

- Value: 3,333
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy (11/1 through Harvest Festival)

Ice Closet

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Harvest Wall Lamp

- Value: 3,333
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy (11/1 through Harvest Festival)

Ice Table

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Ice Chair

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

ICE FLOOR

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

ICE SIDE TABLE

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Ice Wall

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Ice Series

- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

Ice Floor
**ICE LAMP**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**ICE VANITY**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**ICE SHELF**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**ICE SOFA**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**ICE BED**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**ICE CLOCK**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowmam

**SPIDERWEB CLOCK**
- Value: 2,000
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Bug Off

**CATERPILLAR SOFA**
- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**BEETLE CHAIR**
- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**STAG-BEETLE CHAIR**
- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off
**HONEYBEE CHEST**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**CICADA STEREO**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**FIREFLY LAMP**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**MINI BUTTERFLY TABLE**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**LADYBUG CHAIR**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

**SNAIL CLOCK**

- Value: 1,800
- HHA Theme(s): Toy Shop
- Obtainable from: Bug Off

---

**Jingle Series**

**JINGLE WALL**

- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE CARPET**

- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE BED**

- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE DRESSER**

- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)
**JINGLE WARDROBE**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE SOFA**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE CHAIR**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE TABLE**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE SHELVES**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE CLOCK**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE LAMP**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**JINGLE TV**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**Kiddie Series**

**KIDDE WALL**
- Value: 1,500
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy
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<thead>
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<th>Value</th>
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<td>KIDDIE CHAIR</td>
<td>1,400</td>
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<td>Timmy &amp; Tommy</td>
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<td>KIDDIE BED</td>
<td>2,100</td>
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<td>Timmy &amp; Tommy</td>
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<tr>
<td>KIDDIE TABLE</td>
<td>2,200</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>KIDDIE DRESSER</td>
<td>2,150</td>
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<td>KIDDIE BUREAU</td>
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<td>KIDDIE WARDROBE</td>
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<td>KIDDIE BOOKCASE</td>
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<td>KIDDIE COUCH</td>
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<td>KIDDIE CLOCK</td>
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<td>Price</td>
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<td>Obtainable from</td>
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<tr>
<td><strong>KIDDIE STEREO</strong></td>
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<td>Timmy &amp; Tommy</td>
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<tr>
<td><strong>LOVELY DRESSER</strong></td>
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<td>Timmy &amp; Tommy</td>
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<td><strong>KIDDIE WALL CLOCK</strong></td>
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<td>Toy Shop</td>
<td>Timmy &amp; Tommy (on the wall)</td>
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<td>Timmy &amp; Tommy</td>
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<td>1,600</td>
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<td>Timmy &amp; Tommy</td>
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<td>1,980</td>
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<td>Timmy &amp; Tommy</td>
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<td><strong>LOVELY END TABLE</strong></td>
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<td><strong>LOVELY CHAIR</strong></td>
<td>1,880</td>
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<tr>
<td><strong>LOVELY BED</strong></td>
<td>2,000</td>
<td>Fairy Tale</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
**LOVELY TABLE**
- Value: 1,800
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**LOVELY VANITY**
- Value: 2,200
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**LOVELY KITCHEN**
- Value: 2,280
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**LOVELY WALL CLOCK**
- Value: 1,960
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy (on the wall)

---

**Mermaid Series**

**MERMAID WALL**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID CARPET**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID BED**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID SOFA**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID CHAIR**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAIDaura Series**

**MERMAID WALL**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID CARPET**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID BED**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID SOFA**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop

**MERMAID CHAIR**
- Value: 40 medals
- HHA Theme(s): Fairy Tale
- Obtainable from: Island Gift Shop
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>MINIMALIST BED</td>
<td>1,000</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST SOFA</td>
<td>1,500</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST CHAIR</td>
<td>2,000</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST DRESSER</td>
<td>2,500</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST WARDROBE</td>
<td>3,000</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST CLOCK</td>
<td>3,500</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td>MINIMALIST LAMP</td>
<td>1,000</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST OTTOMAN</td>
<td>1,500</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST TABLE</td>
<td>2,000</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MINIMALIST MINITABLE</td>
<td>2,500</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
**MINIMALIST VANITY**
- Value: 3,000
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN WARDROBE**
- Value: 2,560
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN WALL**
- Value: 1,450
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN SOFA**
- Value: 2,620
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN BED**
- Value: 2,320
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN CHAIR**
- Value: 1,500
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN TILE**
- Value: 1,540
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN END TABLE**
- Value: 1,900
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN DESK**
- Value: 2,480
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MODERN DRESSER**
- Value: 2,250
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy
MODERN TABLE
- Value: 1,800
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

MODERN CABINET
- Value: 2,580
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

MODERN LAMP
- Value: 1,400
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

MODERN WALL CLOCK
- Value: 2,000
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy (on the wall)

MODERN TABLE
- Value: 1,480
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

MODERN WOOD FLOORING
- Value: 1,480
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

MODERN WOOD BED
- Value: 1,680
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

MODERN WOOD SOFA
- Value: 1,600
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

MODERN WOOD WALL
- Value: 1,480
- HHA Theme(s): Rustic, Trendy
- Obtainable from: Timmy & Tommy

MODERN WOOD CHEST
- Value: 1,480
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

Modern Wood Series
MODERN WOOD CLOSET
Value: 1,600
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MODERN WOOD SHELF
Value: 1,840
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MODERN WOOD CLOCK
Value: 1,400
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MODERN WOOD TV
Value: 1,800
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MODERN WOOD LAMP
Value: 1,680
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MODERN WOOD STOOL
Value: 1,480
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

MUSH BED
Value: 12,000
HHA Theme(s): Fairy Tale, Rustic
Obtainable from: Pick mushrooms during November

MUSH SERIES
*FORREST WALL
Value: 0
HHA Theme(s): Fairy Tale, Rustic
Obtainable from: Pick mushrooms during November

*FORREST FLOOR
Value: 0
HHA Theme(s): Fairy Tale
Obtainable from: Pick mushrooms during November

MUSH BED
Value: 12,000
HHA Theme(s): Fairy Tale, Rustic
Obtainable from: Pick mushrooms during November
**MUSH DRESSER**

- Value: 9,800
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH END TABLE**

- Value: 8,800
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH CLOSET**

- Value: 9,800
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH LAMP**

- Value: 9,600
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH CHAIR**

- Value: 7,600
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH WALL LAMP**

- Value: 9,600
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH STOOL**

- Value: 7,200
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH TV**

- Value: 10,000
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH TABLE**

- Value: 10,000
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November

**MUSH HANGER**

- Value: 8,000
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Pick mushrooms during November
**PAvE WALL**

- Value: 7,200
- HHA Theme(s): Trendy
- Obtainable from: Pavè (Festivale)

**PAvE FLOOR**

- Value: 7,200
- HHA Theme(s): Trendy
- Obtainable from: Pavè (Festivale)

**PAvE SOFA**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE CHAIR**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE BED**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE TABLE**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE CHEST**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE END TABLE**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE CLOSET**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)

**PAvE BOOKSHELF**

- Value: 480
- HHA Theme(s): None
- Obtainable from: Pavè (Festivale)
PAVÉ BUREAU

Value: 480
HHA Theme(s): None
Obtainable from: Pavé (Festivale)

POLKA-DOT BED

Value: 2,400
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

PAVÉ LAMP

Value: 480
HHA Theme(s): None
Obtainable from: Pavé (Festivale)

POLKA-DOT DRESSER

Value: 2,400
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

PAVÉ CLOCK

Value: 480
HHA Theme(s): None
Obtainable from: Pavé (Festivale)

POLKA-DOT CLOSET

Value: 2,400
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

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Polka-dot Series

DOTTED WALL

Value: 1,840
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

POLKA-DOT CHAIR

Value: 2,400
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

DOTTED RUG

Value: 1,600
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

POLKA-DOT SOFA

Value: 2,400
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy
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<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Polka-Dot Table</td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Polka-Dot Lamp</td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Polka-Dot Stool</td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Polka-Dot Low Table</td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Polka-Dot TV</td>
<td>2,400</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Princess Wall</td>
<td>124,000</td>
<td>Fairy Tale</td>
<td>GracieGrace (spring)</td>
</tr>
<tr>
<td>Princess Carpet</td>
<td>124,000</td>
<td>Fairy Tale</td>
<td>GracieGrace (spring)</td>
</tr>
<tr>
<td>Princess Bed</td>
<td>80,000</td>
<td>Antique, Fairy Tale</td>
<td>GracieGrace (spring)</td>
</tr>
<tr>
<td>Princess Chest</td>
<td>220,000</td>
<td>Antique, Fairy Tale</td>
<td>GracieGrace (spring)</td>
</tr>
</tbody>
</table>
**PRINCESS CLOSET**

- Value: 180,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS DRESSER**

- Value: 80,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS SOFA**

- Value: 100,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS CAGE**

- Value: 90,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS CHAIR**

- Value: 120,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS LAMP**

- Value: 68,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS TABLE**

- Value: 240,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**PRINCESS CLOCK**

- Value: 200,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring, on the wall)

**PRINCESS CURIO**

- Value: 300,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

---

**Ranch Series**

**RANCH WALL**

- Value: 1,450
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy
RANCH FLOORING
Value: 1,750
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH ARMCHAIR
Value: 2,000
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH BED
Value: 2,300
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH CHAIR
Value: 1,400
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH DRESSER
Value: 2,720
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH TABLE
Value: 1,700
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH WARDROBE
Value: 3,050
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH TEA TABLE
Value: 1,800
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH COUCH
Value: 2,400
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

RANCH BOOKCASE
Value: 2,000
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy
**RANCH HUTCH**
- **Value:** 2,560
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy

**RANCH WALL RACK**
- **Value:** 2,400
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy (on the wall)

**REGAL SERIES**

**REGAL HUTCH**
- **Value:** 3,520
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL WALL RACK**
- **Value:** 3,820
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL ARMOIRE**
- **Value:** 3,120
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL CHAIR**
- **Value:** 2,100
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL SOFA**
- **Value:** 3,100
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL CARPET**
- **Value:** 2,850
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL BED**
- **Value:** 2,540
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

**REGAL TABLE**
- **Value:** 2,500
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy
**REGAL LAMP**
- Value: 2,400
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy

**REGAL CLOCK**
- Value: 3,360
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy

**REGAL BOOKCASE**
- Value: 3,120
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy

**REGAL VANITY**
- Value: 3,200
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy

**REGAL WALL LAMP**
- Value: 3,600
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy (on the wall)

---

**ROBO-SERIES**

**ROBO-FLOOR**
- Value: 2,400
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**ROBO-BED**
- Value: 2,000
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**ROBO-DRESSER**
- Value: 2,560
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**ROBO-CLOSET**
- Value: 2,400
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

---

**ROBO-WALL**
- Value: 1,780
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy
ROBO-SOFA

- **Value:** 2,000
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-CLOCK

- **Value:** 1,400
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-CHAIR

- **Value:** 1,600
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-LAMP

- **Value:** 1,800
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-TABLE

- **Value:** 2,200
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-StereO

- **Value:** 2,200
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-TV

- **Value:** 2,360
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy

ROBO-WALL CLOCK

- **Value:** 2,000
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Timmy & Tommy (on the wall)

Rococo Series

ROCOCO WALL

- **Value:** 2,240
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy

ROCOCO FLOOR

- **Value:** 2,200
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy
**ROCCO CANDLESTICK**

- **Value:** 3,120
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO DRESSER**

- **Value:** 2,540
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO BED**

- **Value:** 3,520
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO WARDROBE**

- **Value:** 2,400
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO SHELF**

- **Value:** 3,820
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO CLOCK**

- **Value:** 3,360
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO SOFA**

- **Value:** 2,100
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO VANITY**

- **Value:** 3,120
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO CHAIR**

- **Value:** 3,100
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**ROCCO LAMP**

- **Value:** 3,200
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** Timmy & Tommy (Spotlight item)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cococo Table</td>
<td>3,600</td>
<td>Antique, Fairy Tale</td>
<td>Timmy &amp; Tommy (Spotlight item)</td>
</tr>
<tr>
<td>Sleek Bed</td>
<td>1,640</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Sofa</td>
<td>1,600</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Chair</td>
<td>1,400</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Dresser</td>
<td>1,600</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Closet</td>
<td>1,800</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Sideboard</td>
<td>1,800</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Sleek Stereo</td>
<td>1,680</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
**Sleek Clock**
- Value: 1,580
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy (on the wall)

**Sloppy Carpet**
- Value: 600
- HHA Theme(s): Quirky
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sleek Lamp**
- Value: 1,680
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**Sloppy Bed**
- Value: 520
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sleek Table**
- Value: 1,600
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**Sloppy Sofa**
- Value: 600
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sleek Side Table**
- Value: 1,900
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**Sloppy Clock**
- Value: 480
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sloppy Wall**
- Value: 600
- HHA Theme(s): Quirky
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sloppy Chair**
- Value: 400
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Sloppy Series**
**SLOPPY TABLE**
- Value: 540
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY TV**
- Value: 600
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY CLOSET**
- Value: 520
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY DRESSER**
- Value: 500
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY SINK**
- Value: 480
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY LAMP**
- Value: 400
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**SLOPPY STEREO**
- Value: 540
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**Snowman Series**

**SNOWMAN WALL**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowboy

**SNOWMAN CARPET**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowboy

**SNOWMAN BED**
- Value: 35,552
- HHA Theme(s): Fairy Tale
- Obtainable from: Snowboy
**SPOOKY SERIES**

**SPOOKY WALL**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (Oct.)

**SPOOKY SOFA**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY CARPET**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (Oct.)

**SPOOKY CHAIR**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY BED**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY TABLE**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY DRESSER**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY VANITY**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY WARDROBE**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)

**SPOOKY BOOKCASE**
- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy (10/1 through 10/31)
SPOOKY CLOCK

- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: nmy&Tommy (10/1 through 10/31)

SPOOKY LAMP

- Value: 4,124
- HHA Theme(s): Quirky
- Obtainable from: nmy&Tommy (10/1 through 10/31)

SPOOKY WALL LAMP

- Value: 4,124
- HHA Theme(s): None
- Obtainable from: nmy&Tommy (10/1 through 10/31)

STRIPED DRESSER

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

STRIPED LAMP

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

STRIPED WALL LAMP

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

STRIPED CARPET

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

Stripe Series

STRIPED WALL

- Value: 1,480
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

STRIPED TV

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

STRIPED TABLE

- Value: 2,020
- HHA Theme(s): Trendy
- Obtainable from: nmy&Tommy

-
### Stripe Sofa
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Stripe Chair
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Stripe Shelf
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Stripe Clock
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Stripe Bed
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Stripe Bathroom Sink
- **Value:** 2,020
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

### Sweets Series

#### Sweets Wall
- **Value:** 124,000
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Gracie Grace (fall)

#### Sweets Floor
- **Value:** 124,000
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Gracie Grace (fall)

#### Sweets Bed
- **Value:** 80,000
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Gracie Grace (fall)

#### Sweets Dresser
- **Value:** 220,000
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Gracie Grace (fall)
SWEETS CLOSET
Value: 68,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS SOFA
Value: 80,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS CHAIR
Value: 120,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS TABLE
Value: 240,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS MINITABLE
Value: 80,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS BOOKCASE
Value: 90,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS LAMP
Value: 98,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall, on the wall)

SWEETS MINILAMP
Value: 110,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)

SWEETS PLAYER
Value: 100,000
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (fall)
Furniture themes are similar to furniture series: Both have lots of individual pieces, and both have matching wallpaper and flooring that really help to create unique rooms. But unlike furniture series, themes are really out there. They don’t feature traditional furniture pieces like beds and wardrobes; instead, themes contain big “set” pieces, like the Pirate Ship’s anchor or the Nursery’s elephant slide. Themes are every bit as fun to assemble as furniture series, and they can wow the HHA just as easily.

**Boxing Theme**

**RINGSIDE SEATING**

- **Value:** 9,000
- **HHA Theme(s):** None
- **Obtainable from:** Saharah

**RED CORNER**

- **Value:** 6,800
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**BOXING-RING MAT**

- **Value:** 10,000
- **HHA Theme(s):** None
- **Obtainable from:** Saharah

**BLUE CORNER**

- **Value:** 6,800
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy (Spotlight item)

**BOXING BARRICADE**

- **Value:** 1,050
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**NEUTRAL CORNER**

- **Value:** 5,500
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy
### Judge's Bell
- **Value:** 1,790
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

### Boxing Mat
- **Value:** 1,180
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

### Ringside Table
- **Value:** 1,320
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

### Weight Bench
- **Value:** 3,590
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

### Speed Bag
- **Value:** 2,990
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

### Classroom Theme

#### Classroom Wall
- **Value:** 6,000
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Saharah

#### Classroom Floor
- **Value:** 6,000
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Saharah

### Right Platform
- **Value:** 1,600
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy

### Left Platform
- **Value:** 1,600
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy
PODIUM

Value: 1,280
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy (Spotlight item)

CUDDYHOLE

Value: 2,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

TEACHER’S DESK

Value: 1,580
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

CHALKBOARD

Value: 1,400
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

TEACHER’S CHAIR

Value: 1,440
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

MOP

Value: 900
HHA Theme(s): None
Obtainable from: Timmy & Tommy

SCHOOL DESK

Value: 1,200
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

SKELETON

Value: 3,360
HHA Theme(s): Quirky, Sci-Fi
Obtainable from: Timmy & Tommy

SCHOOL CHAIR

Value: 800
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

ANATOMICAL MODEL

Value: 3,360
HHA Theme(s): Quirky, Sci-Fi
Obtainable from: Timmy & Tommy
CLEAR MODEL

**Value:** 3,360

HHA Theme(s):

- Quirky
- Sci-Fi

Obtainable from:

- Timmy & Tommy

HAMSTER CAGE

**Value:** 2,290

HHA Theme(s):

- Sci-Fi

Obtainable from:

- Timmy & Tommy

SCIENCE TABLE

**Value:** 1,900

HHA Theme(s):

- Sci-Fi

Obtainable from:

- Timmy & Tommy

LEFTY DESK

**Value:** 1,240

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy

RIGHTY DESK

**Value:** 1,240

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy

BLUE TARP

**Value:** 5,600

HHA Theme(s):

- Quirky

Obtainable from:

- Saharah

CLOSED ROAD

**Value:** 6,500

HHA Theme(s):

- Quirky

Obtainable from:

- Saharah

LEFLY DESK

**Value:** 1,240

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy

DETOUR ARROW

**Value:** 600

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy

HANDCART

**Value:** 800

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy

IRON FRAME

**Value:** 1,200

HHA Theme(s):

- None

Obtainable from:

- Timmy & Tommy
MANHOLE COVER
- Value: 1,000
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

STEAMROLLER
- Value: 4,500
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

ORANGE CONE
- Value: 600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

JACKHAMMER
- Value: 1,880
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

TRAFFIC CONE
- Value: 800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

STRIPED CONE
- Value: 800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

SAWHORSE
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

CEMENT MIXER
- Value: 1,600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

WET-ROAD SIGN
- Value: 850
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

OIL BARREL
- Value: 800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy
Mad Scientist Theme

LAB WALL
- Value: 1,460
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

LAB FLOOR
- Value: 1,280
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

LAB BENCH
- Value: 4,800
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

LAB CHAIR
- Value: 2,200
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

MEDICINE CHEST
- Value: 2,280
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

FLORENCE FLASK
- Value: 1,600
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

AMAZING MACHINE
- Value: 3,600
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

UNKNOWN MACHINE
- Value: 4,800
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

COMPLEX MACHINE
- Value: 3,840
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

Mario Theme

MUSHROOM MURAL
- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #1
**BLOCK FLOOR**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #2

**SUPER MUSHROOM**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #21

**BLOCK**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #17

**GREEN SHELL**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #22

**COIN**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #18

**SUPER STAR**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #23

**GOAL POLE**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #19

**1-UP MUSHROOM**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #24

**FIRE FLOWER**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #20

**? BLOCK**

- Value: 840
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #25
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pipe</td>
<td>840</td>
<td>Toy Shop</td>
<td>Fortune cookie #26</td>
</tr>
<tr>
<td>Birdhouse</td>
<td>1,620</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Fire Bar</td>
<td>840</td>
<td>Toy Shop</td>
<td>Fortune cookie #27</td>
</tr>
<tr>
<td>Mr. Flamingo</td>
<td>1,530</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Bill Blaster</td>
<td>840</td>
<td>Toy Shop</td>
<td>Fortune cookie #28</td>
</tr>
<tr>
<td>Mrs. Flamingo</td>
<td>1,530</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Mossy Garden</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Backyard Fence</td>
<td>800</td>
<td>None</td>
<td>Timmy &amp; Tommy (Spotlight item)</td>
</tr>
<tr>
<td>Backyard Lawn</td>
<td>880</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Garden Gnome</td>
<td>3,380</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Bug Zapper</td>
<td>1,200</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
**Nursery Theme**

**PLAYROOM WALL**
- **Value:** 1,320
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**BABY BED**
- **Value:** 2,900
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Timmy & Tommy

**PLAYROOM RUG**
- **Value:** 1,360
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**CLACKERCART**
- **Value:** 1,380
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Timmy & Tommy

**ELEPHANT SLIDE**
- **Value:** 1,200
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**MERRY-GO-ROUND**
- **Value:** 640
- **HHA Theme(s):** Fairy Tale, Toy Shop
- **Obtainable from:** Timmy & Tommy

**STROLLER**
- **Value:** 1,960
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Timmy & Tommy

**ROCKING HORSE**
- **Value:** 600
- **HHA Theme(s):** Fairy Tale, Rustic, Toy Shop
- **Obtainable from:** Timmy & Tommy

**CRADLE**
- **Value:** 3,800
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Timmy & Tommy

**TRAIN SET**
- **Value:** 1,600
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy
**WOBELINA**

- Value: 700
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Timmy & Tommy

**DOLLY**

- Value: 6,800
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**BARREL**

- Value: 800
- HHA Theme(s): Toy Shop
- Obtainable from: Pascal

**SHIP CANNON**

- Value: 1,820
- HHA Theme(s): Toy Shop
- Obtainable from: Pascal

**ANCHOR**

- Value: 1,900
- HHA Theme(s): Toy Shop
- Obtainable from: Pascal

**SHIP COMPASS**

- Value: 1,600
- HHA Theme(s): Toy Shop
- Obtainable from: Pascal

**SEAVIEW**

- Value: 4,000
- HHA Theme(s): None
- Obtainable from: Pascal

**SHIP DECK**

- Value: 4,000
- HHA Theme(s): Quirky
- Obtainable from: Pascal

**HELMM**

- Value: 1,120
- HHA Theme(s): Toy Shop
- Obtainable from: Pascal
**JOLLY ROGER**
- Value: 1,600
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Pascal

**SPA CHAIR**
- Value: 600
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**VINTAGE TELESCOPE**
- Value: 1,880
- HHA Theme(s): Antique
- Obtainable from: Pascal

**BATH MAT**
- Value: 600
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**PIRATE'S ARMOR**
- Value: 2,400
- HHA Theme(s): Antique, Quirky, Toy Shop
- Obtainable from: Pascal

**BUCKET**
- Value: 600
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**SPA Theme**

**BATHHOUSE WALL**
- Value: 6,000
- HHA Theme(s): Harmonious
- Obtainable from: Saharah

**BATH TUB**
- Value: 2,400
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**MILK CASE**
- Value: 1,800
- HHA Theme(s): Harmonious, Sci-Fi
- Obtainable from: Timmy & Tommy

**SPA Theme**

**BATH TILE**
- Value: 6,800
- HHA Theme(s): Harmonious
- Obtainable from: Saharah
**ICE-CREAM CASE**
- Value: 1,800
- HHA Theme(s): Harmonious, Sci-Fi
- Obtainable from: Timmy & Tommy

**MOON**
- Value: 320
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**WASHBASIN**
- Value: 2,880
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**LUNARLANDER**
- Value: 3,200
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**LUNARHORIZON**
- Value: 7,600
- HHA Theme(s): Sci-Fi
- Obtainable from: Saharah

**ROCKET**
- Value: 2,400
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**LUNARSURFACE**
- Value: 8,000
- HHA Theme(s): Sci-Fi
- Obtainable from: Saharah

**LUNARROVER**
- Value: 2,560
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**ASTEROID**
- Value: 1,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**SATELLITE**
- Value: 2,600
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy
**SPACE SHUTTLE**
- Value: 2,780
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**WESTERN DESERT**
- Value: 6,800
- HHA Theme(s): None
- Obtainable from: Saharah

**SPACEMAN SAM**
- Value: 2,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**COW SKULL**
- Value: 1,020
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**SPACE STATION**
- Value: 2,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

**DESSERT CACTUS**
- Value: 890
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**FLYING SAUCER**
- Value: 2,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**WESTERN FENCE**
- Value: 880
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**WESTERN VISTA**
- Value: 6,000
- HHA Theme(s): None
- Obtainable from: Saharah
**STOREFRONT**

- **Value:** 3,680
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy

**TUMBLEWEED**

- **Value:** 520
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy

**COVERED WAGON**

- **Value:** 3,800
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy
  (Spotlight item)

**WELL**

- **Value:** 2,700
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Timmy & Tommy

**WAGON WHEEL**

- **Value:** 1,230
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy

**WATERING TRough**

- **Value:** 1,100
- **HHA Theme(s):** Rustic
- **Obtainable from:** Timmy & Tommy
Sets are smaller collections than series and themes, and they don’t uniquely pair with any particular wallpaper or flooring. Still, completing furniture sets will impress fellow decorators and boost your home’s standing with the HHA.

**Apple Set**

**Juicy-Apple TV**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Juicy-Apple Clock**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Bear Set**

**Papa Bear**
- Value: 2,200
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Timmy & Tommy

**Mama Bear**
- Value: 1,600
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Timmy & Tommy

**Mama Polar Bear**
- Value: 1,800
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**Bonsai Set**

**Plum Bonsai**
- Value: 1,900
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**Holly Bonsai**
- Value: 1,600
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Gardening Store (after TIY arrives)
AZALEA BONSAI
Value: 1,500
HHA Theme(s): Harmonious, Rustic
Obtainable from: Gardening Store (after TIY arrives)

MAPLE BONSAI
Value: 1,700
HHA Theme(s): Harmonious, Rustic
Obtainable from: Gardening Store (after TIY arrives)

HAWTHORN BONSAI
Value: 1,800
HHA Theme(s): Harmonious, Rustic
Obtainable from: Gardening Store (after TIY arrives)

QUINCE BONSAI
Value: 1,600
HHA Theme(s): Harmonious, Rustic
Obtainable from: Gardening Store (after TIY arrives)

JASMINE BONSAI
Value: 1,700
HHA Theme(s): Harmonious, Rustic
Obtainable from: Gardening Store (after TIY arrives)

Cactus Set

TALL CACTUS
Value: 1,700
HHA Theme(s): Rustic
Obtainable from: Gardening Store (after TIY arrives)

CACTUS
Value: 1,700
HHA Theme(s): Rustic
Obtainable from: Gardening Store (after TIY arrives)

ROUND CACTUS
Value: 1,700
HHA Theme(s): Rustic
Obtainable from: Gardening Store (after TIY arrives)

TALL MINI CACTUS
Value: 800
HHA Theme(s): Rustic
Obtainable from: Gardening Store (after TIY arrives)

MINI CACTUS
Value: 800
HHA Theme(s): Rustic
Obtainable from: Gardening Store (after TIY arrives)
**ROUND MINI CACTUS**

- Value: 800
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**SIPHON**

- Value: 1,780
- HHA Theme(s): Trendy
- Obtainable from: Brewster (Working at The Roost)

---

**Café Series**

**COFFEE MAKER**

- Value: 800
- HHA Theme(s): Trendy
- Obtainable from: Brewster (Working at The Roost)

**PAWN**

- Value: 1,100
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

---

**CHECKOUT COUNTER**

- Value: 3,480
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**BISHOP**

- Value: 2,800
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

---

**CASH REGISTER**

- Value: 6,480
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**KING**

- Value: 8,000
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

---

**JUKEBOX**

- Value: 3,200
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

**KNIGHT**

- Value: 2,800
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy
QUEEN

+ Value: 8,000
+ HHA Theme(s): Toy Shop
+ Obtainable from: Timmy & Tommy (Spotlight item)

ROOK

+ Value: 2,800
+ HHA Theme(s): Toy Shop
+ Obtainable from: Timmy & Tommy

Citrus Set

GRAPEFRUIT TABLE

+ Value: 1,500
+ HHA Theme(s): Rustic
+ Obtainable from: Timmy & Tommy

LEMON TABLE

+ Value: 1,500
+ HHA Theme(s): Rustic
+ Obtainable from: Timmy & Tommy

TANGERINE CHAIR

+ Value: 1,300
+ HHA Theme(s): Rustic
+ Obtainable from: Timmy & Tommy

KIWI STOOL

+ Value: 1,500
+ HHA Theme(s): Rustic
+ Obtainable from: Timmy & Tommy

Creepy Set

CREepy Skeleton

+ Value: 2,000
+ HHA Theme(s): Quirky, Sci-Fi
+ Obtainable from: Jack (Halloween)

CREepy Cauldron

+ Value: 3,600
+ HHA Theme(s): Quirky, Sci-Fi
+ Obtainable from: Jack (Halloween)

CREepy Bat Stone

+ Value: 2,000
+ HHA Theme(s): Quirky
+ Obtainable from: Jack (Halloween)

CREepy Stone

+ Value: 2,000
+ HHA Theme(s): Quirky
+ Obtainable from: Jack (Halloween)
### CREEPY COFFIN
- **Value:** 2,000
- **HHA Theme(s):** Quirky
- **Obtainable from:** Jack (Halloween)

### CREEPY CRYSTAL
- **Value:** 8,000
- **HHA Theme(s):** Quirky, Sci-Fi
- **Obtainable from:** Jack (Halloween)

### CREEPY CLOCK
- **Value:** 2,800
- **HHA Theme(s):** Quirky
- **Obtainable from:** Jack (Halloween)

### CREEPY STATUE
- **Value:** 3,200
- **HHA Theme(s):** Quirky
- **Obtainable from:** Jack (Halloween)

### MINI DHARMA
- **Value:** 800
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Timmy & Tommy

### DR’s Office Set

#### VISION TESTER
- **Value:** 2,280
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy

#### TRUNK MEASURE
- **Value:** 1,680
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy

### Dharmas Set

#### GIANT DHARMA
- **Value:** 1,600
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Timmy & Tommy

#### STADIOMETER
- **Value:** 1,680
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy
**Drum Set**

**CONGA DRUM**
- Value: 1,600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**DJIMBE DRUM**
- Value: 1,900
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**TIMPANO DRUM**
- Value: 2,100
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

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**Hospi-tal Bed**
- Value: 3,600
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

**Hospi-tal Screen**
- Value: 2,400
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

**IV Drip**
- Value: 1,480
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

**Wash-basin**
- Value: 1,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

---

**Flower Set**

**FLOWER CHAIR**
- Value: 1,400
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Timmy & Tommy

**FLOWER TABLE**
- Value: 1,900
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Timmy & Tommy
**Frog Set**

**LILY-PAD TABLE**
- Value: 1,600
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**FROGGY CHAIR**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Guitar Set**

**FOLK GUITAR**
- Value: 1,600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**COUNTRY GUITAR**
- Value: 1,700
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**ROCK GUITAR**
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**Electrical Set**

**ELECTRIC GUITAR**
- Value: 1,900
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**METAL GUITAR**
- Value: 1,800
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**Double-Neck Guitar**
- Value: 2,800
- HHA Theme(s): None
- Obtainable from: DLC

**Homework Set**

**WRITING DESK**
- Value: 1,900
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**WRITING CHAIR**
- Value: 1,000
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy
**GLOBE**
- Value: 1,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Katie

**CROTON**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**POTHOS**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**COCONUT PALM**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**PACHIRA**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**LADY PALM**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**ALOE**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**RUBBER TREE**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)
**SNAKE PLANT**
- Value: 1,200
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**FAN PALM**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**CORN PLANT**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**BROMELIACEAE**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**LUCKY CAT**
- Value: 1,700
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**LEFTY LUCKY CAT**
- Value: 1,700
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**LUCKY BLACK CAT**
- Value: 1,700
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**LUCKY GOLD CAT**
- Value: 6,200
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**MUSEUM SET**
- Value: 6,200
- HHA Theme(s): Trendy
- Obtainable from: Museum Shop (after 2F upgrade)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Glass Display Case</td>
<td>2,000</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Fancy Frame</td>
<td>10,000</td>
<td>Antique</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Flat Display Case</td>
<td>2,500</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Thermohygrometer</td>
<td>1,500</td>
<td>Sci-Fi</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Tall Display Case</td>
<td>2,500</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Reception Table</td>
<td>2,000</td>
<td>None</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Museum Chair</td>
<td>3,000</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Poster Stand</td>
<td>2,500</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Arrow Sign</td>
<td>3,500</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
<tr>
<td>Exhibit Partition</td>
<td>3,000</td>
<td>Trendy</td>
<td>Museum Shop (after 2F upgrade)</td>
</tr>
</tbody>
</table>
**S.S. DOLPHIN**
- Value: 840
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Fortune cookie #39

**OFFICE LOCKER**
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**VIRTUAL BOY**
- Value: 840
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Fortune cookie #40

**PAPA PANDA**
- Value: 1,920
- HHA Theme(s): Fairy Tale, Harmonious, Toy Shop
- Obtainable from: Timmy & Tommy

**WII BALANCE BOARD**
- Value: 840
- HHA Theme(s): Toy Shop, Trendy
- Obtainable from: Fortune cookie #41

**MAMA PANDA**
- Value: 960
- HHA Theme(s): Fairy Tale, Harmonious, Toy Shop
- Obtainable from: Timmy & Tommy

**OFFICE SET**

**OFFICE DESK**
- Value: 1,600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**BABY PANDA**
- Value: 480
- HHA Theme(s): Fairy Tale, Harmonious, Toy Shop
- Obtainable from: Timmy & Tommy

**OFFICE CHAIR**
- Value: 1,100
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**PEAR SET**

**PEAR WARDROBE**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**PANDA SET**

**MAMA PANDA**
- Value: 960
- HHA Theme(s): Fairy Tale, Harmonious, Toy Shop
- Obtainable from: Timmy & Tommy

**BABY PANDA**
- Value: 480
- HHA Theme(s): Fairy Tale, Harmonious, Toy Shop
- Obtainable from: Timmy & Tommy

**PEAR WARDROBE**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy
**Pine Set**

**PINE CHAIR**
- Value: 1,800
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**PINE TABLE**
- Value: 2,280
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**PINE BANANA TREE**
- Value: 1,800
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**MUIGHO BONSAI**
- Value: 1,600
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Pine Tree Set**

**PONDEROSA BONSAI**
- Value: 1,800
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**PINE BANANA TREE**
- Value: 1,800
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**Totem Pole Set**

**BEAR POLE**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy
**Eagle Pole**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Blue Vase**
- Value: 2,500
- HHA Theme(s): Antique, Harmonious
- Obtainable from: Timmy & Tommy

**Frog-Woman Pole**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Watermelon Set**
- Value: 1,800
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Raven Pole**
- Value: 1,400
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Watermelon Chair**
- Value: 1,300
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Vase Set**

**Tea Vase**
- Value: 2,400
- HHA Theme(s): Antique, Harmonious
- Obtainable from: Timmy & Tommy

**Watermelon Table**
- Value: 1,800
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**Zen Set**

**Red Vase**
- Value: 2,450
- HHA Theme(s): Antique, Harmonious
- Obtainable from: Timmy & Tommy

**Tea Table**
- Value: 1,000
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**Hearth**
- Value: 1,600
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SCREEN</strong></td>
<td>1,650</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>PAULOWNIA CLOSET</strong></td>
<td>1,300</td>
<td>Harmonious, Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>HIBACHI</strong></td>
<td>1,200</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>STAIR DRESSER</strong></td>
<td>2,250</td>
<td>Harmonious, Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>TEA TANSU</strong></td>
<td>1,600</td>
<td>Harmonious, Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>LOW SCREEN</strong></td>
<td>1,480</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>PAPER LANTERN</strong></td>
<td>800</td>
<td>Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>PAPER TIGER</strong></td>
<td>680</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>PAPER WALL LAMP</strong></td>
<td>800</td>
<td>Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>LUCKY FROG</strong></td>
<td>1,350</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>

*(on the wall)*
Zen Garden

DEER SCARE

Value: 1,800
HHA Theme(s): Harmonious, Rustic
Obtainable from: Timmy & Tommy

TALL LANTERN

Value: 1,980
HHA Theme(s): Harmonious, Quirky
Obtainable from: Timmy & Tommy

Other Furniture

The following furniture pieces don’t fit into any series, theme, set, or category. Instead, these are the unique items you receive for participating in seasonal events and reaching gameplay milestones, along with the assorted one-of-a-kind trinkets you might see for sale in stores. Owning and displaying these items in your home can add points to your HHA score—because all of this stuff is just plain cool!

VAULTING HORSE

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

HURDLE

Value: 980
HHA Theme(s): None
Obtainable from: Timmy & Tommy

BALL CATCHER

Value: 2,040
HHA Theme(s): None
Obtainable from: Timmy & Tommy

SCOREBOARD

Value: 2,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

HIGH-JUMP MAT

Value: 2,980
HHA Theme(s): None
Obtainable from: Timmy & Tommy

FOLDING CHAIR

Value: 600
HHA Theme(s): None
Obtainable from: Timmy & Tommy
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td><strong>GOLF BAG</strong></td>
<td>1,600</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>SIMPLE ARMCHAIR</strong></td>
<td>1,800</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>SIMPLE LOVE SEAT</strong></td>
<td>2,050</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>LAVA LAMP</strong></td>
<td>1,800</td>
<td>Sci-Fi, Toy Shop, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>SWORD</strong></td>
<td>1,400</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>BOW</strong></td>
<td>1,400</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>SAMURAI SUIT</strong></td>
<td>4,500</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>BLACK KATANA</strong></td>
<td>12,000</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>WHITE KATANA</strong></td>
<td>36,800</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>NINJA SWORD</strong></td>
<td>9,600</td>
<td>Antique, Harmonious, Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Instrument</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------</td>
<td>-----------------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td><strong>UKULELE</strong></td>
<td>30 medals</td>
<td>None</td>
<td>Island Gift Shop (Club Tortimer members)</td>
</tr>
<tr>
<td><strong>BIWA LUTE</strong></td>
<td>1,800</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>EBONY PIANO</strong></td>
<td>3,800</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>HARP</strong></td>
<td>1,700</td>
<td>Antique</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>UPRIGHT PIANO</strong></td>
<td>3,200</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>METRONOME</strong></td>
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</tr>
<tr>
<td><strong>TAIKO DRUM</strong></td>
<td>1,300</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>TRASH CAN</strong></td>
<td>1,400</td>
<td>Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>VIBRAPHONE</strong></td>
<td>1,900</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>GARBAGE PAIL</strong></td>
<td>1,100</td>
<td>Quirky</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Game</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------</td>
<td>---------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>Tennis Table</td>
<td>1,800</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MAHJONG TABLE</td>
<td>4,200</td>
<td>Harmonious, Toy Shop</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Bowling Pins</td>
<td>1,200</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>DARTBOARD</td>
<td>1,520</td>
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<td>Timmy &amp; Tommy</td>
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<td>Billiard Table</td>
<td>2,480</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Basketball Hoop</td>
<td>2,120</td>
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<tr>
<td>Pinball Machine</td>
<td>1,960</td>
<td>Toy Shop</td>
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<td>Tabletop Game</td>
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<td>Item</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
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<tr>
<td>Stool</td>
<td>1,360</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Tower of Pisa</td>
<td>9,200</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Shogi Board</td>
<td>1,200</td>
<td>Harmonious, Toy Shop</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Compass</td>
<td>1,280</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Box of Chocolates</td>
<td>20 medals</td>
<td></td>
<td>Island Gift Shop (Club Tortimer members)</td>
</tr>
<tr>
<td>Arc de Triomphe</td>
<td>9,200</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Backpack</td>
<td>1,980</td>
<td>None</td>
<td>Camping NPC (tent)</td>
</tr>
<tr>
<td>Plate Armor</td>
<td>6,400</td>
<td>Antique, Quirky</td>
<td>Timmy &amp; Tommy (Spotlight item)</td>
</tr>
<tr>
<td>Mountain Bike</td>
<td>3,380</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
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</table>
**PROPANE STOVE**

- Value: 1,470
- HHA Theme(s): None
- Obtainable from: Camping NPC (tent)

**BONFIRE**

- Value: 2,240
- HHA Theme(s): None
- Obtainable from: Camping NPC (tent)

**KAYAK**

- Value: 3,460
- HHA Theme(s): None
- Obtainable from: Camping NPC (tent)

**TV WITH VCR**

- Value: 2,000
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**LANERN**

- Value: 1,180
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**WIDE-SCREEN TV**

- Value: 2,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**SLEEPING BAG**

- Value: 1,960
- HHA Theme(s): None
- Obtainable from: Camping NPC (tent)

**RETRO TV**

- Value: 1,600
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

**CAMPFIRE**

- Value: 1,360
- HHA Theme(s): None
- Obtainable from: Camping NPC (igloo)

**KITCHEN SINK**

- Value: 2,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy
KITCHEN CORNER

Value: 1,800
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

TEA SET

Value: 300
HHA Theme(s): None
Obtainable from: Timmy & Tommy

DELUXE RANGE

Value: 3,200
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

SHAVED-ICE MAKER

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

RANGE

Value: 1,800
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

REFRIGERATOR

Value: 1,200
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

STOVE

Value: 1,980
HHA Theme(s): None
Obtainable from: Timmy & Tommy

RETRO FRIDGE

Value: 2,300
HHA Theme(s): Antique
Obtainable from: Timmy & Tommy

SINK

Value: 1,960
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

MICROWAVE

Value: 2,300
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy
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<tr>
<th>Item</th>
<th>Value</th>
<th>HHA</th>
<th>Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td>TOASTER</td>
<td>720</td>
<td></td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>WAVE BREAKER</td>
<td>1,760</td>
<td></td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>MIXER</td>
<td>1,000</td>
<td></td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Surfboard</td>
<td>1,400</td>
<td></td>
<td>None</td>
<td>Camping NPC (tent)</td>
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<tr>
<td>CLOTHESLINE POLE</td>
<td>960</td>
<td></td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>DIVER DAN</td>
<td>3,200</td>
<td></td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>BEACH CHAIR</td>
<td>35</td>
<td></td>
<td></td>
<td>Island Gift Shop (rare)</td>
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<tr>
<td>BEACH TABLE</td>
<td>30</td>
<td></td>
<td></td>
<td>Island Gift Shop (rare)</td>
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<tr>
<td>TREASURE CHEST</td>
<td>8,600</td>
<td></td>
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<td>Notes</td>
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<td>--------------------------------------------</td>
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<tr>
<td>Life Ring</td>
<td>20</td>
<td>None</td>
<td>Island Gift Shop</td>
<td></td>
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<tr>
<td>Snowboard</td>
<td>1,400</td>
<td>None</td>
<td>Snowman</td>
<td></td>
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<tr>
<td>Sleigh</td>
<td>1,200</td>
<td>None</td>
<td>Snowtyke</td>
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<tr>
<td>Snowman</td>
<td>12,000</td>
<td>Fairy Tale</td>
<td>Snowboy</td>
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<tr>
<td>Daffodil</td>
<td>680</td>
<td>Rustic</td>
<td>Gardening Store (after TIY arrives)</td>
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<tr>
<td>Gerbera</td>
<td>780</td>
<td>Rustic</td>
<td>Gardening Store (after TIY arrives)</td>
<td></td>
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<tr>
<td>CiERBERA</td>
<td>1,800</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Super Toilet</td>
<td>1,980</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>Men's Toilet</td>
<td>1,600</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
<td></td>
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<tr>
<td>Sunflower</td>
<td>980</td>
<td>Rustic</td>
<td>Gardening Store (after TIY arrives)</td>
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</tbody>
</table>
**GAME SHELF**
- Value: 980
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**POTBELLY STOVE**
- Value: 2,000
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**SAFE**
- Value: 758
- HHA Theme(s): Sci-Fi
- Obtainable from: 20,000,000 Bells in savings account

**SPACE HEATER**
- Value: 1,700
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**DELUXE WASHER**
- Value: 5,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy (Spotlight item)

**FIREPLACE**
- Value: 2,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**AUTOMATIC WASHER**
- Value: 4,800
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**RADIATOR**
- Value: 2,380
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**WASHER/DRYER**
- Value: 1,800
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**PHONOGRAPH**
- Value: 1,840
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy
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<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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</thead>
<tbody>
<tr>
<td>GAS PUMP</td>
<td>1,280</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CANDY MACHINE</td>
<td>980</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>EXTINGUISHER</td>
<td>1,300</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>SCARECROW</td>
<td>420</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
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<td>FIRE HYDRANT</td>
<td>960</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>BIRDCAGE</td>
<td>1,700</td>
<td>Fairy Tale, Rustic</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>RACCOON FIGURINE</td>
<td>2,000</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
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<tr>
<td>PHONE BOX</td>
<td>2,400</td>
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<td>Timmy &amp; Tommy</td>
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<tr>
<td>BARBER'S POLE</td>
<td>1,600</td>
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<td>Timmy &amp; Tommy</td>
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<td>OUTDOOR BATH</td>
<td>4,900</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
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**WHEET FIELD**
- Value: 380
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**CREAM SOFA**
- Value: 2,000
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**COMPUTER**
- Value: 1,720
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**STORAGE CASE**
- Value: 980
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**PINEAPPLE BED**
- Value: 1,990
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**CLOTHES CLOSET**
- Value: 1,340
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**GLASS-TOP TABLE**
- Value: 2,200
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**CLAW-FOOT TUB**
- Value: 1,280
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**KOTATSU**
- Value: 1,200
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**SHOWER**
- Value: 880
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy
MASSAGE CHAIR
Value: 2,400
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

TELESCOPE
Value: 5,800
HHA Theme(s): Sci-Fi, Toy Shop
Obtainable from: Timmy & Tommy

VACUUM CLEANER
Value: 1,200
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

MOCHI PESTLE
Value: 1,400
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

BOTTLED SHIP
Value: 60 medals
HHA Theme(s): Toy Shop
Obtainable from: Island Gift Shop (Club Tortimer members)

OLD SEWING MACHINE
Value: 1,350
HHA Theme(s): None
Obtainable from: Timmy & Tommy

WATER BIRD
Value: 1,400
HHA Theme(s): Toy Shop
Obtainable from: Timmy & Tommy

CARDBOARD BOX
Value: 100
HHA Theme(s): None
Obtainable from: Timmy & Tommy

EXECUTIVE TOY
Value: 1,100
HHA Theme(s): Toy Shop, Trendy
Obtainable from: Timmy & Tommy

WOODEN BOX
Value: 200
HHA Theme(s): None
Obtainable from: Timmy & Tommy
FAN

- Value: 1,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

CANDLE

- Value: 1,280
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy

MINI LAMP

- Value: 1,280
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

TABLE LAMP

- Value: 640
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

KAGAMIMOCHE

- Value: 1,800
- HHA Theme(s): Harmonious
- Obtainable from: DLC (JP)

KADOMATSU

- Value: 2,580
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: DLC (JP)

JACK-IN-THE-BOX

- Value: 400
- HHA Theme(s): Toy Shop
- Obtainable from: Halloween (Neighbor trick)

COMMON BED

- Value: 800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

DESK LIGHT

- Value: 1,280
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

THRONE

- Value: 8,000
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy (Spotlight item)
HINANINGYO

- **Value:** 2,560
- **HHA Theme(s):** Fairy Tale, Harmonious, Quirky
- **Obtainable from:** Timmy & Tommy (3/1 through 3/3)

LOVELY PHONE

- **Value:** 10,400
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Redd (Fireworks Show; flash ticket)

BIG FESTIVE TREE

- **Value:** 2,480
- **HHA Theme(s):** Rustic, Toy Shop
- **Obtainable from:** Timmy & Tommy (12/1 through 12/23)

BOX OF TISSUES

- **Value:** 1,280
- **HHA Theme(s):** None
- **Obtainable from:** 100,000 Bells in savings account

FESTIVE TREE

- **Value:** 1,300
- **HHA Theme(s):** Rustic, Toy Shop
- **Obtainable from:** Timmy & Tommy (12/1 through 12/23)

PIGGY BANK

- **Value:** 4,480
- **HHA Theme(s):** Harmonious
- **Obtainable from:** 1,000,000 Bells in savings account

FESTIVE FLAG

- **Value:** 680
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy (12/1 through 12/23)

ABD

- **Value:** 1,000
- **HHA Theme(s):** None
- **Obtainable from:** 100,000,000 Bells in savings account

FESTIVE CANDLE

- **Value:** 1,600
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy (12/1 through 12/23)

ALUMINUM BRIEFCASE

- **Value:** 1,200
- **HHA Theme(s):** Sci-Fi, Trendy
- **Obtainable from:** 5,000,000 Bells in savings account
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RICE CAKE</strong></td>
<td>1,200</td>
<td>Harmonious</td>
<td>Girl’s Day (Isabelle; JP only)</td>
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<tr>
<td><strong>PICNIC BASKET</strong></td>
<td>1,960</td>
<td>None</td>
<td>Labor Day (Isabelle; NA only)</td>
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<tr>
<td><strong>DANGO</strong></td>
<td>3,552</td>
<td>Harmonious</td>
<td>Tsukimi (Isabelle; JP only)</td>
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<tr>
<td><strong>SAILBOAT MODEL</strong></td>
<td>500</td>
<td>Toy Shop</td>
<td>Explorer’s Day (Isabelle; NA only)</td>
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<td><strong>BAMBOO GRASS</strong></td>
<td>3,080</td>
<td>Harmonious</td>
<td>Starcrossed Day (Isabelle; JP only)</td>
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<tr>
<td><strong>WHEAT BUNDLE</strong></td>
<td>500</td>
<td>Rustic</td>
<td>Autumn Moon (Isabelle; NA only)</td>
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<tr>
<td><strong>RESETTI MODEL</strong></td>
<td>2,400</td>
<td>Toy Shop</td>
<td>Ground Hog’s Day (Isabelle; NA only)</td>
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<tr>
<td><strong>ESPRESSO MAKER</strong></td>
<td>500</td>
<td>Trendy</td>
<td>Brewster (work at The Roost)</td>
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<tr>
<td><strong>COOL GLOBE</strong></td>
<td>4,800</td>
<td>Antique, Sci-Fi</td>
<td>Nature Day (Isabelle, NA only)</td>
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<tr>
<td><strong>STUFFED STOCKING</strong></td>
<td>500</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy (12/1 through 12/23)</td>
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</table>
SNOW GLOBE

Value: 500
HHA Theme(s): Fairy Tale
Obtainable from: Timmy & Tommy (12/1 The Roost 12/23)

FESTIVE WREATH

Value: 1,280
HHA Theme(s): Toy Shop
Obtainable from: Jingle (Toy Day)

VEGGIE BASKET

Value: 500
HHA Theme(s): None
Obtainable from: Autumn Moon (Isabelle; EUR only)

BROWN POT

Value: 800
HHA Theme(s): None
Obtainable from: Timmy & Tommy

YUT BOARD

Value: 500
HHA Theme(s): Harmonious, Toy Shop
Obtainable from: Lunar New Year’s Day (Isabelle; KOR only)

WHITE POT

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

HIBISCUS

Value: 500
HHA Theme(s): Harmonious, Rustic
Obtainable from: Tree Day (Isabelle; KOR only)

TAPESTRY

Value: 800
HHA Theme(s): Antique
Obtainable from: Gulliver (answer correctly)

BUREOM

Value: 1,200
HHA Theme(s): Harmonious
Obtainable from: Daeboreum (Isabelle; KOR only)

TOP

Value: 2,000
HHA Theme(s): Harmonious
Obtainable from: DLC (JP)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
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<tbody>
<tr>
<td>TOKONOMA</td>
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<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CARP BANNER</td>
<td>2,020</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy (5/1 through 5/5)</td>
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<tr>
<td>EGGPLANT COW</td>
<td>500</td>
<td>Harmonious, Quirky</td>
<td>Obon (Isabelle; JP only)</td>
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<tr>
<td>MORNING GLORY</td>
<td>1,600</td>
<td>Rustic</td>
<td>Gardening Store (after TIY arrives)</td>
</tr>
<tr>
<td>PILE OF LEAVES</td>
<td>400</td>
<td>Rustic</td>
<td>DLC (NA)</td>
</tr>
<tr>
<td>SAND CASTLE</td>
<td>400</td>
<td>None</td>
<td>DLC (NA)</td>
</tr>
<tr>
<td>SHOPPING CART</td>
<td>3,980</td>
<td>None</td>
<td>DLC (NA)</td>
</tr>
<tr>
<td>HAGOITA</td>
<td>2,400</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy (3/1 through 3/3)</td>
</tr>
<tr>
<td>BLOSSOM LANTERN</td>
<td>2,400</td>
<td>Harmonious</td>
<td>Obon (Isabelle; JP only)</td>
</tr>
<tr>
<td>CUCUMBER HORSE</td>
<td>400</td>
<td>Harmonious, Quirky</td>
<td>Obon (Isabelle; JP only)</td>
</tr>
<tr>
<td>Item</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>Fedora Chair</td>
<td>3,200</td>
<td>Trendy</td>
<td>DLC (EU)</td>
</tr>
<tr>
<td>Cupid Bench</td>
<td>2,000</td>
<td>Fairy Tale</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Tteok Plate</td>
<td>320</td>
<td>Harmonious</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>Air Conditioner</td>
<td>2,500</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td>Kimbap Plate</td>
<td>800</td>
<td>Harmonious</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>Pendulum Clock</td>
<td>1,600</td>
<td>Antique</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td>Shaved-Ice Lamp</td>
<td>2,400</td>
<td>Fairy Tale</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>LED Display</td>
<td>3,000</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy (on the wall)</td>
</tr>
<tr>
<td>Flower Bouquet</td>
<td>1,800</td>
<td>Rustic</td>
<td>Leif (Wedding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td>Gold Fish Trophy</td>
<td>9,800</td>
<td>None</td>
<td>Fishing Tourney</td>
</tr>
</tbody>
</table>
### Silver Fish Trophy
- **Value:** 7,200
- **HHA Theme(s):** None
- **Obtainable from:** Fishing Tourney

### Silver Bug Trophy
- **Value:** 7,200
- **HHA Theme(s):** None
- **Obtainable from:** Bug Off

### Bronze Fish Trophy
- **Value:** 4,600
- **HHA Theme(s):** None
- **Obtainable from:** Fishing Tourney

### Bronze Bug Trophy
- **Value:** 4,600
- **HHA Theme(s):** None
- **Obtainable from:** Bug Off

### Gold Bug Trophy
- **Value:** 9,800
- **HHA Theme(s):** None
- **Obtainable from:** Bug Off

### Museum Model
- **Value:** 1,800
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Museum Shop (complete museum)

### Letter Set
- **Value:** 1,200
- **HHA Theme(s):** None
- **Obtainable from:** 500,000 bells in savings account

### New Year's Noodles
- **Value:** 3,500
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Countdown

### Bell Knicknack
- **Value:** 2,000
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Countdown (Isabelle; KOR only)

### Pipe Stool
- **Value:** 1,000
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Timmy & Tommy
**Cornucopia**
- Value: 3,500
- HHA Theme(s): Rustic
- Obtainable from: Harvest Festival

**Stepladder**
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**Pumpkin Pie**
- Value: 1,500
- HHA Theme(s): Fairy Tale
- Obtainable from: Harvest Festival

**Microscope**
- Value: 1,600
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**Turkey**
- Value: 3,000
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**Moth Orchid**
- Value: 2,480
- HHA Theme(s): Rustic
- Obtainable from: Gardening Store (after TIY arrives)

**Afternoon-Tea Set**
- Value: 1,680
- HHA Theme(s): Fairy Tale
- Obtainable from: DLC (JP)

**Tricycle**
- Value: 1,120
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**Large Bookshelf**
- Value: 2,400
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**Shower Stall**
- Value: 2,200
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy
MIC STAND
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

BUNK BED
- Value: 2,800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

TATAMI BED
- Value: 2,400
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

LOVELY DOLL
- Value: 2,400
- HHA Theme(s): Fairy Tale, Harmonious, Quirky
- Obtainable from: Timmy & Tommy

HARPSICHORD
- Value: 1,800
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

VOLLEYBALL NET
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

DIRECTOR'S CHAIR
- Value: 1,480
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

PINK VELVET STOOL
- Value: 1,400
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

THEREMIN
- Value: 2,000
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

YULE LOG
- Value: 1,000
- HHA Theme(s): Fairy Tale
- Obtainable from: DLC (JP)
**FANCY DOLL**

- **Value:** 1,400
- **HHA Theme(s):** Fairy Tale, Quirky
- **Obtainable from:** Timmy & Tommy

**FRUIT BASKET**

- **Value:** 800
- **HHA Theme(s):** Rustic
- **Obtainable from:** Harvest Festival

**POINSETTIA**

- **Value:** 1,200
- **HHA Theme(s):** Rustic
- **Obtainable from:** Gardening Store (after TIY arrives)

**HOT PLATE**

- **Value:** 1,680
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**SNOW BUNNY**

- **Value:** 600
- **HHA Theme(s):** Fairy Tale, Harmonious
- **Obtainable from:** Snowylyke

**VINTAGE TELEPHONE**

- **Value:** 1,800
- **HHA Theme(s):** Antique
- **Obtainable from:** Timmy & Tommy

**RECORD PLAYER**

- **Value:** 1,400
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**SPINNING WHEEL**

- **Value:** 2,200
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Timmy & Tommy

**POP-UP BOOK**

- **Value:** 1,000
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**DRIP PAIL**

- **Value:** 800
- **HHA Theme(s):** Quirky
- **Obtainable from:** Timmy & Tommy
**Oil Lamp**
- Value: 680
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

**Fish Grill**
- Value: 2,800
- HHA Theme(s): Harmonious
- Obtainable from: Camping NPC (igloo)

**Electric Kettle**
- Value: 1,280
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**Wedding Cake**
- Value: 600
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace (not on sale)

**Candy Jar**
- Value: 2,200
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**Standing Spotlight**
- Value: 1,800
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**Lily Lamp**
- Value: 2,800
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Leif (Wedding Day; Happy Generosity Award)

**Holiday Candle**
- Value: 4,896
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy (12/1 through 12/23)

**Stained-Glass Lamp**
- Value: 2,400
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy
CAMPFIRE COOKWARE
- Value: 800
- HHA Theme(s): None
- Obtainable from: Camping NPC (tent)

SMALL IGLOO
- Value: 600
- HHA Theme(s): Harmonious
- Obtainable from: Snowlyke

COLORFUL WHEEL
- Value: 2,000
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

VINTAGE CAMERA
- Value: 1,800
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

SMALL LED DISPLAY
- Value: 2,500
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy

HHA PENNANT
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (20,000 points)

SILVER HHA PLAQUE
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (50,000 points)

GOLD HHA PLAQUE
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (70,000 points)

SILVER HHA TROPHY
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (90,000 points)

GOLD HHA TROPHY
- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (100,000 points)
**GOLD HOUSE MODEL**

- Value: 1,800
- HHA Theme(s): None
- Obtainable from: HHA (150,000 points)

**CAT TOWER**

- Value: 1,600
- HHA Theme(s): None
- Obtainable from: DLC

**DISHWASHER**

- Value: 1,980
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**WOODEN STOOL**

- Value: 1,000
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

**CD SHELF**

- Value: 1,200
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**TRUNK**

- Value: 1,000
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**DISHWASHER**

- Value: 980
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**MILK CAN**

- Value: 1,100
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**COAT HANGER**

- Value: 1,600
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Timmy & Tommy

**LOTUS LAMP**

- Value: 1,600
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy
**SEWING MACHINE**

Value: 1,480
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**KETTLE**

Value: 800
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**DOLLHOUSE**

Value: 2,000
HHA Theme(s): Fairy Tale, Toy Shop
Obtainable from: Timmy & Tommy

**HOMEWORK SET**

Value: 680
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

**SLUSHIE MACHINE**

Value: 2,400
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**SALAD BAR**

Value: 3,000
HHA Theme(s): None
Obtainable from: None

**COMPUTER DESK**

Value: 3,600
HHA Theme(s): Sci-Fi, Trendy
Obtainable from: Timmy & Tommy

**ROPE PARTITION**

Value: 1,800
HHA Theme(s): Trendy
Obtainable from: Museum Shop (after 2F upgrade)

**POTTY**

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

**WASHING MACHINE**

Value: 2,800
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy
AROMA POT

**Value:** 1,200
**HHA Theme(s):** Trendy
**Obtainable from:** Timmy & Tommy

---

CLAY FURNACE

**Value:** 1,800
**HHA Theme(s):** Harmonious
**Obtainable from:** Timmy & Tommy

---

GAME-SHOW STAND

**Value:** 2,400
**HHA Theme(s):** Toy Shop
**Obtainable from:** Timmy & Tommy

---

FLAT-SCREEN TV

**Value:** 4,800
**HHA Theme(s):** Sci-Fi, Trendy
**Obtainable from:** Timmy & Tommy

---

SODA CASE

**Value:** 1,800
**HHA Theme(s):** None
**Obtainable from:** Timmy & Tommy

---

BINGO WHEEL

**Value:** 2,400
**HHA Theme(s):** Toy Shop
**Obtainable from:** Timmy & Tommy

---

DONUT STOOL

**Value:** 1,600
**HHA Theme(s):** None
**Obtainable from:** Timmy & Tommy

---

EDITOR'S CHAIR

**Value:** 5,600
**HHA Theme(s):** Trendy
**Obtainable from:** Timmy & Tommy

---

STEAMED-BUN CASE

**Value:** 2,844
**HHA Theme(s):** Harmonious
**Obtainable from:** DLC (JP)

---

PAINTING SET

**Value:** 680
**HHA Theme(s):** Toy Shop
**Obtainable from:** Timmy & Tommy
EDITOR'S DESK

Value: 5,200
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

RICE COOKER

Value: 2,000
HHA Theme(s): None
Obtainable from: Timmy & Tommy

REVOLVING SPICE RACK

Value: 800
HHA Theme(s): None
Obtainable from: Timmy & Tommy

STAR PROJECTOR

Value: 2,400
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

BATHROOM SINK

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

CONVEYOR-BELT SUSHI

Value: 3,600
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

INCENSE BURNER

Value: 680
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

STAR GLOBE

Value: 2,400
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy

SMALL MAGAZINE RACK

Value: 1,780
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

WHITEBOARD

Value: 1,800
HHA Theme(s): Sci-Fi
Obtainable from: Timmy & Tommy
**PEACOCK CHAIR**
- Value: 3,600
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**WHIRLPOOL BATH**
- Value: 70 medals
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Island Gift Shop (Club Tortimer members)

**KITCHEN ISLAND**
- Value: 30 medals
- HHA Theme(s): None
- Obtainable from: Island Gift Shop (rare)

**SANSHIN**
- Value: 40 medals
- HHA Theme(s): Harmonious
- Obtainable from: Island Gift Shop (rare)

**EFFECTS RACK**
- Value: 2,800
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**HUMIDIFIER**
- Value: 1,600
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**TIME CLOCK**
- Value: 1,800
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**CRANE GAME**
- Value: 1,680
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

**MUSIC STAND**
- Value: 1,280
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IRONING SET</strong></td>
<td>1,400</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>ROLLING SUITCASE</strong></td>
<td>1,000</td>
<td>None</td>
<td>DLC</td>
</tr>
<tr>
<td><strong>PLANTER</strong></td>
<td>1,200</td>
<td>Rustic</td>
<td>Gardening Store</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(after TIY arrives)</td>
</tr>
<tr>
<td><strong>DENTIST'S CHAIR</strong></td>
<td>3,200</td>
<td>Quirky, Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>BUFFET SERVER</strong></td>
<td>2,844</td>
<td>Harmonious</td>
<td>DLC</td>
</tr>
<tr>
<td><strong>AMP</strong></td>
<td>2,400</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>LAZY-SUSAN TABLE</strong></td>
<td>2,400</td>
<td>Harmonious</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>PICKLE JAR</strong></td>
<td>800</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>TV CAMERA</strong></td>
<td>5,600</td>
<td>Sci-Fi, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
**FREEZER**
- Value: 2,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**COPY MACHINE**
- Value: 3,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**CERAMIC HOT POT**
- Value: 1,000
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**DRUM SET**
- Value: 1,800
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**STEW POT**
- Value: 960
- HHA Theme(s): None
- Obtainable from: Camping NPC (igloo)

**SODA FOUNTAIN**
- Value: 2,400
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**LAPTOP**
- Value: 2,000
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**WATER COOLER**
- Value: 2,200
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy

**SERVER**
- Value: 3,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**UPRIGHT VACUUM**
- Value: 1,800
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy
MAKEUP CASE

Value: 1,200
HHA Theme(s): Fairy Tale
Obtainable from: Timmy & Tommy

POPcorn MACHINE

Value: 3,200
HHA Theme(s): Toy Shop
Obtainable from: Timmy & Tommy

DJ'S TURNtable

Value: 3,600
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

FLASHy-FLOWER Sign

Value: 1,200
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

SOFT-SERVE LAMP

Value: 1,120
HHA Theme(s): Fairy Tale
Obtainable from: Timmy & Tommy

HOME-COMPUTER RACK

Value: 1,800
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

PIPE ORGAN

Value: 3,600
HHA Theme(s): None
Obtainable from: Timmy & Tommy

KARAOKE SYSTEM

Value: 2,400
HHA Theme(s): None
Obtainable from: Timmy & Tommy

SIMPLE KETTle

Value: 1,200
HHA Theme(s): None
Obtainable from: Timmy & Tommy

DIGITAL-PHOTO FRAME

Value: 1,200
HHA Theme(s): Trendy
Obtainable from: Katie
PORTABLE TOILET
- Value: 2,000
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

EXERCISE BIKE
- Value: 2,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

ELDER MASK
- Value: 1,600
- HHA Theme(s): Antique, Harmonious, Quirky
- Obtainable from: Timmy & Tommy (on the wall)

BUTTERFLY MACHINE
- Value: 2,680
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

OGRE MASK
- Value: 1,600
- HHA Theme(s): Antique, Harmonious, Quirky
- Obtainable from: Timmy & Tommy (on the wall)

LAT PULLDOWN MACHINE
- Value: 2,380
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

FEMALE MASK
- Value: 1,600
- HHA Theme(s): Antique, Harmonious, Quirky
- Obtainable from: Timmy & Tommy (on the wall)

TREADMILL
- Value: 2,400
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

BREAD BOX
- Value: 800
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

RACCOON WALL CLOCK
- Value: 1,600
- HHA Theme(s): Toy Shop
- Obtainable from: DLC
<table>
<thead>
<tr>
<th>Item Name</th>
<th>Value</th>
<th>Theme(s)</th>
<th>Obtainable From</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaise Lounge</td>
<td>2,480</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Chocolate Fountain</td>
<td>2,200</td>
<td>Fairy Tale</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Boxed Figurine</td>
<td>1,200</td>
<td>Toy Shop</td>
<td>Redd (Fireworks Show, bang ticket)</td>
</tr>
<tr>
<td>Box Corner Sofa</td>
<td>1,600</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Lunch Tray</td>
<td>800</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Capsule-Toy Machine</td>
<td>1,480</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Hourglass</td>
<td>480</td>
<td>Sci-Fi</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Mini Circuit</td>
<td>1,600</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Miniature Car</td>
<td>10,000</td>
<td>Toy Shop</td>
<td>Redd (Fireworks Show, sparkle ticket)</td>
</tr>
</tbody>
</table>
**Bilboquet**

- **Value:** 2,000
- **HHA Theme(s):** Harmonious, Toy Shop
- **Obtainable from:** Timmy & Tommy

**Typeewriter**

- **Value:** 2,400
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**Foosball Table**

- **Value:** 1,800
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**Beacon Fire**

- **Value:** 1,000
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Timmy & Tommy

**Slide Puzzle**

- **Value:** 800
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Timmy & Tommy

**Circle Banner**

- **Value:** 1,200
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Timmy & Tommy

**Egg Basket**

- **Value:** 800
- **HHA Theme(s):** None
- **Obtainable from:** Zipper T. Bunny (Bunny Day)

**General's Fan**

- **Value:** 1,600
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Timmy & Tommy

**Partition Screen**

- **Value:** 1,600
- **HHA Theme(s):** Trendy
- **Obtainable from:** Timmy & Tommy

**Hedge Standee**

- **Value:** 1,200
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy
GRASS STANDEE
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

POTTED IVY
- Value: 800
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

MOUNTAIN STANDEE
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

GENIE’S LAMP
- Value: 1,500
- HHA Theme(s): Antique, Fairy Tale, Quirky
- Obtainable from: Timmy & Tommy

TREE STANDEE
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

BOOMERANG
- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

CACAO TREE
- Value: 1,680
- HHA Theme(s): Rustic
- Obtainable from: Valentine’s Day (letter from mom)

NEON SIGN
- Value: 2,400
- HHA Theme(s): Toy Shop
- Obtainable from: Timmy & Tommy

DRINKING FOUNTAIN
- Value: 2,000
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

ROOSTER OF BARCELOS
- Value: 1,200
- HHA Theme(s): Toy Shop
- Obtainable from: Gulliver (answer correctly)
**DALA HORSE**
- Value: 1,200
- HHA Theme(s): Rustic, Toy Shop
- Obtainable from: Gulliver (answer correctly)

**RED-TASSELED LANTERN**
- Value: 2,400
- HHA Theme(s): Harmonious
- Obtainable from: Gulliver (answer correctly)

**DREAM CATCHER**
- Value: 1,600
- HHA Theme(s): Toy Shop
- Obtainable from: Gulliver (answer correctly)

**HULA DOLL**
- Value: 1,800
- HHA Theme(s): Fairy Tale, Quirky
- Obtainable from: Gulliver (answer correctly)

**SKELETON FIGURINE**
- Value: 1,680
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Gulliver (answer correctly)

**MOAI STATUE**
- Value: 7,600
- HHA Theme(s): Quirky
- Obtainable from: Gulliver (answer correctly)

**POST-OFFICE POSTER**
- Value: 400
- HHA Theme(s): None
- Obtainable from: 10,000,000 Bells in savings account

**TRIBAL MASK**
- Value: 4,400
- HHA Theme(s): Antique, Quirky
- Obtainable from: Gulliver (answer correctly)

**SHAMROCK CLOCK**
- Value: 1,800
- HHA Theme(s): Rustic
- Obtainable from: Gulliver (answer correctly)

**MERLION**
- Value: 9,200
- HHA Theme(s): Harmonious
- Obtainable from: Gulliver (answer correctly)
**PAGODA**
- Value: 5,120
- HHA Theme(s): Harmonious
- Obtainable from: Gulliver (answer correctly)

**SAMGYETANG**
- Value: 1,200
- HHA Theme(s): Harmonious
- Obtainable from: Gulliver (answer correctly)

**MERMAID STATUE**
- Value: 7,600
- HHA Theme(s): None
- Obtainable from: Gulliver (answer correctly)

**EIFFEL TOWER**
- Value: 4,000
- HHA Theme(s): Toy Shop
- Obtainable from: Gulliver (answer correctly)

**MOUTH OF TRUTH**
- Value: 7,600
- HHA Theme(s): Quirky
- Obtainable from: Gulliver (answer correctly)

**MARSHMALLOWS **
- Value: 1,200
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**MANNEKEN PIS**
- Value: 5,200
- HHA Theme(s): None
- Obtainable from: Gulliver (answer correctly)

**CARDBOARD TABLE**
- Value: 960
- HHA Theme(s): Quirky
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)

**MATRYOSHKA**
- Value: 3,920
- HHA Theme(s): Fairy Tale, Toy Shop
- Obtainable from: Gulliver (answer correctly)

**CARDBOARD CHAIR**
- Value: 800
- HHA Theme(s): Quirky
- Obtainable from: Re-Tail (flea market) or Police Station (lost and found)
Obtainable from:
Re-Tail (flea market)
or Police Station (lost and found)

HHA Theme(s):
Quirky

Value: 920

Obtainable from:
Re-Tail (flea market)
or Police Station (lost and found)

HHA Theme(s):
Quirky

Value: 480

Obtainable from:
New Year’s (Isabelle)

HHA Theme(s):
Harmonious

Value: 480

Obtainable from:
New Year’s (Isabelle)

HHA Theme(s):
Harmonious

Value: 480

Obtainable from:
New Year’s (Isabelle)

HHA Theme(s):
Harmonious

Value: 480

Obtainable from:
New Year’s (Isabelle)

HHA Theme(s):
Harmonious

Value: 480

Obtainable from:
New Year’s (Isabelle)

HHA Theme(s):
Harmonious

Value: 480

Obtainable from:
New Year’s (Isabelle)
**ZODIAC GOAT**
- Value: 480
- HHA Theme(s): Harmonious
- Obtainable from: New Year’s (Isabelle)

**WALL-MOUNTED MONITOR**
- Value: 3,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**ZODIAC MONKEY**
- Value: 480
- HHA Theme(s): Harmonious
- Obtainable from: New Year’s (Isabelle)

**HOLOGRAM MACHINE**
- Value: 3,600
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**ZODIAC ROOSTER**
- Value: 480
- HHA Theme(s): Harmonious
- Obtainable from: New Year’s (Isabelle)

**SPACE CAPTAIN’S SEAT**
- Value: 3,680
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**ZODIAC DOG**
- Value: 480
- HHA Theme(s): Harmonious
- Obtainable from: New Year’s (Isabelle)

**CREW MEMBER’S SEAT**
- Value: 2,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**ZODIAC BOAR**
- Value: 480
- HHA Theme(s): Harmonious
- Obtainable from: New Year’s (Isabelle)

**SPACE CONSOLE**
- Value: 3,000
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)
**LARGE SPACE CONSOLE**
- Value: 3,200
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**CHOCOLATE CAKE**
- Value: 600
- HHA Theme(s): Fairy Tale
- Obtainable from: Valentine's Day (Letter from Isabelle)

**SMALL SPACE CONSOLE**
- Value: 2,680
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**CREAM AND SUGAR**
- Value: 1,000
- HHA Theme(s): Fairy Tale
- Obtainable from: Brewster (work at The Roost)

**CAPTAIN'S MONITOR**
- Value: 2,800
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**COFFEE CUP**
- Value: 2,000
- HHA Theme(s): None
- Obtainable from: Brewster (work at The Roost)

**CREW'S MONITOR**
- Value: 2,400
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**DESSERT CASE**
- Value: 3,200
- HHA Theme(s): Fairy Tale
- Obtainable from: Timmy & Tommy

**SPHERICAL RADAR**
- Value: 3,000
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Timmy & Tommy (Spotlight item)

**COFFEE GRINDER**
- Value: 1,600
- HHA Theme(s): Trendy
- Obtainable from: Brewster (work at The Roost)
**BIRTHDAY TABLE**

- **Value:** 1,200
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Birthday (friendship level at maximum with the 3 neighbors)

**BIRTHDAY CANDLES**

- **Value:** 1,200
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Birthday (friendship level at maximum with the 3 neighbors)

**BIRTHDAY SIGN**

- **Value:** 1,200
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Birthday (friendship level at maximum with the 3 neighbors)

**BIRTHDAY CAKE**

- **Value:** 400
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Birthday (friendship level is good with the 3 neighbors)

**LIFT CHAIR**

- **Value:** 4,800
- **HHA Theme(s):** None
- **Obtainable from:** Snowman

**SNOWMAN MATRYOSHKA**

- **Value:** 8,000
- **HHA Theme(s):** Fairy Tale, Toy Shop
- **Obtainable from:** Snowtyke

**TEN BILLION BARREL**

- **Value:** 1,024
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Redd (Fireworks Show; whiz ticket)

**CURLING STONE**

- **Value:** 1,600
- **HHA Theme(s):** None
- **Obtainable from:** Snowman

**PEPPER MILL**

- **Value:** 800
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**SKETCHBOOK**

- **Value:** 960
- **HHA Theme(s):** None
- **Obtainable from:** Katie
**TOY CAMERA**

- Value: 960
- HHA Theme(s): Toy Shop, Trendy
- Obtainable from: Katie

**SLALOM GATE**

- Value: 2,400
- HHA Theme(s): None
- Obtainable from: Snowman

**KINDERDIJK WINDMILL**

- Value: 1,200
- HHA Theme(s): Toy Shop
- Obtainable from: Gulliver (answer correctly)

**CAMP STOVE**

- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Camping NPC (igloo)

**TUK-TUK**

- Value: 1,200
- HHA Theme(s): Harmonious
- Obtainable from: Gulliver (answer correctly)

**SKI RACK**

- Value: 2,000
- HHA Theme(s): None
- Obtainable from: Snowman

**WORLD MAP**

- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Katie

**BOBSLED**

- Value: 4,800
- HHA Theme(s): None
- Obtainable from: Snowman

**AYERS ROCK**

- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Gulliver (answer correctly)
**SMOKER**

- **Value**: 3,000
- **HHA Theme(s)**: None
- **Obtainable from**: Camping NPC (igloo)

**SNOW MACHINE**

- **Value**: 5,600
- **HHA Theme(s)**: None
- **Obtainable from**: Snowman

**GAUDÍ’S LIZARD**

- **Value**: 1,200
- **HHA Theme(s)**: Trendy
- **Obtainable from**: Gulliver (answer correctly)

**TWELVE-GRAPE PLATE**

- **Value**: 480
- **HHA Theme(s)**: None
- **Obtainable from**: Countdown (Isabelle, NA and EU Spanish)

**SONGPYEON**

- **Value**: 1,200
- **HHA Theme(s)**: Harmonious
- **Obtainable from**: Tsukimi (Isabelle, KOR only)

**SEA GLOBE**

- **Value**: 20 medals
- **HHA Theme(s)**: Rustic
- **Obtainable from**: Island Gift Shop (Club Tortimer members)

**BAGPIPES**

- **Value**: 1,200
- **HHA Theme(s)**: None
- **Obtainable from**: Gulliver (answer correctly)

**NUTCRACKER**

- **Value**: 1,200
- **HHA Theme(s)**: Fairy Tale, Quirky, Toy Shop
- **Obtainable from**: Gulliver (answer correctly)

**BIG BEN**

- **Value**: 1,200
- **HHA Theme(s)**: None
- **Obtainable from**: Gulliver (answer correctly)

**HOLIDAY STOCKING**

- **Value**: 800
- **HHA Theme(s)**: Toy Shop
- **Obtainable from**: Naughty or Nice Day (EU only)
**HHA**

**Theme(s):** Fairy Tale

**Obtainable from:** Countdown (Isabelle; German only)

*Value:* 3,600

**HHA**

**Theme(s):** None

**Obtainable from:** Snowman

*Value:* 1,024

**HHA**

**Theme(s):** Sci-Fi, Toy Shop

**Obtainable from:** Redd (Fireworks Show; pow ticket)

*Value:* 1,200

**HHA**

**Theme(s):** Fairy Tale

**Obtainable from:** Timmy & Tommy

*Value:* 2,000

**HHA**

**Theme(s):** Fairy Tale

**Obtainable from:** Timmy & Tommy

*Value:* 1,800

**HHA**

**Theme(s):** Fairy Tale

**Obtainable from:** Timmy & Tommy

*Value:* 1,800

**HHA**

**Theme(s):** Harmonious

**Obtainable from:** Timmy & Tommy

*Value:* 1,200
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SHOGI PIECE</strong></td>
<td>1,200</td>
<td>Harmonious, Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>REVERSİ PIECE</strong></td>
<td>1,200</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>LILY RECORD PLAYER</strong></td>
<td>2,480</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; The Town Cleanup Prize)</td>
</tr>
<tr>
<td><strong>ROSE SOFA</strong></td>
<td>2,400</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td><strong>SUNFLOWER STEREO</strong></td>
<td>2,480</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td><strong>TULIP DRESSER</strong></td>
<td>2,200</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td><strong>VIOLET SCREEN</strong></td>
<td>2,380</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; The Town Cleanup Prize)</td>
</tr>
<tr>
<td><strong>HYDRANGEA BED</strong></td>
<td>2,480</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td><strong>AZALEA STOOL</strong></td>
<td>2,200</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
<tr>
<td><strong>PANSY TABLE</strong></td>
<td>2,400</td>
<td>Fairy Tale, Rustic</td>
<td>Leif</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Weeding Day; Happy Generosity Award)</td>
</tr>
</tbody>
</table>
THREE LAMP

Value: 3,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

FOUR LAMP

Value: 4,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

FIVE LAMP

Value: 5,500
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

SIX LAMP

Value: 6,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

SEVEN LAMP

Value: 7,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

EIGHT LAMP

Value: 8,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

NINE LAMP

Value: 9,000
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy (spotlight item)

ARIES ROCKING CHAIR

Value: 4,800
HHA Theme(s): None
Obtainable from: DLC (UP)

TAURUS BATHTUB

Value: 4,800
HHA Theme(s): None
Obtainable from: DLC (UP)

GEMINI CLOSET

Value: 4,800
HHA Theme(s): None
Obtainable from: DLC (UP)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA</th>
<th>Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>CANCER TABLE</td>
<td>4,800</td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>LEO SCULPTURE</td>
<td>4,800</td>
<td></td>
<td>Quirky</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>VIRGO HARP</td>
<td>4,800</td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>AQUARIUS URN</td>
<td>4,800</td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>CAPRICORN ORNAMENT</td>
<td>4,800</td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>SAGITTARIUS ARROW</td>
<td>4,800</td>
<td></td>
<td>Quirky</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>SCORPIO LAMP</td>
<td>4,800</td>
<td></td>
<td>Quirky</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>PISCES LAMP</td>
<td>4,040</td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td>SUNRISE LAMP</td>
<td></td>
<td></td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
</tbody>
</table>
**AURORA SCREEN**
- Value: 4,080
- HHA Theme(s): Sci-Fi
- Obtainable from: DLC (JP)

**PALM-TREE LAMP**
- Value: 4,280
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**SPROUT TABLE**
- Value: 4,120
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**FIREWORKS TABLE**
- Value: 4,320
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**CHERRY-BLOSSOM CLOCK**
- Value: 4,160
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**FULL-MOON VANITY**
- Value: 4,360
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**LEAF BED**
- Value: 4,200
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**RICE-PLANT BED**
- Value: 4,400
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**RAINBOW SCREEN**
- Value: 4,240
- HHA Theme(s): Sci-Fi
- Obtainable from: DLC (JP)

**AUTUMN-LEAF CHAIR**
- Value: 4,440
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)
**TREE-STUMP CHAIR**
- Value: 4,480
- HHA Theme(s): Rustic
- Obtainable from: DLC (JP)

**24-HOUR-SHOP MODEL**
- Value: 2,844
- HHA Theme(s): Toy Shop
- Obtainable from: DLC (JP)

**CORKBOARD**
- Value: 1,600
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy (on the wall)

**24-HOUR-SHOP ABD**
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**KITCHEN SCALE**
- Value: 1,200
- HHA Theme(s): Sci-Fi
- Obtainable from: Timmy & Tommy

**SOFT-DRINK DISPLAY**
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**SUSHI PLATTER**
- Value: 1,680
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**SANDWICH DISPLAY**
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC (JP)

**KOKESH! DOLL**
- Value: 800
- HHA Theme(s): Harmonious, Quirky, Toy Shop
- Obtainable from: Timmy & Tommy

**24-HOUR-SHOP SIGN**
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC (JP)
24-HOUR-SHOP COUNTER
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC IJP

BARBECUE BED
- Value: 2,844
- HHA Theme(s): None
- Obtainable from: DLC IJP

NOTEBOOK BED
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP

PENCIL SCREEN
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP

NOTEBOOK WARDROBE
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP

STICKER TAPE LINER
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP

ERASER SOFA
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP

SET SQUARE TABLE
- Value: 23,760
- HHA Theme(s): Trendy
- Obtainable from: DLC IJP
**Wallpaper**

**PASTEL-DOT WALL**
- Value: 1,480
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**MOD WALL**
- Value: 1,200
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**PARLOR WALL**
- Value: 1,120
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Timmy & Tommy

**KITSCHY WALL**
- Value: 1,240
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**GROOVY WALL**
- Value: 1,280
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

**BLUE-TRIM WALL**
- Value: 1,420
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

**BACKGAMMON WALL**
- Value: 7,200
- HHA Theme(s): Toy Shop
- Obtainable from: Saharah

**PLASTER WALL**
- Value: 880
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

**MOSAIC WALL**
- Value: 2,100
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

**CHIC WALL**
- Value: 1,960
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy
ORNATE WALL
- Value: 1,580
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Timmy & Tommy

CITRUS WALL
- Value: 1,120
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

ROSE WALL
- Value: 2,240
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Timmy & Tommy

OLD BRICK WALL
- Value: 1,200
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy

GARDEN WALL
- Value: 6,400
- HHA Theme(s): Harmonious, Quirky, Rustic
- Obtainable from: Saharah

SHOJI SCREEN
- Value: 7,500
- HHA Theme(s): Harmonious
- Obtainable from: Saharah

GOLD SCREEN WALL
- Value: 2,180
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

TEAROOM WALL
- Value: 1,750
- HHA Theme(s): Harmonious, Quirky
- Obtainable from: Timmy & Tommy

MODERN SCREEN
- Value: 1,150
- HHA Theme(s): Harmonious, Rustic, Trendy
- Obtainable from: Timmy & Tommy

MORTAR WALL
- Value: 7,000
- HHA Theme(s): Harmonious
- Obtainable from: Saharah
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>STONE WALL</td>
<td>800</td>
<td>Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>FLORAL WALL</td>
<td>2,250</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>CONCRETE WALL</td>
<td>6,400</td>
<td>Quirky, Sci-Fi, Trendy</td>
<td>Saharah</td>
</tr>
<tr>
<td>KITCHEN WALL</td>
<td>1,120</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>BASEMENT WALL</td>
<td>7,500</td>
<td>Quirky</td>
<td>Saharah</td>
</tr>
<tr>
<td>MUSIC-ROOM WALL</td>
<td>6,400</td>
<td>None</td>
<td>Saharah</td>
</tr>
<tr>
<td>SHANTY WALL</td>
<td>800</td>
<td>Quirky</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>MANOR WALL</td>
<td>1,050</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>WOOD PANELING</td>
<td>1,320</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>OFFICE WALL</td>
<td>7,000</td>
<td>Trendy</td>
<td>Saharah</td>
</tr>
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</table>
**Value**: 1,960
**HHA Theme(s)**: Antique
**Obtainable from**: Timmy & Tommy

**Value**: 1,780
**HHA Theme(s)**: Harmonious
**Obtainable from**: Timmy & Tommy

**Value**: 2,660
**HHA Theme(s)**: Antique, Harmonious
**Obtainable from**: Timmy & Tommy

**Value**: 2,150
**HHA Theme(s)**: Antique
**Obtainable from**: Timmy & Tommy

**Value**: 1,500
**HHA Theme(s)**: Harmonious, Rustic
**Obtainable from**: Timmy & Tommy

**Value**: 1,500
**HHA Theme(s)**: Quirky, Rustic
**Obtainable from**: Timmy & Tommy

**Value**: 2,450
**HHA Theme(s)**: Antique
**Obtainable from**: Timmy & Tommy

**Value**: 9,200
**HHA Theme(s)**: Antique, Quirky
**Obtainable from**: Saharah

**Value**: 1,470
**HHA Theme(s)**: Antique, Harmonious
**Obtainable from**: Timmy & Tommy

**Value**: 1,480
**HHA Theme(s)**: Antique
**Obtainable from**: Timmy & Tommy
INDUSTRIAL WALL

- Value: 1,800
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Timmy & Tommy

LIBRARY WALL

- Value: 1,680
- HHA Theme(s): Quirky
- Obtainable from: Timmy & Tommy

ILLUSION WALL

- Value: 1,360
- HHA Theme(s): Toy, Shop, Trendy
- Obtainable from: Timmy & Tommy

MEADOW VISTA

- Value: 8,000
- HHA Theme(s): Rustic
- Obtainable from: Saharah

TROPICAL VISTA

- Value: 100 medals
- HHA Theme(s): None
- Obtainable from: Island Gift Shop (rare)

DESSERT VISTA

- Value: 9,000
- HHA Theme(s): None
- Obtainable from: Saharah

CHAIN-LINK FENCE

- Value: 6,400
- HHA Theme(s): None
- Obtainable from: Saharah

TREELINED WALL

- Value: 7,400
- HHA Theme(s): Rustic
- Obtainable from: Saharah

SKY WALL

- Value: 1,200
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

CITYSCAPE WALL

- Value: 1,600
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy
**DIRT-CLOD WALL**

- **Value:** 800
- **HHA Theme(s):** Quirky
- **Obtainable from:** Timmy & Tommy

**JUNGLE WALL**

- **Value:** 1,600
- **HHA Theme(s):** Rustic
- **Obtainable from:** Museum Shop (complete the insects exhibit)

**COMMON WALL**

- **Value:** 1,240
- **HHA Theme(s):** None
- **Obtainable from:** Timmy & Tommy

**UNDERWATER WALL**

- **Value:** 1,600
- **HHA Theme(s):** None
- **Obtainable from:** Museum Shop (complete the fish and deep-sea exhibit)

**CREepy WALL**

- **Value:** 2,000
- **HHA Theme(s):** Quirky
- **Obtainable from:** Jack (Halloween)

**DIG-SITE WALL**

- **Value:** 1,600
- **HHA Theme(s):** None
- **Obtainable from:** Museum Shop (complete the fossil exhibit)

**RAMSHACKLE WALL**

- **Value:** 1,200
- **HHA Theme(s):** Quirky
- **Obtainable from:** Timmy & Tommy

**PAINTBALL WALL**

- **Value:** 1,600
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Museum Shop (complete the art exhibit)

**SPORTY WALL**

- **Value:** 2,000
- **HHA Theme(s):** None
- **Obtainable from:** Saharah
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marine Pop Wall</td>
<td>1,640</td>
<td>Toy Shop</td>
<td>Fishing Tourney</td>
</tr>
<tr>
<td>Sci-Fi Wall</td>
<td>6,000</td>
<td>Sci-Fi, Toy Shop</td>
<td>Saharah</td>
</tr>
<tr>
<td>Butterfly Wall</td>
<td>1,480</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Ski-Slope Wall</td>
<td>1,560</td>
<td>None</td>
<td>Snowman</td>
</tr>
<tr>
<td>Cheese Wall</td>
<td>1,360</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Red Tile Wall</td>
<td>1,680</td>
<td>Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Maze Wall</td>
<td>1,480</td>
<td>Sci-Fi, Toy Shop, Trendy</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Autumn Wall</td>
<td>1,560</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Flower Pop Wall</td>
<td>1,480</td>
<td>Fairy Tale, Rustic</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Palace Wall</td>
<td>2,000</td>
<td>Antique</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
PARTY WALL

Value: 1,360
HHA Theme(s): Fairy Tale, Toy Shop
Obtainable from: Timmy & Tommy

PAW-PRINT WALL

Value: 1,560
HHA Theme(s): None
Obtainable from: Timmy & Tommy

SUMMIT WALL

Value: 1,600
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy

SKYSCRAPER WALL

Value: 1,600
HHA Theme(s): Trendy
Obtainable from: Timmy & Tommy

EXHIBIT-ROOM WALL

Value: 400
HHA Theme(s): None
Obtainable from: Museum Shop (after 2F upgrade)

MUSEUM WALL

Value: 2,000
HHA Theme(s): None
Obtainable from: Museum Shop (after 2F upgrade)

NOTEBOOK WALL

Value: 23,760
HHA Theme(s): Trendy
Obtainable from: DLC (JP)
Flooring

PASTEL-DOT RUG

- Value: 1,300
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

RED TILE

- Value: 1,680
- HHA Theme(s): Trendy
- Obtainable from: Saharah

CHECKERED TILE

- Value: 1,680
- HHA Theme(s): Toy Shop, Trendy
- Obtainable from: Timmy & Tommy

MOSAIC TILE

- Value: 2,300
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

CERAMIC TILE

- Value: 1,390
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

CHESSBOARD RUG

- Value: 8,300
- HHA Theme(s): Toy Shop
- Obtainable from: Saharah

DINER TILE

- Value: 1,300
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

PLAZA TILE

- Value: 2,180
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

KITSCHY TILE

- Value: 1,280
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

PALACE TILE

- Value: 3,200
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Timmy & Tommy
**IMPERIAL TILE**

Value: 2,980
HHA Theme(s): Antique, Harmonious
Obtainable from: Timmy & Tommy

---

**PLANKED TATAMI**

Value: 1,340
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

---

**KITCHEN TILE**

Value: 1,890
HHA Theme(s): None
Obtainable from: Timmy & Tommy

---

**MOSSY CARPET**

Value: 8,000
HHA Theme(s): Harmonious
Obtainable from: Saharah

---

**STONE TILE**

Value: 2,750
HHA Theme(s): Antique
Obtainable from: Timmy & Tommy

---

**SAND GARDEN**

Value: 7,000
HHA Theme(s): Harmonious, Quirky
Obtainable from: Saharah

---

**CHARCOAL TILE**

Value: 800
HHA Theme(s): None
Obtainable from: Timmy & Tommy

---

**SLATE FLOORING**

Value: 1,380
HHA Theme(s): Harmonious
Obtainable from: Timmy & Tommy

---

**TATAMI**

Value: 8,500
HHA Theme(s): Harmonious
Obtainable from: Saharah

---

**CONCRETE FLOOR**

Value: 7,200
HHA Theme(s): Quirky, Sci-Fi
Obtainable from: Saharah
<table>
<thead>
<tr>
<th><strong>BASEMENT FLOOR</strong></th>
<th><strong>OFFICE FLOORING</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>✓ 1p 2p 3p 4p</td>
<td>✓ 1p 2p 3p 4p</td>
</tr>
<tr>
<td>Value: 8,500</td>
<td>Value: 6,800</td>
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<tr>
<td>HHA Theme(s): Quirky</td>
<td>HHA Theme(s): None</td>
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<tr>
<td>Obtainable from: Saharah</td>
<td>Obtainable from: Saharah</td>
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<table>
<thead>
<tr>
<th><strong>PARQUET FLOOR</strong></th>
<th><strong>OPULENT RUG</strong></th>
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</thead>
<tbody>
<tr>
<td>✓ 1p 2p 3p 4p</td>
<td>✓ 1p 2p 3p 4p</td>
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<tr>
<td>Value: 2,350</td>
<td>Value: 1,230</td>
</tr>
<tr>
<td>HHA Theme(s): Rustic</td>
<td>HHA Theme(s): Harmonious, Quirky</td>
</tr>
<tr>
<td>Obtainable from: Timmy &amp; Tommy</td>
<td>Obtainable from: Timmy &amp; Tommy</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>OLD BOARD FLOOR</strong></th>
<th><strong>PLUSH CARPET</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>✓ 1p 2p 3p 4p</td>
<td>✓ 1p 2p 3p 4p</td>
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<tr>
<td>Value: 880</td>
<td>Value: 2,160</td>
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<tr>
<td>HHA Theme(s): Harmonious, Quirky, Rustic</td>
<td>HHA Theme(s): Antique</td>
</tr>
<tr>
<td>Obtainable from: Timmy &amp; Tommy</td>
<td>Obtainable from: Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>KITCHEN FLOORING</strong></th>
<th><strong>ORNATE RUG</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>✓ 1p 2p 3p 4p</td>
<td>✓ 1p 2p 3p 4p</td>
</tr>
<tr>
<td>Value: 1,230</td>
<td>Value: 2,100</td>
</tr>
<tr>
<td>HHA Theme(s): None</td>
<td>HHA Theme(s): Fairy Tale, Rustic</td>
</tr>
<tr>
<td>Obtainable from: Timmy &amp; Tommy</td>
<td>Obtainable from: Timmy &amp; Tommy</td>
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<table>
<thead>
<tr>
<th><strong>MUSIC-ROOM FLOOR</strong></th>
<th><strong>FANCY CARPET</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>✓ 1p 2p 3p 4p</td>
<td>✓ 1p 2p 3p 4p</td>
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<tr>
<td>Value: 7,200</td>
<td>Value: 2,980</td>
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<tr>
<td>HHA Theme(s): None</td>
<td>HHA Theme(s): Antique</td>
</tr>
<tr>
<td>Obtainable from: Saharah</td>
<td>Obtainable from: Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
EXQUISITE RUG
- Value: 1,960
- HHA Theme(s): Harmonious
- Obtainable from: Timmy & Tommy

COWHIDE RUG
- Value: 1,540
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

TENT RUG
- Value: 1,280
- HHA Theme(s): Antique
- Obtainable from: Timmy & Tommy

BIRCH FLOORING
- Value: 800
- HHA Theme(s): Rustic, Trendy
- Obtainable from: Timmy & Tommy

TARTAN RUG
- Value: 1,820
- HHA Theme(s): Trendy
- Obtainable from: Timmy & Tommy

PLANK FLOORING
- Value: 800
- HHA Theme(s): Quirky, Rustic
- Obtainable from: Timmy & Tommy

ROUND CARPET
- Value: 1,080
- HHA Theme(s): None
- Obtainable from: Timmy & Tommy

BAMBOO FLOORING
- Value: 1,360
- HHA Theme(s): Harmonious, Rustic
- Obtainable from: Timmy & Tommy

CITRUS CARPET
- Value: 1,330
- HHA Theme(s): Rustic
- Obtainable from: Timmy & Tommy

STEEL FLOORING
- Value: 1,480
- HHA Theme(s): Quirky, Sci-Fi, Trendy
- Obtainable from: Timmy & Tommy
SHANTY MAT

Value: 720
HHA Theme(s): Harmonious, Quirky, Rustic
Obtainable from: Timmy & Tommy

SAHARAH’S DESERT

Value: 7,200
HHA Theme(s): None
Obtainable from: Saharah

ANCIENT TILE

Value: 9,600
HHA Theme(s): Antique, Quirky
Obtainable from: Saharah

SANDLOT

Value: 6,800
HHA Theme(s): None
Obtainable from: Saharah

ILLUSION FLOOR

Value: 1,600
HHA Theme(s): Toy Shop, Trendy
Obtainable from: Timmy & Tommy

SIDEWALK

Value: 7,800
HHA Theme(s): None
Obtainable from: Saharah

DAISY MEADOW

Value: 7,200
HHA Theme(s): Rustic
Obtainable from: Saharah

CLOUD FLOORING

Value: 1,480
HHA Theme(s): None
Obtainable from: Timmy & Tommy

TROPICAL FLOOR

Value: 100 medals
HHA Theme(s): None
Obtainable from: Island Gift Shop (rare)

COMMON FLOOR

Value: 1,280
HHA Theme(s): Rustic
Obtainable from: Timmy & Tommy
<table>
<thead>
<tr>
<th>Floor Name</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creepy Floor</td>
<td>2,000</td>
<td>Quirky</td>
<td>Jack (Halloween)</td>
<td></td>
</tr>
<tr>
<td>Ramshackle Floor</td>
<td>1,200</td>
<td>Quirky</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Sporty Floor</td>
<td>2,000</td>
<td>None</td>
<td>Sahararah</td>
<td></td>
</tr>
<tr>
<td>Hopscotch Floor</td>
<td>960</td>
<td>Toy Shop</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Wildflower Floor</td>
<td>1,480</td>
<td>Rustic</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Jungle Floor</td>
<td>1,600</td>
<td>None</td>
<td>Museum Shop (donate 50 insects or more)</td>
<td></td>
</tr>
<tr>
<td>Underwater Floor</td>
<td>1,600</td>
<td>None</td>
<td>Museum Shop (donate 50 fish/deep-sea catches or more)</td>
<td></td>
</tr>
<tr>
<td>Dig-Site Floor</td>
<td>1,600</td>
<td>None</td>
<td>Museum Shop (donate 30 fossils or more)</td>
<td></td>
</tr>
<tr>
<td>Paintball Floor</td>
<td>1,600</td>
<td>Toy Shop</td>
<td>Museum Shop (donate 20 artworks or more)</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td>Value</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
<td></td>
</tr>
<tr>
<td>-----------------------</td>
<td>--------</td>
<td>--------------------------------------</td>
<td>--------------------------</td>
<td></td>
</tr>
<tr>
<td>Ladybug Carpet</td>
<td>1,640</td>
<td>Sci-Fi, Toy Shop</td>
<td>Bug Off</td>
<td></td>
</tr>
<tr>
<td>Cheese Floor</td>
<td>1,360</td>
<td>None</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Sci-Fi Floor</td>
<td>6,000</td>
<td>Sci-Fi, Toy Shop</td>
<td>Saharah</td>
<td></td>
</tr>
<tr>
<td>Maze Floor</td>
<td>1,480</td>
<td>Sci-Fi, Toy Shop, Trendy</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Ski-Slope Floor</td>
<td>1,560</td>
<td>None</td>
<td>Snowman</td>
<td></td>
</tr>
<tr>
<td>Autumn Floor</td>
<td>6,800</td>
<td>Rustic</td>
<td>Saharah</td>
<td></td>
</tr>
<tr>
<td>Flower Pop Carpet</td>
<td>1,480</td>
<td>Fairy Tale, Rustic</td>
<td>Timmy &amp; Tommy</td>
<td></td>
</tr>
<tr>
<td>Marine Pop Floor</td>
<td>1,640</td>
<td>None</td>
<td>Fishing Tourney</td>
<td></td>
</tr>
<tr>
<td>Exhibit-Room Floor</td>
<td>400</td>
<td>None</td>
<td>Museum Shop (after 2F upgrade)</td>
<td></td>
</tr>
<tr>
<td>Museum Floor</td>
<td>2,000</td>
<td>None</td>
<td>Museum Shop (after 2F upgrade)</td>
<td></td>
</tr>
</tbody>
</table>
There’s nothing like the thrill of getting dressed for success. Here we explore Animal Crossing’s complete catalog of clothing and accessories, which are sure to be hoarded by those with big wardrobes—and even bigger wallets!

**UNDE RSTANDING THE SECTIONS**

Here’s how to read each item’s section in the Clothing Catalog:

- **Value:** The item’s suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.
- **Look:** The type of stylish “look” that the item will give you when worn.
- **HHA Theme(s):** The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous “Home Sweet Home” chapter for details.
- **Obtainable from:** The shop, event, or NPC character that offers you the item. See the previous “Shops and Such,” “Friendly Faces,” and “Seasonal Events” chapters for greater detail.

**NOTE**

All DLC information is accurate as of May 2013. DLC availability may change for various regions in the future.

**Sets and Disguises**

Complete one of the following outfits by collecting all of its individual garments, and you’ll really make a splash in the fashion world!

**Alpinist**

**ALPINIST DRESS**

- **Value:** 640
- **Look:** “Iconic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**ALPINIST HAT**

- **Value:** 320
- **Look:** “Iconic”
- **HHA Theme(s):** None
- **Obtainable from:** Labelle
**Astronaut**

**SPACE HELMET**
- Value: 2,400
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Labelle

**SPACE PANTS**
- Value: 800
- Look: "Sporty"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

**SPACE SUIT**
- Value: 360
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Able Sisters

**Bear**

**BEAR-COSTUME PANTS**
- Value: 600
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BEAR CAP**
- Value: 480
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle

**BEAR COSTUME**
- Value: 640
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**Blue Superhero**

**SPACE SUIT**
- Value: 360
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Able Sisters

**BLUE-ZAP HELMET**
- Value: 600
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Labelle

**BLUE-ZAP PANTS**
- Value: 800
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Able Sisters

**BLUE-ZAP SUIT**
- Value: 840
- Look: "Rock-n'-roll"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Fortune cookie #10

**Bounty Hunter**

**SAMUS MASK**
- Value: 840
- Look: "Rock-n'-roll"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Fortune cookie #10
**VARIA SUIT**

- **Value:** 840
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Fortune cookie #46

**VARIA SUIT PANTS**

- **Value:** 840
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Fortune cookie #42

**VARIA SUIT SHOES**

- **Value:** 840
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Fortune cookie #43

**CAT TANK DRESS**

- **Value:** 800
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**CAT CAP**

- **Value:** 480
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**CAT DRESS**

- **Value:** 720
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**CAVALIER HAT**

- **Value:** 360
- **Look:** “Iconic”
- **HHA Theme(s):** Antique
- **Obtainable from:** Labelle

**CAVALIER SHIRT**

- **Value:** 420
- **Look:** “Iconic”
- **HHA Theme(s):** Antique
- **Obtainable from:** Able Sisters

**GOLD-ARMOR PANTS**

- **Value:** 800
- **Look:** “Historical”
- **HHA Theme(s):** Antique, Quirky
- **Obtainable from:** Able Sisters (fall)

**GOLD-ARMOR SHOES**

- **Value:** 1,200
- **Look:** “Historical”
- **HHA Theme(s):** Antique, Quirky
- **Obtainable from:** Kicks

**Cat**

- **Value:** 720
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**Centurion**

- **Value:** 800
- **Look:** “Historical”
- **HHA Theme(s):** Antique, Quirky
- **Obtainable from:** Able Sisters (fall)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td><strong>GOLD-ARMOR SUIT</strong></td>
<td>540</td>
<td>&quot;Historical&quot;</td>
<td>Antique, Quirky</td>
<td>Able Sisters</td>
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<tr>
<td><strong>WARBONNET</strong></td>
<td>1,000</td>
<td>&quot;Iconic&quot;</td>
<td>Antique</td>
<td>Labelle</td>
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<tr>
<td><strong>ROMAN HELMET</strong></td>
<td>1,200</td>
<td>&quot;Historical&quot;</td>
<td>Antique, Quirky</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>CHEF’S HAT</strong></td>
<td>360</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>COWBOY BOOTS</strong></td>
<td>4,000</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>GracieGrace (fall)</td>
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<td><strong>CHEF’S OUTFIT</strong></td>
<td>640</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters</td>
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<tr>
<td><strong>FOOTBALL HELMET</strong></td>
<td>1,200</td>
<td>&quot;Iconic&quot;</td>
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<td>Labelle</td>
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<tr>
<td><strong>OUTBACK HAT</strong></td>
<td>320</td>
<td>&quot;Iconic&quot;</td>
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<td>Labelle</td>
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<tr>
<td><strong>WESTERN PANTS</strong></td>
<td>360</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
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<tr>
<td><strong>WESTERN SHIRT</strong></td>
<td>350</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
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<tr>
<td><strong>Cyclist</strong></td>
<td><strong>Detective</strong></td>
<td></td>
<td></td>
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<tr>
<td><strong>BICYCLE HELMET</strong></td>
<td><strong>DETECTIVE HAT</strong></td>
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<td><img src="image1.jpg" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 400</td>
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</tr>
<tr>
<td><strong>Look:</strong> “Sporty”</td>
<td><strong>Look:</strong> “Iconic”</td>
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<td></td>
<td></td>
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<td><strong>HHA Theme(s):</strong> None</td>
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<td><strong>Obtainable from:</strong> Labelle</td>
<td><strong>Obtainable from:</strong> Labelle</td>
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</table>

| **CYCLING SHIRT** | **DETECTIVE OUTFIT** |
| ![Image](image3.jpg) | ![Image](image4.jpg) |
| **Value:** 640 | **Value:** 480 |
| **Look:** “Sporty” | **Look:** “Iconic” |
| **HHA Theme(s):** None | **HHA Theme(s):** None |
| **Obtainable from:** Able Sisters (fall) | **Obtainable from:** Able Sisters (winter) |

| **CYCLING TEE** | **Doctor** |
| ![Image](image5.jpg) | **DOCTOR'S COAT** |
| ![Image](image6.jpg) | ![Image](image7.jpg) |
| **Value:** 640 | **Value:** 300 |
| **Look:** “Sporty” | **Look:** “Official” |
| **HHA Theme(s):** None | **HHA Theme(s):** Quirky, Sci-Fi |
| **Obtainable from:** Able Sisters (summer) | **Obtainable from:** Able Sisters |

| **Dancer** | **DOCTOR'S MIRROR** |
| ![Image](image8.jpg) | ![Image](image9.jpg) |
| **BALLROOM MASK** | **Value:** 600 |
| ![Image](image10.jpg) | **Look:** “Official” |
| **Value:** 4,800 | **HHA Theme(s):** Quirky, Sci-Fi |
| **Look:** “Iconic” | **Obtainable from:** Labelle |
| **HHA Theme(s):** Antique, Fairy Tale | **Obtainable from:** Labelle |
| **Obtainable from:** GracieGrace (winter) | |

| **TUXEDO** | **Obtainable from:** Able Sisters (winter) |
| ![Image](image11.jpg) | **Value:** 7,600 |
| **Look:** “Official” | **Obtainable from:** Able Sisters (winter) |
| **HHA Theme(s):** None | **Obtainable from:** Able Sisters (winter) |
| **Obtainable from:** Able Sisters (winter) | |
## Explorer

### EXPLORER PANTS
- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### EXPLORER TEE
- **Value:** 400
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### EXPLORER'S HAT
- **Value:** 160
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

## Firefighter

### FIREFIGHTER PANTS
- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### FIREFIGHTER SHIRT
- **Value:** 320
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

## Frog

### FROG CAP
- **Value:** 480
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### FROG COSTUME
- **Value:** 640
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

### FROG-COSTUME PANTS
- **Value:** 600
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

## Geisha

### GEISHA WIG
- **Value:** 1,600
- **Look:** "Iconic"
- **HHA Theme(s):** Fairy Tale, Harmonious
- **Obtainable from:** Labelle
**KIMONO**
- Value: 820
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

**KIMONO SANDALS**
- Value: 480
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Kicks

**GENIE PANTS**
- Value: 360
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**GENIE SHIRT**
- Value: 640
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**GENIE VEST**
- Value: 280
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

**TURBAN**
- Value: 600
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**GRAPE HAT**
- Value: 640
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Labelle

**GRAPE TANK**
- Value: 280
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (spring)

**GRAPE TEE**
- Value: 640
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (spring)
**Green Superhero**

**GREEN-ZAP HELMET**
- Value: 600
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Labelle

**GREEN-ZAP PANTS**
- Value: 800
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Able Sisters

**GREEN-ZAP SUIT**
- Value: 640
- Look: "Sporty"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Able Sisters

**Hero**

**HERO’S CLOTHES**
- Value: 840
- Look: "Iconic"
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #3

**HERO’S PANTS**
- Value: 840
- Look: "Iconic"
- HHA Theme(s): Antique, Toy Shop
- Obtainable from: Fortune cookie #5

**IMPERIAL PANTS**
- Value: 480
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

**IMPERIAL SHIRT**
- Value: 320
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

**PIGTAI**
- Value: 400
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Labelle
<table>
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<tr>
<th><strong>SILK HAT</strong></th>
<th><strong>JESTER’S MASK</strong></th>
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<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 320</td>
<td><strong>Value:</strong> 640</td>
</tr>
<tr>
<td><strong>Look:</strong> &quot;Iconic&quot;</td>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Harmonious</td>
<td><strong>HHA Theme(s):</strong> Fairy Tale, Toy Shop</td>
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<tr>
<td><strong>Obtainable from:</strong> Labelle</td>
<td><strong>Obtainable from:</strong> Labelle</td>
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<table>
<thead>
<tr>
<th><strong>JESTER PANTS</strong></th>
<th><strong>JESTER’S SHOES</strong></th>
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<tr>
<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 480</td>
<td><strong>Value:</strong> 600</td>
</tr>
<tr>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Toy Shop</td>
<td><strong>HHA Theme(s):</strong> Fairy Tale, Toy Shop</td>
</tr>
<tr>
<td><strong>Obtainable from:</strong> Able Sisters (spring)</td>
<td><strong>Obtainable from:</strong> Kicks</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>JESTER SHIRT</strong></th>
<th><strong>KAPPA CAP</strong></th>
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<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 420</td>
<td><strong>Value:</strong> 20 medals</td>
</tr>
<tr>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
<td><strong>Look:</strong> &quot;Cute&quot;</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Fairy Tale, Toy Shop</td>
<td><strong>HHA Theme(s):</strong> None</td>
</tr>
<tr>
<td><strong>Obtainable from:</strong> Able Sisters (spring)</td>
<td><strong>Obtainable from:</strong> Island Gift Shop (rare)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>JESTER TANK</strong></th>
<th><strong>KAPPA COSTUME</strong></th>
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<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 280</td>
<td><strong>Value:</strong> 20 medals</td>
</tr>
<tr>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Fairy Tale</td>
<td><strong>HHA Theme(s):</strong> None</td>
</tr>
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<td><strong>Obtainable from:</strong> Able Sisters (spring)</td>
<td><strong>Obtainable from:</strong> Island Gift Shop</td>
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<th><strong>JESTER’S CAP</strong></th>
<th><strong>KAPPA-COSTUME PANTS</strong></th>
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<td><img src="https://via.placeholder.com/150" alt="Image" /></td>
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<tr>
<td><strong>Value:</strong> 360</td>
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<tr>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
<td><strong>Look:</strong> &quot;Flashy&quot;</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Fairy Tale, Toy Shop</td>
<td><strong>HHA Theme(s):</strong> None</td>
</tr>
<tr>
<td><strong>Obtainable from:</strong> Labelle</td>
<td><strong>Obtainable from:</strong> Island Gift Shop</td>
</tr>
</tbody>
</table>
**King**

**KING'S BEARD**
- Value: 8,000
- Look: "Ornate"
- HHA Theme(s): None
- Obtainable from: Labelle

**ROYAL CROWN**
- Value: 1,200,000
- Look: "Ornate"
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Labelle

**ROYAL SHIRT**
- Value: 380
- Look: "Ornate"
- HHA Theme(s): Antique
- Obtainable from: Able Sisters

**KIWI TANK**
- Value: 280
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters [summer]

**KIWI TEE**
- Value: 640
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters

**KIWI HAT**
- Value: 400
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Labelle

**Knight**

**ARMOR PANTS**
- Value: 800
- Look: "Historical"
- HHA Theme(s): Antique, Quirky
- Obtainable from: Able Sisters [fall]

**ARMOR SHOES**
- Value: 960
- Look: "Historical"
- HHA Theme(s): Antique, Quirky
- Obtainable from: Kicks

**ARMOR SUIT**
- Value: 1,200
- Look: "Ornate"
- HHA Theme(s): Antique, Quirky
- Obtainable from: Able Sisters
**Knights Helmet**
- Value: 1,000
- Look: "Historical"
- HHA Theme(s): Antique, Quirky
- Obtainable from: Labelle

**Milkmaid Hat**
- Value: 320
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**Melon Hat**
- Value: 640
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Labelle

**Mummy Mask**
- Value: 1,031
- Look: "Flashy"
- HHA Theme(s): Quirky
- Obtainable from: Labelle (October)

**Melon Shirt**
- Value: 280
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (summer)

**Mummy Pants**
- Value: 480
- Look: "Flashy"
- HHA Theme(s): Quirky
- Obtainable from: Able Sisters

**Melon Tee**
- Value: 640
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters

**Mummy Shirt**
- Value: 180
- Look: "Flashy"
- HHA Theme(s): Quirky
- Obtainable from: Able Sisters

**Milkmaid Dress**
- Value: 720
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**Ninja Hood**
- Value: 480
- Look: "Historical"
- HHA Theme(s): Harmonious
- Obtainable from: Labelle
### NINJA PANTS
- **Value:** 480
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### NINJA SANDALS
- **Value:** 480
- **Look:** "Historical"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Kicks

### NINJA SHIRT
- **Value:** 420
- **Look:** "Historical"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Able Sisters

### PILOT'S JACKET
- **Value:** 800
- **Look:** "Official"
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Able Sisters

### PILOT'S HAT
- **Value:** 960
- **Look:** "Official"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Labelle

### Pink Superheroine

#### PINK-ZAP HELMET
- **Value:** 600
- **Look:** "Sporty"
- **HHA Theme(s):** Fairy Tale, Sci-Fi, Toy Shop
- **Obtainable from:** Labelle

#### PINK-ZAP SUIT
- **Value:** 760
- **Look:** "Sporty"
- **HHA Theme(s):** Fairy Tale, Toy Shop
- **Obtainable from:** Able Sisters

### Pharaoh

#### KING TUT MASK
- **Value:** 12,000
- **Look:** "Historical"
- **HHA Theme(s):** Antique, Quirky
- **Obtainable from:** Labelle

### PHARAOH'S OUTFIT
- **Value:** 640
- **Look:** "Iconic"
- **HHA Theme(s):** Antique
- **Obtainable from:** Able Sisters (summer)
**Pirate**

**EYE PATCH**
- Value: 240
- Look: "Rock-n'-roll"
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Labelle

**PIRATE’S HAT**
- Value: 15 medals
- Look: "Rock-n'-roll"
- HHA Theme(s): Antique, Quirky, Toy Shop
- Obtainable from: Island Gift Shop

**SEA CAPTAIN’S COAT**
- Value: 720
- Look: "Rock-n'-roll"
- HHA Theme(s): Antique, Quirky, Toy Shop
- Obtainable from: Able Sisters

**Police Officer**

**POLICE CAP**
- Value: 480
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Labelle

**SECURITY TEE**
- Value: 420
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**Pro Wrestler**

**BLUE WRESTLING SHOES**
- Value: 900
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Kicks

**RED WRESTLING SHOES**
- Value: 900
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Kicks

**WRESTLER PANTS**
- Value: 360
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**WRESTLER TANK**
- Value: 280
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

**WRESTLING MASK**
- Value: 900
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Labelle
Racing Pants

- **Value:** 640
- **Look:** "Sporty"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Able Sisters

Racing Shirt

- **Value:** 460
- **Look:** "Sporty"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Able Sisters

Red Superhero

- **Racing Pants**
  - **Value:** 600
  - **Look:** "Sporty"
  - **HHA Theme(s):** Sci-Fi, Toy Shop
  - **Obtainable from:** Labelle

- **Racing Shirt**
  - **Value:** 640
  - **Look:** "Sporty"
  - **HHA Theme(s):** Sci-Fi, Toy Shop
  - **Obtainable from:** Able Sisters

Racer

- **Bunny Hood**
  - **Value:** 1,600
  - **Look:** "Cute"
  - **HHA Theme(s):** None
  - **Obtainable from:** Labelle

- **Fluffy Tank Dress**
  - **Value:** 800
  - **Look:** "Cute"
  - **HHA Theme(s):** None
  - **Obtainable from:** Able Sisters (summer)

- **Folk Shirt**
  - **Value:** 380
  - **Look:** "Cute"
  - **HHA Theme(s):** None
  - **Obtainable from:** Able Sisters (winter)

- **Motocross Helmet**
  - **Value:** 1,400
  - **Look:** "Sporty"
  - **HHA Theme(s):** Toy Shop
  - **Obtainable from:** Labelle

- **Racing Helmet**
  - **Value:** 1,200
  - **Look:** "Sporty"
  - **HHA Theme(s):** None
  - **Obtainable from:** Labelle

- **Racing Pants**
  - **Value:** 640
  - **Look:** "Sporty"
  - **HHA Theme(s):** Toy Shop
  - **Obtainable from:** Able Sisters

- **Racing Shirt**
  - **Value:** 460
  - **Look:** "Sporty"
  - **HHA Theme(s):** Toy Shop
  - **Obtainable from:** Able Sisters
**Value:** 15 medals  
**Look:** “Official”  
**HHA Theme(s):** Sci-Fi, Toy Shop  
**Obtainable from:** Island Gift Shop

**Value:** 420  
**Look:** “Official”  
**HHA Theme(s):** None  
**Obtainable from:** Able Sisters (fall)

**Value:** 320  
**Look:** “Official”  
**HHA Theme(s):** None  
**Obtainable from:** Able Sisters (spring)

**Value:** 2,000  
**Look:** “Historical”  
**HHA Theme(s):** Antique, Harmonious, Quirky  
**Obtainable from:** Labelle

**Value:** 800  
**Look:** “Historical”  
**HHA Theme(s):** Antique, Harmonious, Quirky  
**Obtainable from:** Labelle

**Value:** 640  
**Look:** “Historical”  
**HHA Theme(s):** Antique, Harmonious, Quirky  
**Obtainable from:** Able Sisters

**Value:** 800  
**Look:** “Official”  
**HHA Theme(s):** None  
**Obtainable from:** Able Sisters

**Value:** 420  
**Look:** “Official”  
**HHA Theme(s):** None  
**Obtainable from:** Labelle

**Value:** 960  
**Look:** “Rock-n’-roll”  
**HHA Theme(s):** None  
**Obtainable from:** Labelle
### Spa Patron

#### Bathrobe
- **Value:** 5,800
- **Look:** "Flashy"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (spring)

#### Headband
- **Value:** 4,800
- **Look:** "Flashy"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### Strawberry

#### Strawberry Hat
- **Value:** 640
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Labelle

#### Strawberry Tank
- **Value:** 640
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Labelle

### Tangerine

#### Citrus Tank
- **Value:** 280
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (summer)

#### Citrus Tee
- **Value:** 640
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters

### Vaquero

#### Poncho
- **Value:** 580
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
## Sombrero

<table>
<thead>
<tr>
<th>Value: 240</th>
<th>Look: &quot;Iconic&quot;</th>
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</thead>
<tbody>
<tr>
<td>HHA Theme(s): None</td>
<td></td>
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<td>Obtainable from: Labelle</td>
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</table>

## Watermelon Hat

<table>
<thead>
<tr>
<th>Value: 640</th>
<th>Look: &quot;Cute&quot;</th>
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<tbody>
<tr>
<td>HHA Theme(s): Rustic</td>
<td></td>
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<td>Obtainable from: Labelle</td>
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## Scale-Armor Pants

<table>
<thead>
<tr>
<th>Value: 1,000</th>
<th>Look: &quot;Historical&quot;</th>
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</thead>
<tbody>
<tr>
<td>HHA Theme(s): Antique, Quirky</td>
<td></td>
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<tr>
<td>Obtainable from: Able Sisters</td>
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</table>

## Scale-Armor Suit

<table>
<thead>
<tr>
<th>Value: 480</th>
<th>Look: &quot;Historical&quot;</th>
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</thead>
<tbody>
<tr>
<td>HHA Theme(s): Antique, Quirky</td>
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<tr>
<td>Obtainable from: Able Sisters</td>
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## Viking Helmet

<table>
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<tr>
<th>Value: 540</th>
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</thead>
<tbody>
<tr>
<td>HHA Theme(s): Antique, Quirky, Toy Shop</td>
<td></td>
</tr>
<tr>
<td>Obtainable from: Labelle</td>
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## Watermelon Shirt

<table>
<thead>
<tr>
<th>Value: 280</th>
<th>Look: &quot;Cute&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>HHA Theme(s): Rustic</td>
<td></td>
</tr>
<tr>
<td>Obtainable from: Able Sisters (summer)</td>
<td></td>
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</table>

## Watermelon Tee

<table>
<thead>
<tr>
<th>Value: 640</th>
<th>Look: &quot;Cute&quot;</th>
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</thead>
<tbody>
<tr>
<td>HHA Theme(s): Rustic</td>
<td></td>
</tr>
<tr>
<td>Obtainable from: Able Sisters (summer)</td>
<td></td>
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</table>

## Wedding

## Bridal Veil

<table>
<thead>
<tr>
<th>Value: 7,200</th>
<th>Look: &quot;Official&quot;</th>
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<tbody>
<tr>
<td>HHA Theme(s): Fairy Tale</td>
<td></td>
</tr>
<tr>
<td>Obtainable from: GracieGrace (spring)</td>
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</tr>
</tbody>
</table>

## Cake Dress

<table>
<thead>
<tr>
<th>Value: 6,000</th>
<th>Look: &quot;Official&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>HHA Theme(s): Fairy Tale</td>
<td></td>
</tr>
<tr>
<td>Obtainable from: GracieGrace (spring)</td>
<td></td>
</tr>
</tbody>
</table>
## Witch

### Witch’s Hat
- **Value:** 4,800
- **Look:** "Historical"
- **HHA Theme(s):** Quirky
- **Obtainable from:** GracieGrace (fall)

### WITCH’S ROBE
- **Value:** 7,200
- **Look:** "Historical"
- **HHA Theme(s):** Quirky
- **Obtainable from:** GracieGrace (fall)

## Worker

### Orange Jacket
- **Value:** 200
- **Look:** "Sporty"
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** Able Sisters

### Orange Pants
- **Value:** 480
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### Safety Helmet
- **Value:** 300
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle
**ONE-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**SIX-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**TWO-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**SEVEN-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**THREE-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**EIGHT-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**FOUR-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**NINE-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**FIVE-BALL TEE**

Value: 340  
Look: “Sporty”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**PAW TEE**

Value: 360  
Look: “Cute”  
HHA Theme(s): None  
Obtainable from: Able Sisters
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daisy Tee</td>
<td>380</td>
<td>“Cute”</td>
<td>None</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Lightning Tee</td>
<td>380</td>
<td>“Rock-n'-roll”</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td>Tulip Tee</td>
<td>280</td>
<td>“Cute”</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>MVP Tee</td>
<td>370</td>
<td>“Sporty”</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Cherry Tee</td>
<td>360</td>
<td>“Cute”</td>
<td>Rustic</td>
<td>Able Sisters (fall)</td>
</tr>
<tr>
<td>BB Tee</td>
<td>350</td>
<td>“Rock-n'-roll”</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Skull Tee</td>
<td>320</td>
<td>“Rock-n'-roll”</td>
<td>Quirky</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Fish Tee</td>
<td>380</td>
<td>“Rock-n'-roll”</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>U-R-Here Tee</td>
<td>350</td>
<td>“Rock-n’ roll”</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Frog Tee</td>
<td>340</td>
<td>“Cute”</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
</tbody>
</table>
BEAR TEE
- Value: 390
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

DIAMOND TEE
- Value: 380
- Look: "Basic"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

BUNNY TEE
- Value: 360
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

CLUB TEE
- Value: 360
- Look: "Basic"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

BUNNY SHIRT
- Value: 480
- Look: Cute
- HHA Theme(s): None
- Obtainable from: Able Sisters

HEART TEE
- Value: 360
- Look: "Cute"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

ELEPHANT TEE
- Value: 260
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

BIG-STAR TEE
- Value: 400
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

SPADE TEE
- Value: 340
- Look: "Basic"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

BRIGHT TEE
- Value: 320
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)
A TEE

Value: 370
Look: "Basic"
HHA Theme(s): Toy Shop
Obtainable from: Able Sisters

NO. 5 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

NO. 1 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

NO. 23 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

NO. 2 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

NO. 67 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

NO. 3 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

BIG BRO'S TEE

Value: 320
Look: "Sporty"
HHA Theme(s): Toy Shop
Obtainable from: Able Sisters

NO. 4 SHIRT

Value: 250
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

LI'L BRO'S TEE

Value: 320
Look: "Sporty"
HHA Theme(s): Toy Shop
Obtainable from: Able Sisters
**CLOUDY TEE**
- **Value:** 320
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

**DEEP-BLUE TEE**
- **Value:** 380
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**FRESH TEE**
- **Value:** 380
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**PEACHY TEE**
- **Value:** 390
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

**DAWN TEE**
- **Value:** 380
- **Look:** “Iconic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**RAINBOW TEE**
- **Value:** 777
- **Look:** “Ornate”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**MISTY TEE**
- **Value:** 380
- **Look:** “Historical”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**SNO-CONE TEE**
- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**SUNSET TEE**
- **Value:** 290
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**ORANGE TIE-DYE TEE**
- **Value:** 380
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
**PURPLE TIE-DYE TEE**

Value: 380  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**GREEN TIE-DYE TEE**

Value: 380  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**BLUE TIE-DYE TEE**

Value: 380  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters (summer)

**RED TIE-DYE TEE**

Value: 380  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**BOLD-CHECK TEE**

Value: 360  
Look: “Flashy”  
HHA Theme(s): Toy Shop  
Obtainable from: Able Sisters

**CAFE TEE**

Value: 420  
Look: “Rock-n’-roll”  
HHA Theme(s): Toy Shop  
Obtainable from: Able Sisters (winter)

**CHECKERED TEE**

Value: 390  
Look: “Rock-n’-roll”  
HHA Theme(s): Toy Shop  
Obtainable from: Able Sisters

**BLUE-CHECK TEE**

Value: 380  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters

**RED-CHECK TEE**

Value: 330  
Look: “Basic”  
HHA Theme(s): None  
Obtainable from: Able Sisters (spring)

**DOGTOOTH TEE**

Value: 370  
Look: “Iconic”  
HHA Theme(s): None  
Obtainable from: Able Sisters (winter)
**TAN DOGTOOTH TEE**
- **Value:** 350
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**BEATNIK TEE**
- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

**RUGBY TEE**
- **Value:** 360
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**RED-BAR TEE**
- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**GREEN-BAR TEE**
- **Value:** 320
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**BLUE-STRIPE TEE**
- **Value:** 340
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**YELLOW-BAR TEE**
- **Value:** 320
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**BLUE-STRIPE SHIRT**
- **Value:** 340
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**GRAPE-STRIPE TEE**
- **Value:** 320
- **Look:** "Modern"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**GELATO TEE**
- **Value:** 330
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
CHAIN-GANG TEE
- Value: 260
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: Able Sisters

DAPPER TEE
- Value: 350
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (winter)

SPEEDWAY TEE
- Value: 290
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

NATTY TEE
- Value: 380
- Look: “Cute”
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (summer)

YELLOW TARTAN TEE
- Value: 430
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)

BLUE-GRID TEE
- Value: 340
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

FALL PLAID TEE
- Value: 370
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (fall)

RED-GRID TEE
- Value: 360
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (fall)

BLUE TARTAN TEE
- Value: 390
- Look: “Official”
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

DAZED TEE
- Value: 350
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)
**CHECKERBOARD TEE**
- Value: 340
- Look: “Rock-n’-roll”
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters

**FUNKY-DOT TEE**
- Value: 430
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**TOAD TEE**
- Value: 340
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (fall)

**GUMDROP TEE**
- Value: 390
- Look: “Cute”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (spring)

**DARK POLKA TEE**
- Value: 350
- Look: “Modern”
- HHA Theme(s): None
- Obtainable from: Able Sisters (winter)

**BIG-DOT TEE**
- Value: 340
- Look: “Cute”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

**LITE POLKA TEE**
- Value: 380
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**AQUA POLKA TEE**
- Value: 360
- Look: “Basic”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

**BUBBLE-GUM TEE**
- Value: 380
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)

**BLUE-BAR TEE**
- Value: 380
- Look: “Basic”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (fall)
**GOLD-BAR TEE**
- Value: 360
- Look: “Historical”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (winter)

**RALLY TEE**
- Value: 380
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BROWN-BAR TEE**
- Value: 5,000
- Look: “Modern”
- HHA Theme(s): None
- Obtainable from: GracieGrace (spring)

**RACER 6 TEE**
- Value: 380
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**VEGETARIAN TEE**
- Value: 280
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**VERTIGO TEE**
- Value: 380
- Look: “Historical”
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

**RACER TEE**
- Value: 380
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BARBER TEE**
- Value: 640
- Look: “Flashy”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**PASTEL-STRIPE TEE**
- Value: 360
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**JADE PLAID TEE**
- Value: 360
- Look: “Modern”
- HHA Theme(s): None
- Obtainable from: Able Sisters
**BLUE PLAID TEE**
- Value: 360
- Look: "Modern"
- HHA Theme(s): None
- Obtainable from: Able Sisters (fall)

**MELON GINGHAM TEE**
- Value: 340
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)

**MINT GINGHAM TEE**
- Value: 330
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BAD PLAID TEE**
- Value: 420
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**PICNIC TEE**
- Value: 330
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (fall)

**PINK TARTAN TEE**
- Value: 420
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (spring)

**CANDY GINGHAM TEE**
- Value: 320
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)

**WAFFLE TEE**
- Value: 430
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (fall)

**LEMON GINGHAM TEE**
- Value: 340
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)

**GRAY TARTAN TEE**
- Value: 420
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters
GRAY TARTAN SHIRT

- Value: 420
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

PINK ARGYLE SHIRT

- Value: 5,800
- Look: “Iconic”
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace (fall)

RED ARGYLE SHIRT

- Value: 5,800
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

PINK ARGYLE TEE

- Value: 5,800
- Look: “Cute”
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace (spring)

RED ARGYLE TEE

- Value: 5,800
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: GracieGrace (fall)

CYAN ARGYLE SHIRT

- Value: 5,400
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: GracieGrace (fall)

BLUE ARGYLE SHIRT

- Value: 4,800
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

CYAN ARGYLE TEE

- Value: 5,400
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: GracieGrace (spring)

BLUE ARGYLE TEE

- Value: 4,800
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: GracieGrace (fall)

CHEVRON SHIRT

- Value: 320
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td>Icy Shirt</td>
<td>390</td>
<td>Cute</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td>Aurora Knit Shirt</td>
<td>380</td>
<td>Cute</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td>Winter Sweater</td>
<td>290</td>
<td>Cute</td>
<td>None</td>
<td>Able Sisters (winter)</td>
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<tr>
<td>Argyle Knit Shirt</td>
<td>460</td>
<td>Iconic</td>
<td>None</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Uncommon Shirt</td>
<td>360</td>
<td>Flashy</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td>Comfy Sweater</td>
<td>360</td>
<td>Basic</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td>Beige Knit Shirt</td>
<td>320</td>
<td>Historical</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td>Earthy Knit Shirt</td>
<td>390</td>
<td>Basic</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td>Spring Shirt</td>
<td>320</td>
<td>Cute</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Spunky Knit Shirt</td>
<td>360</td>
<td>Cute</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
</tbody>
</table>
**DEER SHIRT**

- **Value:** 380
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**FALL LEAF TEE**

- **Value:** 280
- **Look:** "Historical"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (fall)

**MONKEY SHIRT**

- **Value:** 380
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**STRAW SHIRT**

- **Value:** 360
- **Look:** "Historical"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (fall)

**CHOCOMINT TEE**

- **Value:** 340
- **Look:** "Cute"
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Able Sisters (winter)

**GRASS TEE**

- **Value:** 580
- **Look:** "Basic"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters

**FERN TEE**

- **Value:** 300
- **Look:** "Basic"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (summer)

**SNOW SHIRT**

- **Value:** 680
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**LEAF TEE**

- **Value:** 260
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters

**LOVELY TEE**

- **Value:** 400
- **Look:** "Cute"
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Able Sisters (spring)
BUBBLE TEE
- Value: 410
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

DANGER TEE
- Value: 340
- Look: "Flashy"
- HHA Theme(s): Quirky, Sci-Fi
- Obtainable from: Able Sisters

CHICHI-PRINT TEE
- Value: 180
- Look: "Historical"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

GRACIE TANK
- Value: 6,200
- Look: "Modern"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (summer)

CORAL TEE
- Value: 6,200
- Look: "Ornate"
- HHA Theme(s): None
- Obtainable from: GracieGrace (summer)

FUTURE TANK
- Value: 390
- Look: "Flashy"
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy
- Obtainable from: Able Sisters (summer)

GROOVY TEE
- Value: 6,400
- Look: "Flashy"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (summer)

OPTICAL SHIRT
- Value: 430
- Look: "Flashy"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

FLAME TEE
- Value: 360
- Look: "Rock-n'-roll"
- HHA Theme(s): None
- Obtainable from: Able Sisters

TWINKLE TEE
- Value: 480
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)
**STAR TEE**
- Value: 370
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**NIGHT-SKY TEE**
- Value: 420
- Look: "Modern"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**NEBULA TEE**
- Value: 390
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**DICE TANK**
- Value: 340
- Look: "Flashy"
- HHA Theme(s): Toy Shop
- Obtainable from: Able Sisters (summer)

**KID TEE**
- Value: 340
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**AIRY TEE**
- Value: 420
- Look: "Modern"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**CROSSING SHIRT**
- Value: 420
- Look: "Flashy"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

**SPLENDID TEE**
- Value: 420
- Look: "Flashy"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

**JAGGED TEE**
- Value: 360
- Look: "Rock-n’-roll"
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters
<table>
<thead>
<tr>
<th><strong>SUBDUE-PRINT TEE</strong></th>
<th><strong>DESER T-CAMO TEE</strong></th>
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<tbody>
<tr>
<td><strong>Value:</strong> 320</td>
<td><strong>Value:</strong> 320</td>
</tr>
<tr>
<td><strong>Look:</strong> “Historical”</td>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
</tr>
<tr>
<td><strong>HHA Theme(s):</strong> Harmonious</td>
<td><strong>HHA Theme(s):</strong> None</td>
</tr>
<tr>
<td><strong>Obtainable from:</strong> Able Sisters (fall)</td>
<td><strong>Obtainable from:</strong> Able Sisters (summer)</td>
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</table>

<table>
<thead>
<tr>
<th><strong>SHARP OUTFIT</strong></th>
<th><strong>CIRCUIT TANK</strong></th>
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<tbody>
<tr>
<td><strong>Value:</strong> 280</td>
<td><strong>Value:</strong> 5,120</td>
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<tr>
<td><strong>Look:</strong> “Historical”</td>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
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<tr>
<td><strong>HHA Theme(s):</strong> Harmonious</td>
<td><strong>HHA Theme(s):</strong> Sci-Fi</td>
</tr>
<tr>
<td><strong>Obtainable from:</strong> Able Sisters (winter)</td>
<td><strong>Obtainable from:</strong> Able Sisters (fall)</td>
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<table>
<thead>
<tr>
<th><strong>PAINTER’S TEE</strong></th>
<th><strong>PULSE TANK</strong></th>
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<tbody>
<tr>
<td><strong>Value:</strong> 360</td>
<td><strong>Value:</strong> 6,000</td>
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<tr>
<td><strong>Look:</strong> “Historical”</td>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
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<tr>
<td><strong>HHA Theme(s):</strong> Harmonious</td>
<td><strong>HHA Theme(s):</strong> Sci-Fi, Toy Shop</td>
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<tr>
<td><strong>Obtainable from:</strong> Able Sisters (fall)</td>
<td><strong>Obtainable from:</strong> GracieGrace (fall)</td>
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<table>
<thead>
<tr>
<th><strong>JUNGLE-CAMO TEE</strong></th>
<th><strong>ZEBRA TEE</strong></th>
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<tbody>
<tr>
<td><strong>Value:</strong> 320</td>
<td><strong>Value:</strong> 6,400</td>
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<tr>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
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<tr>
<td><strong>HHA Theme(s):</strong> None</td>
<td><strong>HHA Theme(s):</strong> None</td>
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<td><strong>Obtainable from:</strong> Able Sisters</td>
<td><strong>Obtainable from:</strong> Able Sisters (winter)</td>
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<tr>
<th><strong>ARCTIC-CAMO TEE</strong></th>
<th><strong>TIGER TEE</strong></th>
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<tr>
<td><strong>Value:</strong> 320</td>
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<tr>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
<td><strong>Look:</strong> “Rock-n’-roll”</td>
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<tr>
<td><strong>HHA Theme(s):</strong> None</td>
<td><strong>HHA Theme(s):</strong> None</td>
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<td><strong>Obtainable from:</strong> Able Sisters (winter)</td>
<td><strong>Obtainable from:</strong> GracieGrace (winter)</td>
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<tr>
<td>Item</td>
<td>Value</td>
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<td>-----------------------</td>
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<tr>
<td>COW TEE</td>
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<td>LEOPARD TEE</td>
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<td>GIRAFFE TEE</td>
<td>6,200</td>
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<td>LADYBUG TANK</td>
<td>5,400</td>
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<td>SPIDERWEB TEE</td>
<td>320</td>
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<tr>
<td>CATERPILLAR TANK</td>
<td>6,800</td>
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<tr>
<td>PINK WAVE TANK</td>
<td>420</td>
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<tr>
<td>FLAN TANK</td>
<td>5,200</td>
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<tr>
<td>HOT-DOG TANK</td>
<td>6,000</td>
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<tr>
<td>Item</td>
<td>Value</td>
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<tr>
<td><strong>SANDWICH TANK</strong></td>
<td>6,400</td>
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<tr>
<td><strong>NOODLE TEE</strong></td>
<td>380</td>
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<tr>
<td><strong>SUNDAE TANK</strong></td>
<td>420</td>
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<tr>
<td><strong>DRAGON SUIT</strong></td>
<td>340</td>
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<tr>
<td><strong>CREWEL TEE</strong></td>
<td>380</td>
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<tr>
<td><strong>CORSETED SHIRT</strong></td>
<td>400</td>
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<td><strong>HOT SPRING TEE</strong></td>
<td>520</td>
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<tr>
<td><strong>NEW SPRING TEE</strong></td>
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<td><strong>TROPICAL TEE</strong></td>
<td>370</td>
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<td><strong>PERIWINKLE TEE</strong></td>
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<td>Clothing</td>
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<tr>
<td>Noble Shirt</td>
<td>380</td>
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<tr>
<td>Military Uniform</td>
<td>380</td>
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<tr>
<td>Red Aloha Tee</td>
<td>15 medals</td>
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<tr>
<td>Red Aloha Tee</td>
<td>320</td>
</tr>
<tr>
<td>Blue Aloha Tee</td>
<td>15 medals</td>
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<tr>
<td>Blue Aloha Tee</td>
<td>320</td>
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<tr>
<td>Camel Shirt</td>
<td>280</td>
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<tr>
<td>Concierge Shirt</td>
<td>350</td>
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<tr>
<td>Zipper Shirt</td>
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<tr>
<td>Soccer Tee</td>
<td>320</td>
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</table>
**RED DOWN JACKET**

- Value: 520
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (winter)

**BLUE DOWN JACKET**

- Value: 520
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (winter)

**BEADED SHIRT**

- Value: 420
- Look: "Ornate"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**WRAP SHIRT**

- Value: 320
- Look: "Sporty"
- HHA Theme(s): Antique
- Obtainable from: Able Sisters

**TIN SHIRT**

- Value: 400
- Look: "Flashy"
- HHA Theme(s): Quirky
- Obtainable from: Able Sisters

**STRIKING OUTFIT**

- Value: 460
- Look: "Flashy"
- HHA Theme(s): Antique
- Obtainable from: Able Sisters (winter)

**RED WARM-UP SUIT**

- Value: 260
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BASEBALL SHIRT**

- Value: 320
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**RED GYM TEE**

- Value: 420
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

**BLUE GYM TEE**

- Value: 420
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)
CAVEMAN TANK

Value: 380
Look: "Historical"
HHA Theme(s): None
Obtainable from: Able Sisters (summer)

TEAM NTDO TEE

Value: 320
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

KUNG-FU TEE

Value: 360
Look: "Sporty"
HHA Theme(s): Harmonious
Obtainable from: Able Sisters

GRAY PARKA

Value: 400
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters (winter)

PLEATHER VEST

Value: 6,200
Look: "Rock-n'-roll"
HHA Theme(s): None
Obtainable from: Able Sisters (fall)

FISHING VEST

Value: 420
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

FOLK TUNIC

Value: 640
Look: "Iconic"
HHA Theme(s): None
Obtainable from: Able Sisters

SANTA COAT

Value: 420
Look: "Cute"
HHA Theme(s): Toy Shop Obtainable from: Able Sisters (12/1 - 12/24)

CHICK TEE

Value: 420
Look: "Cute"
HHA Theme(s): None
Obtainable from: Able Sisters
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td><strong>RED FLANNEL SHIRT</strong></td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>BLUE FLANNEL SHIRT</strong></td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>BLACK FLANNEL SHIRT</strong></td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>LACY WHITE TANK</strong></td>
<td>420</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>BLUE TANK</strong></td>
<td>4,800</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale, Rustic</td>
<td>GracieGrace (summer)</td>
</tr>
<tr>
<td><strong>PINK TANK</strong></td>
<td>420</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>HANTEN SHIRT</strong></td>
<td>420</td>
<td>&quot;Iconic&quot;</td>
<td>Harmonious</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>GARDEN TANK</strong></td>
<td>420</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>WORK SHIRT</strong></td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td><strong>TAN PUFFY VEST</strong></td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
</tbody>
</table>
**AFTER-SCHOOL JACKET**

- **Value:** 420
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**KIDS’ SMOCK**

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**SCHOOL JACKET**

- **Value:** 420
- **Look:** “Official”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**MINT SHIRT**

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**DENIM JACKET**

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**PRISM TEE**

- **Value:** 370
- **Look:** “Flashy”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**DENIM VEST**

- **Value:** 420
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

---

**GREEN GYM TEE**

- **Value:** 420
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

---

**GREEN EMBLEM BLAZER**

- **Value:** 420
- **Look:** “Official”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

---

**ACID-WASHED JACKET**

- **Value:** 5,600
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)
RED RINGMASTER COAT

Value: 6,000
Look: "Ornate"
HHA Theme(s): Antique, Fairy Tale
Obtainable from: GracieGrace (not on sale)

PINK PARKA

Value: 420
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters (winter)

WHITE TUXEDO JACKET

Value: 6,000
Look: "Official"
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (not on sale)

JOCKEY SHIRT

Value: 420
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

BLACK-DENIM JACKET

Value: 420
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters

BLUE TRACK JACKET

Value: 420
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters

BASKETBALL TANK

Value: 420
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters (summer)

SWEATER-VEST

Value: 420
Look: "Official"
HHA Theme(s): None
Obtainable from: Able Sisters

MATADOR'S JACKET

Value: 5,600
Look: "Sporty"
HHA Theme(s): None
Obtainable from: GracieGrace (not on sale)

WAISTCOAT

Value: 5,400
Look: "Official"
HHA Theme(s): None
Obtainable from: GracieGrace (not on sale)
<table>
<thead>
<tr>
<th>Clothing Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s):</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BLACK TRACK JACKET</strong></td>
<td>420</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>RELAY TANK</strong></td>
<td>420</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td><strong>BEIGE EMBLEM BLAZER</strong></td>
<td>420</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters (fall)</td>
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<tr>
<td><strong>SNOWY SWEATER</strong></td>
<td>420</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td><strong>CLERK'S SHIRT</strong></td>
<td>420</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>DLC (JP)</td>
</tr>
<tr>
<td><strong>RED JACKET</strong></td>
<td>420</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>GREEN WARM-UP JACKET</strong></td>
<td>420</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>BLUE JACKET</strong></td>
<td>420</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>BLUE RINGMASTER COAT</strong></td>
<td>5,600</td>
<td>&quot;Ornate&quot;</td>
<td>Antique, Fairy Tale</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td><strong>FLORAL KNIT TEE</strong></td>
<td>420</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
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</tbody>
</table>
DREAMY TEE

- Value: 400
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (spring)

LOUD BLOOM TEE

- Value: 360
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (summer)

POP BLOOM TEE

- Value: 360
- Look: “Flashy”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters

ROSE-SKY TEE

- Value: 320
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters

SILK BLOOM TEE

- Value: 480
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (spring)

BLUE DIAMOND SHIRT

- Value: 370
- Look: “Modern”
- HHA Theme(s): None
- Obtainable from: Able Sisters

BLOSSOM TEE

- Value: 370
- Look: “Cute”
- HHA Theme(s): Fairy Tale, Rustic
- Obtainable from: Able Sisters (spring)

LOTUS TEE

- Value: 400
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (summer)

YELLOW ALOHA TEE

- Value: 15 medals
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Island Gift Shop (rare)

ROSE TEE

- Value: 480
- Look: “Cute”
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters
**PEP-SQUAD TEE**
- Value: 280
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**SWELL SHIRT**
- Value: 400
- Look: “Modern”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters

**GO-GO SHIRT**
- Value: 360
- Look: “Modern”
- HHA Theme(s): Trendy
- Obtainable from: Able Sisters (fall)

**FESTIVALE TANK**
- Value: 360
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (the week before Festivale through Festivale)

**PINK PJ SHIRT**
- Value: 240
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**BLUE PJ SHIRT**
- Value: 240
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**ANARY SHIRT**
- Value: 480
- Look: “Official”
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (spring)

**FLIGHT-CREW SHIRT**
- Value: 1,200
- Look: “Official”
- HHA Theme(s): None
- Obtainable from: Able Sisters

**AFÉ UNIFORM**
- Value: 360
- Look: “Official”
- HHA Theme(s): Trendy
- Obtainable from: Brewster (working at The Roost)

**CANARY SHIRT**
- Value: 480
- Look: “Official”
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (spring)

**CAFE UNIFORM**
- Value: 360
- Look: “Official”
- HHA Theme(s): Trendy
- Obtainable from: Brewster (working at The Roost)
**SHEARLING COAT**
Value: 480
Look: “Cute”
HHA Theme(s): None
Obtainable from: Able Sisters (winter)

**GRAY TANK**
Value: 360
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters (summer)

**MOD SHIRT**
Value: 4,800
Look: “Cute”
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not on sale)

**PREPPY SHIRT**
Value: 360
Look: “Modern”
HHA Theme(s): None
Obtainable from: Able Sisters (spring)

**TACKY SWEATER**
Value: 5,200
Look: “Iconic”
HHA Theme(s): None
Obtainable from: GracieGrace (not on sale)

**FLOWERY TEE**
Value: 480
Look: “Cute”
HHA Theme(s): Rustic
Obtainable from: Able Sisters

**HHA TEE**
Value: 100
Look: “Basic”
HHA Theme(s): None
Obtainable from: HHA (10,000 points)

**GREEN-STRIPED TANK**
Value: 320
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters (summer)

**HHA JACKET**
Value: 100
Look: “Official”
HHA Theme(s): None
Obtainable from: HHA (30,000 points)
<table>
<thead>
<tr>
<th>Item Name</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td>Dr. Shrunk's Jacket</td>
<td>800</td>
<td>&quot;Flashy&quot;</td>
<td>Toy Shop</td>
<td>Dr. Shrunk</td>
</tr>
<tr>
<td>MVP Shirt</td>
<td>370</td>
<td>Sporty</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>24-Hour-Shop Uniform</td>
<td>2,844</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>DLC (UP)</td>
</tr>
<tr>
<td>Jade Plaid Shirt</td>
<td>360</td>
<td>&quot;Modern&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Swell Tee</td>
<td>400</td>
<td>&quot;Modern&quot;</td>
<td>Trendy</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Red-Check Shirt</td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Blue Diamond Tee</td>
<td>370</td>
<td>&quot;Modern&quot;</td>
<td>Trendy</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Rugby Shirt</td>
<td>420</td>
<td>&quot;Rock-n-roll&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Painter's Shirt</td>
<td>420</td>
<td>&quot;Historical&quot;</td>
<td>Harmonious</td>
<td>Able Sisters (fall)</td>
</tr>
<tr>
<td>Raglan Tee</td>
<td>420</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
</tbody>
</table>
**PULSE SHIRT**

- **Value:** 6,400
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** Sci-Fi
- **Obtainable from:** GracieGrace (winter)

**TAN DOGTOOTH SHIRT**

- **Value:** 420
- **Look:** “Iconic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**TOAD SHIRT**

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** Fairy Tale, Rustic
- **Obtainable from:** Able Sisters (fall)

**BAD PLAID SHIRT**

- **Value:** 420
- **Look:** “Iconic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**FROG SHIRT**

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**FERNSHIRT**

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (summer)

**BLUE-GRAIN SHIRT**

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**ARCTIC-CAMO SHIRT**

- **Value:** 420
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**KUNG-FU SHIRT**

- **Value:** 420
- **Look:** “Sporty”
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Able Sisters

**FALL LEAF SHIRT**

- **Value:** 420
- **Look:** “Historical”
- **HHA Theme(s):** Rustic
- **Obtainable from:** Able Sisters (fall)
**ELEPHANT SHIRT**
- **Value:** 420
- **Look:** Cute
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**WAFFLE SHIRT**
- **Value:** 420
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**RED-GRID SHIRT**
- **Value:** 420
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**VEGETARIAN SHIRT**
- **Value:** 420
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**CHAIN-GANG SHIRT**
- **Value:** 420
- **Look:** "Rock-n’-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**BLUE-CHECK SHIRT**
- **Value:** 420
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**DOGTOOTH SHIRT**
- **Value:** 420
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**PICNIC SHIRT**
- **Value:** 420
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**MOLDY SHIRT**
- **Value:** 400
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky
- **Obtainable from:** Able Sisters

**NATTY SHIRT**
- **Value:** 420
- **Look:** "Cute"
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Able Sisters (fall)
PINK TARTAN SHIRT

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Able Sisters (spring)

DAZED SHIRT

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

CHECKERBOARD SHIRT

- **Value:** 420
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

NEBULA SHIRT

- **Value:** 420
- **Look:** “Flashy”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

DARK POLKA SHIRT

- **Value:** 420
- **Look:** “Modern”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

BUBBLE-GUM SHIRT

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

LEMON GINGHAM SHIRT

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

BLUE-BAR SHIRT

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** Trendy
- **Obtainable from:** Able Sisters (fall)

BROWN-BAR SHIRT

- **Value:** 5,000
- **Look:** “Modern”
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (spring)

LITE POLKA SHIRT

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
GREEN-BAR SHIRT

Value: 420
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters (spring)

BEATNIK SHIRT

Value: 420
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Able Sisters (fall)

GELATO SHIRT

Value: 420
Look: "Cute"
HHA Theme(s): None
Obtainable from: Able Sisters

GOLD-BAR SHIRT

Value: 420
Look: "Historical"
HHA Theme(s): Trendy
Obtainable from: Able Sisters (winter)

DAPPER SHIRT

Value: 420
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters (winter)

FALL PLAID SHIRT

Value: 420
Look: "Iconic"
HHA Theme(s): None
Obtainable from: Able Sisters (fall)

DESERT-CAMO SHIRT

Value: 420
Look: "Rock-n'-roll"
HHA Theme(s): None
Obtainable from: Able Sisters (summer)

BLUE TARTAN SHIRT

Value: 420
Look: "Official"
HHA Theme(s): None
Obtainable from: Able Sisters (fall)

JUNGLE-CAMO SHIRT

Value: 420
Look: "Rock-n'-roll"
HHA Theme(s): None
Obtainable from: Able Sisters

MINT GINGHAM SHIRT

Value: 420
Look: "Basic"
HHA Theme(s): None
Obtainable from: Able Sisters
**BEAR SHIRT**
- **Value:** 420
- **Look:** Cute
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**MELON GINGHAM SHIRT**
- **Value:** 420
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

**BLUE PLAID SHIRT**
- **Value:** 420
- **Look:** "Modern"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**ZIPPER TANK**
- **Value:** 280
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**MISTY TANK**
- **Value:** 280
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**PURPLE TIE-DYE TANK**
- **Value:** 280
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**SNO-CONE TANK**
- **Value:** 280
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**AQUA POLKA TANK**
- **Value:** 280
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**PEACHY TANK**
- **Value:** 280
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (spring)

**REGGAE TANK**
- **Value:** 280
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)
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<thead>
<tr>
<th>Dress</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLUE ARGYLE TANK</td>
<td>5,200</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>DLC (JP)</td>
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<tr>
<td>TWINKLE TANK</td>
<td>280</td>
<td>&quot;Flashy&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>GREEN TIE-DYE TANK</td>
<td>280</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>JAGGED TANK</td>
<td>280</td>
<td>&quot;Modern&quot;</td>
<td>Trendy</td>
<td>GracieGrace (summer)</td>
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<tr>
<td>RALLY TANK</td>
<td>280</td>
<td>&quot;Sporty&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>COOL TANK</td>
<td>5,200</td>
<td>&quot;Ornate&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>OPTICAL TANK</td>
<td>280</td>
<td>&quot;Flashy&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td>BEADED TANK</td>
<td>280</td>
<td>&quot;Rock-n'-roll&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td></td>
<td>280</td>
<td>&quot;Sporty&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
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<tr>
<td></td>
<td>280</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<td>&quot;Sporty&quot;</td>
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<td>Able Sisters (summer)</td>
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<td></td>
<td>280</td>
<td>&quot;Trendy&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>Item Name</td>
<td>Value</td>
<td>Look</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
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<tr>
<td><strong>CORAL TANK</strong></td>
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<td>GracieGrace (summer)</td>
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<td><strong>TROPICAL TANK</strong></td>
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<td>Able Sisters (summer)</td>
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<tr>
<td><strong>PINK ARGYLE TANK</strong></td>
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<td>Fairy Tale</td>
<td>GracieGrace (summer)</td>
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<td><strong>SUNSET TANK</strong></td>
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<tr>
<td><strong>FUNKY-DOT TANK</strong></td>
<td>280</td>
<td>&quot;Cute&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
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<tr>
<td><strong>BLUE TIE-DYE TANK</strong></td>
<td>280</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td><strong>GROOVY TANK</strong></td>
<td>5,800</td>
<td>&quot;Flashy&quot;</td>
<td>Trendy</td>
<td>Able Sisters (summer)</td>
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<tr>
<td><strong>GIRAFFE TANK</strong></td>
<td>5,800</td>
<td>&quot;Flashy&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td><strong>FRESH TANK</strong></td>
<td>280</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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<tr>
<td><strong>ORANGE TIE-DYE TANK</strong></td>
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<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
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</table>
**ZEBRA TANK**
- **Value:** 5,800
- **Look:** "Rock-n'roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**BEATNIK TANK**
- **Value:** 280
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**TIGER TANK**
- **Value:** 5,800
- **Look:** "Rock-n'roll"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (summer)

**BIG-DOT TANK**
- **Value:** 280
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**RED TIE-DYE TANK**
- **Value:** 280
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**RAINBOW TANK**
- **Value:** 777
- **Look:** "Ornate"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**PEP-SQUAD TANK**
- **Value:** 280
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**LEOPARD TANK**
- **Value:** 280
- **Look:** "Rock-n'roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**DAWN TANK**
- **Value:** 280
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**COW TANK**
- **Value:** 5,800
- **Look:** "Flashy"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (summer)
**Bottoms**

### JUNGLE-CAMO SHORTS
- **Value:** 640
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### TAN DOGTOOTH PANTS
- **Value:** 480
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### JUNGLE-CAMO PANTS
- **Value:** 640
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### PATCHED PANTS
- **Value:** 400
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Halloween (neighbor trick)

### CARGO PANTS
- **Value:** 480
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

### SANTA PANTS
- **Value:** 800
- **Look:** "Cute"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Able Sisters (12/1 - 12/24)

### DOGTOOTH PANTS
- **Value:** 480
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

### LEOPARD PANTS
- **Value:** 480
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
LEOPARD SKIRT
- Value: 480
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: Able Sisters

TIGER PANTS
- Value: 3,600
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

DENIM SKIRT
- Value: 480
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

ZEBRA PANTS
- Value: 3,600
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

LITE POLKA SKIRT
- Value: 480
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters

MATADOR’S PANTS
- Value: 3,600
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: GracieGrace (not on sale)

COW PANTS
- Value: 3,600
- Look: “Flashy”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

BASEBALL PANTS
- Value: 480
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Able Sisters

GIRAFFE PANTS
- Value: 3,600
- Look: “Flashy”
- HHA Theme(s): None
- Obtainable from: GracieGrace (winter)

BONE PANTS
- Value: 480
- Look: “Rock-n’-roll”
- HHA Theme(s): Quirky
- Obtainable from: Able Sisters
<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
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<tbody>
<tr>
<td>Arctic-Camo Pants</td>
<td>480</td>
<td>Rock-n'-roll</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Desert-Camo Pants</td>
<td>480</td>
<td>Rock-n'-roll</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Ceveman Shorts</td>
<td>360</td>
<td>Historical</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Blue Boxing Shorts</td>
<td>400</td>
<td>Sporty</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Red Boxing Shorts</td>
<td>400</td>
<td>Sporty</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Pep Squad Skirt</td>
<td>640</td>
<td>Sporty</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>New Spring Skirt</td>
<td>480</td>
<td>Iconic</td>
<td>Fairy Tale</td>
<td>Able Sisters [spring]</td>
</tr>
<tr>
<td>Hot Spring Skirt</td>
<td>480</td>
<td>Iconic</td>
<td>None</td>
<td>Able Sisters [spring]</td>
</tr>
<tr>
<td>Gray Sweatpants</td>
<td>480</td>
<td>Basic</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Funky-Dot Skirt</td>
<td>360</td>
<td>Cute</td>
<td>Trendy</td>
<td>Able Sisters</td>
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</tbody>
</table>
**FLAME PANTS**

- **Value:** 360
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**BROWN PLAID SHORTS**

- **Value:** 3,600
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Gracie (Grace (summer))

**GREEN PLAID SHORTS**

- **Value:** 360
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**RAINBOW PLAID SHORTS**

- **Value:** 3,600
- **Look:** “Cute”
- **HHA Theme(s):** None
- **Obtainable from:** Gracie (Grace (summer))

**DRAGON LEGGINGS**

- **Value:** 320
- **Look:** “Sporty”
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Able Sisters (summer)

**MINT GINGHAM SKIRT**

- **Value:** 480
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**CHECKERBOARD SKIRT**

- **Value:** 480
- **Look:** “Rock-n’-roll”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**BLUE POLKA SHORTS**

- **Value:** 400
- **Look:** “Cute”
- **HHA Theme(s):** Trendy
- **Obtainable from:** Able Sisters

**PICNIC SKIRT**

- **Value:** 480
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**CORSETED SKIRT**

- **Value:** 480
- **Look:** “Ornate”
- **HHA Theme(s):** Fairy Tale, Quirky
- **Obtainable from:** Able Sisters
**BLUE-GRID SKIRT**

- **Value:** 360
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**RED GYM SHORTS**

- **Value:** 320
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**PATCHED-KNEE PANTS**

- **Value:** 3,600
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (spring)

**BLUE WARM-UP PANTS**

- **Value:** 480
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**RED GRID SKIRT**

- **Value:** 360
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (fall)

**GREEN WARM-UP PANTS**

- **Value:** 480
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**BLUE GYM SHORTS**

- **Value:** 320
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (summer)

**RED WARM-UP PANTS**

- **Value:** 480
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

**GREEN GYM SHORTS**

- **Value:** 320
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

**KUNG-FU PANTS**

- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Able Sisters
## PLEATHER PANTS
- **Value:** 3,600
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (not on sale)

## MILITARY PANTS
- **Value:** 600
- **Look:** "Official"
- **HHA Theme(s):** Antique
- **Obtainable from:** Able Sisters

## DARK POLKA SKIRT
- **Value:** 480
- **Look:** "Modern"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters (winter)

## WHITE-LACE SKIRT
- **Value:** 3,600
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (summer)

## SAILOR SKIRT
- **Value:** 600
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

## JINBEI SHORTS
- **Value:** 360
- **Look:** "Iconic"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Able Sisters

## MILITARY PANTS
- **Value:** 480
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

## KILT
- **Value:** 600
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters

## PINK SWEATPANTS
- **Value:** 360
- **Look:** "Sporty"
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Able Sisters

## CHINO PANTS
- **Value:** 480
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Able Sisters
GRAY TARTAN SKIRT
- Value: 360
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Able Sisters

BLACK TRACK PANTS
- Value: 360
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

TWO-TONE PANTS
- Value: 3,600
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: GracieGrace (spring)

RUNNING PANTS
- Value: 360
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

NATTY SKIRT
- Value: 480
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (summer)

GRAY FORMAL PANTS
- Value: 480
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Able Sisters

DAPPER SKIRT
- Value: 480
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Able Sisters (winter)

NAVY FORMAL PANTS
- Value: 480
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Able Sisters

SOCCER SHORTS
- Value: 600
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Able Sisters

BLACK FORMAL PANTS
- Value: 480
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Able Sisters
**WHITE FORMAL PANTS**

- **Value**: 3,600
- **Look**: "Official"
- **HHA Theme(s)**: None
- **Obtainable from**: GracieGrace

**RED TARTAN PANTS**

- **Value**: 360
- **Look**: "Iconic"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters (fall)

**RED-STRIPE PANTS**

- **Value**: 360
- **Look**: "Flashy"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**RED POLKA SKIRT**

- **Value**: 360
- **Look**: "Cute"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**RED PLAID SKIRT**

- **Value**: 360
- **Look**: "Cute"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**DRY-DENIM PANTS**

- **Value**: 480
- **Look**: "Basic"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**BLACK-DENIM SKIRT**

- **Value**: 480
- **Look**: "Basic"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**PASTEL-CHECK SKIRT**

- **Value**: 360
- **Look**: "Cute"
- **HHA Theme(s)**: None
- **Obtainable from**: Able Sisters

**ACID-WASHED PANTS**

- **Value**: 3,600
- **Look**: "Rock-n'-roll"
- **HHA Theme(s)**: None
- **Obtainable from**: GracieGrace (fall)
GRAY-STRIPE PANTS
- Value: 480
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

PINK ARGYLE SKIRT
- Value: 3,600
- Look: “Cute”
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace (spring)

BLACK-DENIM PANTS
- Value: 480
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

GREEN TARTAN PANTS
- Value: 480
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters

WORN-OUT JEANS
- Value: 3,600
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: GracieGrace (not on sale)

DRY-DENIM SKIRT
- Value: 480
- Look: “Rock-n’-roll”
- HHA Theme(s): None
- Obtainable from: Able Sisters

EMERALD POLKA SKIRT
- Value: 600
- Look: “Cute”
- HHA Theme(s): None
- Obtainable from: Able Sisters

ALOHA SHORTS
- Value: 15 medals
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Island Gift Shop

BROWN ARGYLE SKIRT
- Value: 3,600
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: GracieGrace (fall)

BLUE-STRIPE PANTS
- Value: 480
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Able Sisters
FESTIVALE PANTS

Value: 480
Look: “Iconic”
HHA Theme(s): None
Obtainable from: Able Sisters (the week before Festivale through Festivale)

PINK PJ BOTTOMS

Value: 240
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

BLUE PJ BOTTOMS

Value: 240
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

BASKETBALL SHORTS

Value: 480
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters

RELAY SHORTS

Value: 360
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters

BROWN FORMAL PANTS

Value: 480
Look: “Official”
HHA Theme(s): None
Obtainable from: Able Sisters

BLACK FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

GRAY FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

NAVY FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

PINK P J BOTTOMS

Value: 240
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

BLUE P J BOTTOMS

Value: 240
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

BASKETBALL SHORTS

Value: 480
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters

RELAY SHORTS

Value: 360
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Able Sisters

BROWN FORMAL PANTS

Value: 480
Look: “Official”
HHA Theme(s): None
Obtainable from: Able Sisters

BLACK FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

GRAY FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters

NAVY FORMAL SKIRT

Value: 360
Look: “Basic”
HHA Theme(s): None
Obtainable from: Able Sisters
### Dresses

<table>
<thead>
<tr>
<th>Dress</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FESTIVE DRESS</strong></td>
<td>680</td>
<td>&quot;Cute&quot;</td>
<td>Toy Shop</td>
<td>Able Sisters</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(12/1 through 12/24)</td>
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<tr>
<td><strong>OVERALL DRESS</strong></td>
<td>580</td>
<td>&quot;Cute&quot;</td>
<td></td>
<td>Able Sisters</td>
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<tr>
<td><strong>MUUMUU</strong></td>
<td>15 medals</td>
<td>&quot;Iconic&quot;</td>
<td>Fairy Tale</td>
<td>Island Gift Shop</td>
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<tr>
<td><strong>BLUE DOTTED DRESS</strong></td>
<td>7,200</td>
<td>&quot;Cute&quot;</td>
<td></td>
<td>GracieGrace</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(not on sale)</td>
</tr>
<tr>
<td><strong>TAN DOGTOOTH DRESS</strong></td>
<td>7,200</td>
<td></td>
<td>Fairy Tale</td>
<td>GracieGrace</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(not on sale)</td>
</tr>
<tr>
<td><strong>PRIM OUTFIT</strong></td>
<td>620</td>
<td>&quot;Basic&quot;</td>
<td></td>
<td>Able Sisters</td>
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<tr>
<td><strong>PREP-SCHOOL UNIFORM</strong></td>
<td>760</td>
<td>&quot;Official&quot;</td>
<td></td>
<td>Able Sisters</td>
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<tr>
<td><strong>BLUE PARTY DRESS</strong></td>
<td>8,000</td>
<td>&quot;Official&quot;</td>
<td>Fairy Tale</td>
<td>GracieGrace</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(not on sale)</td>
</tr>
</tbody>
</table>
**Pink Party Dress**
- Value: 8,000
- Look: "Official"
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace

**Butterfly Dress**
- Value: 7,200
- Look: "Ornate"
- HHA Theme(s): Fairy Tale, Quirky
- Obtainable from: GracieGrace (summer)

**Yellow Dotted Dress**
- Value: 7,200
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: GracieGrace

**Gaudy Dress**
- Value: 800
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters (spring)

**Pinafore**
- Value: 580
- Look: "Iconic"
- HHA Theme(s): Harmonious
- Obtainable from: Able Sisters

**Fleece Dress**
- Value: 720
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters

**Plaid Cami Dress**
- Value: 600
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters

**Vogue Dress**
- Value: 680
- Look: "Cute"
- HHA Theme(s): Rustic
- Obtainable from: Able Sisters (spring)

**Citrus Gingham Dress**
- Value: 640
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Able Sisters (spring)
<table>
<thead>
<tr>
<th>Dress Name</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td>FLORAL KNIT DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
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<td>POP BLOOM DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>DREAMY TANK DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
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<tr>
<td>ROSE TANK DRESS</td>
<td>680</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>SILK BLOOM DRESS</td>
<td>680</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>ROSE-SKY TANK DRESS</td>
<td>680</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>LOUD BLOOM DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (summer)</td>
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<tr>
<td>BLOSSOM DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>BLUE RETRO DRESS</td>
<td>720</td>
<td>&quot;Modern&quot;</td>
<td>None</td>
<td>Able Sisters</td>
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<tr>
<td>LOTUS TANK DRESS</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td>Dress Name</td>
<td>Value</td>
<td>Look</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
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</tr>
<tr>
<td>Orange Retro Dress</td>
<td>680</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters</td>
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<tr>
<td>Blue Lace-Up Dress</td>
<td>700</td>
<td>&quot;Ornate&quot;</td>
<td>None</td>
<td>Able Sisters</td>
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<tr>
<td>Cool Dress</td>
<td>6,400</td>
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<td>Trendy</td>
<td>GracieGrace (fall)</td>
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<tr>
<td>Orange Lace-Up Dress</td>
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<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Moldy Dress</td>
<td>400</td>
<td>&quot;Flashy&quot;</td>
<td>Quirky</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Green Lace-Up Dress</td>
<td>700</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Blossoming Dress</td>
<td>620</td>
<td>&quot;Iconic&quot;</td>
<td>Harmonious, Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Lime Dress</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>Rustic</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Ribbon Dress</td>
<td>720</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td>Turnip Dress</td>
<td>620</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
</tbody>
</table>
YODEL DRESS

Value: 680
Look: “Iconic”
HHA Theme(s): None
Obtainable from: Able Sisters

PRINCESS DRESS

Value: 1,000
Look: “Ornate”
HHA Theme(s): Fairy Tale
Obtainable from: Able Sisters

RED RIDING DRESS

Value: 680
Look: “Cute”
HHA Theme(s): Fairy Tale
Obtainable from: Able Sisters (fall)

FAIRY-TALE DRESS

Value: 640
Look: “Cute”
HHA Theme(s): None
Obtainable from: Able Sisters

SKY DRESS

Value: 640
Look: “Official”
HHA Theme(s): None
Obtainable from: Able Sisters

PINK POLKA DRESS

Value: 620
Look: “Iconic”
HHA Theme(s): None
Obtainable from: Able Sisters

TOGA

Value: 640
Look: “Iconic”
HHA Theme(s): Antique
Obtainable from: Able Sisters (summer)

PALATIAL TANK DRESS

Value: 640
Look: “Iconic”
HHA Theme(s): Antique
Obtainable from: Able Sisters (summer)

WAITRESS DRESS

Value: 800
Look: “Official”
HHA Theme(s): None
Obtainable from: Able Sisters

FLUFFY DRESS

Value: 720
Look: “Cute”
HHA Theme(s): None
Obtainable from: Able Sisters
PLUM COAT

Value: 800
Look: “Ornate”
HHA Theme(s): None
Obtainable from: Able Sisters (winter)

POLKA-DOT DRESS

Value: 2,000
Look: “Cute”
HHA Theme(s): Trendy
Obtainable from: Able Sisters

FROCK COAT

Value: 1,000
Look: “Ornate”
HHA Theme(s): Antique
Obtainable from: Able Sisters

BLACK-VELVET DRESS

Value: 8,000
Look: “Rock-n’-roll”
HHA Theme(s): Toy Shop
Obtainable from: GracieGrace (not on sale)

CASUAL OUTFIT

Value: 720
Look: “Iconic”
HHA Theme(s): Harmonious
Obtainable from: Able Sisters (summer)

DAZED DRESS

Value: 720
Look: “Cute”
HHA Theme(s): None
Obtainable from: Able Sisters

MAID DRESS

Value: 7,200
Look: “Iconic”
HHA Theme(s): Fairy Tale
Obtainable from: GracieGrace (spring)

DOGTOOTH DRESS

Value: 7,200
Look: “Iconic”
HHA Theme(s): None
Obtainable from: GracieGrace (not on sale)

TRENCH COAT

Value: 5,200
Look: “Official”
HHA Theme(s): None
Obtainable from: GracieGrace (winter)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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</thead>
<tbody>
<tr>
<td>Nurse's Uniform</td>
<td>800</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Embroidered Dress</td>
<td>640</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td>Festival Tank Dress</td>
<td>680</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Able Sisters (the week before Festival through Festival)</td>
</tr>
<tr>
<td>TARTAN-PLAID OUTFIT</td>
<td>8,000</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale, Toy Shop</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td>SWEATER DRESS</td>
<td>7,200</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td>DolPHOUSE DRESS</td>
<td>8,000</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale, Toy Shop</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td>Festive-Tree Dress</td>
<td>8,000</td>
<td>&quot;Flashy&quot;</td>
<td>Rustic, Toy Shop</td>
<td>GracieGrace (winter)</td>
</tr>
<tr>
<td>Outfit</td>
<td>Value</td>
<td>Look</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
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<tr>
<td>---------------------</td>
<td>-------</td>
<td>----------</td>
<td>----------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td><strong>BALLET OUTFIT</strong></td>
<td>1,600</td>
<td>&quot;Sporty&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>GUMDROP DRESS</strong></td>
<td>720</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Able Sisters (spring)</td>
</tr>
<tr>
<td><strong>CLASSIC DRESS</strong></td>
<td>720</td>
<td>&quot;Ornate&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (fall)</td>
</tr>
<tr>
<td><strong>CHIMA JEGORI DRESS</strong></td>
<td>880</td>
<td>&quot;Iconic&quot;</td>
<td>Harmonious</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>U-R-HERE DRESS</strong></td>
<td>600</td>
<td>Rock-n'-roll</td>
<td>None</td>
<td>Able Sisters</td>
</tr>
<tr>
<td><strong>SPRING KIMONO</strong></td>
<td>800</td>
<td>&quot;Iconic&quot;</td>
<td>Harmonious, Rustic</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>NATTY DRESS</strong></td>
<td>800</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>CAVEMAN TANK DRESS</strong></td>
<td>800</td>
<td>&quot;Historical&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
<tr>
<td><strong>DAPPER DRESS</strong></td>
<td>800</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Able Sisters (winter)</td>
</tr>
<tr>
<td><strong>STAR TANK DRESS</strong></td>
<td>720</td>
<td>&quot;Flashy&quot;</td>
<td>None</td>
<td>Able Sisters (summer)</td>
</tr>
</tbody>
</table>
**TWINKLE TANK DRESS**

- Value: 720
- Look: “Flashy”
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

**LOVELY DRESS**

- Value: 720
- Look: “Cute”
- HHA Theme(s): Fairy Tale
- Obtainable from: Able Sisters (spring)

**PASTEL-STRIPE DRESS**

- Value: 680
- Look: “Iconic”
- HHA Theme(s): None
- Obtainable from: Able Sisters (summer)

**Red Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle

**Green Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle

**Yellow Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle

**Star Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): Fairy Tale
- Obtainable from: Labelle

**Light-Blue Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle

**Purple Cap**

- Value: 320
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle
BLUE CAP

Value: 320
Look: “Sporty”
HHA Theme(s): None
Obtainable from: Labelle

PURPLE KNIT HAT

Value: 320
Look: “Cute”
HHA Theme(s): None
Obtainable from: Labelle

BLUE POM-POM HAT

Value: 320
Look: “Basic”
HHA Theme(s): None
Obtainable from: Labelle

RED POM-POM HAT

Value: 320
Look: “Cute”
HHA Theme(s): None
Obtainable from: Labelle

GREEN KNIT HAT

Value: 320
Look: “Basic”
HHA Theme(s): None
Obtainable from: Labelle

BADGE HAT

Value: 320
Look: “Cute”
HHA Theme(s): None
Obtainable from: Labelle

ORANGE KNIT HAT

Value: 320
Look: “Cute”
HHA Theme(s): None
Obtainable from: Labelle

STRAW HAT

Value: 15 medals
Look: “Iconic”
HHA Theme(s): None
Obtainable from: Island Gift Shop

PINK KNIT HAT

Value: 320
Look: “Cute”
HHA Theme(s): Fairy Tale
Obtainable from: Labelle

GRANDPA HAT

Value: 420
Look: “Iconic”
HHA Theme(s): None
Obtainable from: Labelle
**PAPERBOY CAP**

- Value: 460
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**PUFFY HAT**

- Value: 360
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**BERET**

- Value: 320
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**GRACIE HAT**

- Value: 8,000
- Look: "Modern"
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

**DANDY HAT**

- Value: 320
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle

**ELEGANT HAT**

- Value: 6,400
- Look: "Ornate"
- HHA Theme(s): Fairy Tale
- Obtainable from: GracieGrace (winter)

**HUNTER'S CAP**

- Value: 320
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**BANDANA**

- Value: 200
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Labelle

**TOP HAT**

- Value: 480
- Look: "Official"
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Labelle

**TULIP HAT**

- Value: 640
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle
DO-RAG
- Value: 640
- Look: “Basic”
- HHA Theme(s): None
- Obtainable from: Labelle

BIG BRO’S HAT
- Value: 320
- Look: “Cute”
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle

SWIMMING CAP
- Value: 200
- Look: “Sporty”
- HHA Theme(s): None
- Obtainable from: Labelle

LI’L BRO’S HAT
- Value: 320
- Look: “Cute”
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle

WIZARD’S CAP
- Value: 200
- Look: “Cute”
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle

WARIO HAT
- Value: 800
- Look: “Flashy”
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle

NEWSPRINT HELMET
- Value: 80
- Look: “Iconic”
- HHA Theme(s): Toy Shop
- Obtainable from: Boy’s Day (Isabelle)

CAPTAIN’S HAT
- Value: 15 medals
- Look: “Official”
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Island Gift Shop

SANTA HAT
- Value: 640
- Look: “Cute”
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle (12/1 - 12/24)

RED RIBBON
- Value: 240
- Look: “Cute”
- HHA Theme(s): Fairy Tale
- Obtainable from: Labelle
**BLUE RIBBON**

- **Value**: 240
- **Look**: "Cute"
- **HHA Theme(s)**: Fairy Tale
- **Obtainable from**: Labelle

**HALO**

- **Value**: 2,400
- **Look**: "Cute"
- **HHA Theme(s)**: Fairy Tale, Toy Shop
- **Obtainable from**: Labelle

**YELLOW RIBBON**

- **Value**: 240
- **Look**: "Cute"
- **HHA Theme(s)**: Fairy Tale
- **Obtainable from**: Labelle

**SHAMROCK HAT**

- **Value**: 1,600
- **Look**: "Iconic"
- **HHA Theme(s)**: Rustic
- **Obtainable from**: Shamrock Day (Isabelle; US and EU only)

**HEART HAIRPIN**

- **Value**: 240
- **Look**: "Cute"
- **HHA Theme(s)**: Fairy Tale
- **Obtainable from**: Labelle

**STUDENT CAP**

- **Value**: 1,600
- **Look**: "Official"
- **HHA Theme(s)**: None
- **Obtainable from**: Labelle

**STAR HAIRPIN**

- **Value**: 240
- **Look**: "Cute"
- **HHA Theme(s)**: None
- **Obtainable from**: Labelle

**FLAMENCO HAT**

- **Value**: 1,600
- **Look**: "Official"
- **HHA Theme(s)**: None
- **Obtainable from**: DLC (EUR)

**MOON HAIRPIN**

- **Value**: 240
- **Look**: "Cute"
- **HHA Theme(s)**: None
- **Obtainable from**: Labelle

**RED-TEAM CAP**

- **Value**: 360
- **Look**: "Sporty"
- **HHA Theme(s)**: None
- **Obtainable from**: Labelle
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>White-Team Cap</td>
<td>360</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td>School Cap</td>
<td>360</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>Hot-Dog Hat</td>
<td>1,200</td>
<td>&quot;Flashy&quot;</td>
<td>None</td>
<td>GracieGrace (fall)</td>
</tr>
<tr>
<td>White School Cap</td>
<td>360</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>Celebration Hat</td>
<td>240</td>
<td>&quot;Iconic&quot;</td>
<td>Harmonious</td>
<td>Katrina</td>
</tr>
<tr>
<td>White Police Cap</td>
<td>480</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>DLC (KOR)</td>
</tr>
<tr>
<td>Emperor's Cap</td>
<td>1,320</td>
<td>&quot;Official&quot;</td>
<td>Antique, Harmonious</td>
<td>Labelle (3/1 through 3/3)</td>
</tr>
<tr>
<td>Crown</td>
<td>1,000,000</td>
<td>&quot;Ornate&quot;</td>
<td>Antique, Fairy Tale</td>
<td>Labelle</td>
</tr>
<tr>
<td>Banana-Split Hat</td>
<td>3,508</td>
<td>&quot;Flashy&quot;</td>
<td>Fairy Tale</td>
<td>GracieGrace (fall)</td>
</tr>
</tbody>
</table>
**BIRTHDAY HAT**
- Value: 400
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Birthday

**WHITE CAP**
- Value: 320
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Labelle

**RED NEW YEAR'S HAT**
- Value: 300
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Countdown event (Dec. 31st)

**RIBBONED STRAW HAT**
- Value: 320
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle

**Y. N. YEAR'S HAT**
- Value: 300
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Countdown event (Dec. 31st)

**NURSE'S CAP**
- Value: 1,200
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Labelle

**BLUE NEW YEAR'S HAT**
- Value: 300
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Countdown event (Dec. 31st)

**PINK NIGHTCAP**
- Value: 300
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle

**GREEN NEW YEAR'S HAT**
- Value: 300
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Countdown event (Dec. 31st)

**BLUE PLAID FEDORA**
- Value: 320
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Labelle
HIBISCUS HAIRPIN

- **Value:** 20 medals
- **Look:** "Cute"
- **HHA Theme(s):** Rustic
- **Obtainable from:** Island Gift Shop

BLUE NIGHTCAP

- **Value:** 300
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

STRAW UMBRELLA HAT

- **Value:** 240
- **Look:** "Historical"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Labelle

STRAW BOATER

- **Value:** 320
- **Look:** "Basic"
- **HHA Theme(s):** Trendy
- **Obtainable from:** Labelle

CONICAL STRAW HAT

- **Value:** 1,200
- **Look:** "Iconic"
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Gulliver (answer correctly)

TERRY-CLOTH DO-RAG

- **Value:** 240
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

MATADOR’S HAT

- **Value:** 1,200
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (spring)

FLOPPY HAT

- **Value:** 4,800
- **Look:** "Ornate"
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (summer)

BALLOON HAT

- **Value:** 600
- **Look:** "Cute"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** balloon

FLASHY HAIRPIN

- **Value:** 4,800
- **Look:** "Ornate"
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (summer)
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FESTIVALE ACCESSORY</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Festivale Accessory</td>
<td>680</td>
<td>&quot;Ornate&quot;</td>
<td>None</td>
<td>Labelle (the week before Festivale through Festivale)</td>
</tr>
<tr>
<td><strong>HEART BOPPER</strong></td>
<td>160</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Fireworks Show</td>
</tr>
<tr>
<td><strong>CLOCHE HAT</strong></td>
<td>4,800</td>
<td>&quot;Modern&quot;</td>
<td>Trendy</td>
<td>GracieGrace (winter)</td>
</tr>
<tr>
<td><strong>STAR BOPPER</strong></td>
<td>160</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Fireworks Show</td>
</tr>
<tr>
<td><strong>SCHOOL HAT</strong></td>
<td>240</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>MAILMAN'S HAT</strong></td>
<td>2,000</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>50,000,000 Bells in savings account</td>
</tr>
<tr>
<td><strong>BULB BOPPER</strong></td>
<td>160</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Fireworks Show</td>
</tr>
<tr>
<td><strong>PLAIN BLACK CAP</strong></td>
<td>360</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>FLOWER BOPPER</strong></td>
<td>160</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>Fireworks Show</td>
</tr>
<tr>
<td><strong>SMALL SILK HAT</strong></td>
<td>2,400</td>
<td>&quot;Cute&quot;</td>
<td>Fairy Tale</td>
<td>GracieGrace (spring)</td>
</tr>
</tbody>
</table>
**STRIPE KNIT CAP**
- Value: 320
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Labelle

**SAMURAI WIG**
- Value: 1,200
- Look: "Historical"
- HHA Theme(s): Harmonious
- Obtainable from: Labelle

**PILOT'S CAP**
- Value: 720
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Labelle

**POWDERED WIG**
- Value: 600
- Look: "Historical"
- HHA Theme(s): None
- Obtainable from: Labelle

**BABY'S HAT**
- Value: 400
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Labelle

**AFRO WIG**
- Value: 600
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Labelle

**KAFFIYEH**
- Value: 320
- Look: "Iconic"
- HHA Theme(s): None
- Obtainable from: Labelle

**REGENT WIG**
- Value: 480
- Look: "Rock-n'-roll"
- HHA Theme(s): None
- Obtainable from: Labelle

**COW BONE**
- Value: 480
- Look: "Historical"
- HHA Theme(s): Quirky
- Obtainable from: Labelle

**MOHAWK WIG**
- Value: 480
- Look: "Flashy"
- HHA Theme(s): None
- Obtainable from: Labelle
**BUN WIG**
- Value: 480
- Look: “Cute”
- HHA Theme(s): Harmonious
- Obtainable from: Labelle

**RED OGRE MASK**
- Value: 640
- Look: “Flashy”
- HHA Theme(s): Harmonious, Quirky
- Obtainable from: Bean Day (Isabelle)

**TIARA HAIR**
- Value: 7,200
- Look: “Ornate”
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: GracieGrace (spring)

**BLUE OGRE MASK**
- Value: 640
- Look: “Flashy”
- HHA Theme(s): Harmonious, Quirky
- Obtainable from: Bean Day (Isabelle)

**DIVING MASK**
- Value: 2,200
- Look: “Historical”
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Labelle

**MAJORA’S MASK**
- Value: 840
- Look: “Flashy”
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Fortune cookie #9

**SKI MASK**
- Value: 600
- Look: “Flashy”
- HHA Theme(s): Quirky
- Obtainable from: Labelle

**MIDNA’S MASK**
- Value: 840
- Look: “Flashy”
- HHA Theme(s): Quirky, Toy Shop
- Obtainable from: Fortune cookie #11

**RETRO HELMET**
- Value: 5,000
- Look: “Sporty”
- HHA Theme(s): Toy Shop
- Obtainable from: GracieGrace (fall)

**TOAD HAT**
- Value: 840
- Look: “Cute”
- HHA Theme(s): Toy Shop
- Obtainable from: Fortune cookie #12
PUMPKIN HEAD

Value: 4,000
Look: "Flashy"
HHA Theme(s): Quirky, Rustic
Obtainable from: Halloween (neighbor trick)

BLUE PIKMIN

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #14

GHOST MASK

Value: 1,031
Look: "Flashy"
HHA Theme(s): Quirky
Obtainable from: Labelle (October)

YELLOW PIKMIN

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #15

MONSTER MASK

Value: 1,031
Look: "Flashy"
HHA Theme(s): Quirky
Obtainable from: Labelle (October)

GIRL’S DAY UPDO

Value: 1,332
Look: "Ornate"
HHA Theme(s): Antique, Fairy Tale, Harmonious
Obtainable from: Labelle (3/1 - 3/3)

BUG MASK

Value: 1,031
Look: "Flashy"
HHA Theme(s): Quirky
Obtainable from: Labelle (October)

GREEN HEADGEAR

Value: 800
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Labelle

RED PIKMIN

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #13

RED HEADGEAR

Value: 800
Look: "Sporty"
HHA Theme(s): None
Obtainable from: Labelle
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td>Snowman Head</td>
<td>2,664</td>
<td>Cute</td>
<td>Fairy Tale, Toy Shop</td>
<td>Snowboy</td>
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<tr>
<td>Red Hood</td>
<td>400</td>
<td>Cute</td>
<td>Fairy Tale</td>
<td>Labelle</td>
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<tr>
<td>Tsunokakushi</td>
<td>2,400</td>
<td>Official</td>
<td>Fairy Tale, Harmonious</td>
<td>Labelle</td>
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<tr>
<td>Funky Wig</td>
<td>4,800</td>
<td>Ornate</td>
<td>Trendy</td>
<td>GracieGrace</td>
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<td>Kintaro Wig</td>
<td>3,200</td>
<td>Cute</td>
<td>Harmonious</td>
<td>Labelle</td>
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<tr>
<td>Makar’s Mask</td>
<td>240</td>
<td>Flashy</td>
<td>Rustic</td>
<td>Labelle</td>
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<tr>
<td>Fencing Mask</td>
<td>680</td>
<td>Sporty</td>
<td>None</td>
<td>Labelle</td>
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<td>Topknot Wig</td>
<td>1,200</td>
<td>Sporty</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td>Red-Horned Hat</td>
<td>2,400</td>
<td>Sporty</td>
<td>Quirky</td>
<td>DLC (KOR)</td>
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<td>Item</td>
<td>Value</td>
<td>Look</td>
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<tr>
<td><strong>DJ CAP</strong></td>
<td>600</td>
<td>“Rock-n’-roll”</td>
<td>Sci-Fi</td>
<td>Labelle</td>
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<tr>
<td><strong>LION-DANCE MASK</strong></td>
<td>1,600</td>
<td>“Iconic”</td>
<td>Harmonious</td>
<td>Labelle</td>
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<tr>
<td><strong>HAIR-BOW WIG</strong></td>
<td>4,800</td>
<td>“Ornate”</td>
<td>Fairy Tale, Trendy</td>
<td>GracieGrace (spring)</td>
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<tr>
<td><strong>TINGLE HOOD</strong></td>
<td>1,200</td>
<td>“Flashy”</td>
<td>Toy Shop</td>
<td>Katrina</td>
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<tr>
<td><strong>PURPLE-IMP HOOD</strong></td>
<td>1,200</td>
<td>“Flashy”</td>
<td>Quirky</td>
<td>Labelle</td>
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<tr>
<td><strong>STAGEHAND HAT</strong></td>
<td>600</td>
<td>“Iconic”</td>
<td>Harmonious</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>MATRONLY BUN</strong></td>
<td>480</td>
<td>“Ornate”</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>SKELETON HOOD</strong></td>
<td>1,031</td>
<td>“Flashy”</td>
<td>Quirky</td>
<td>Labelle (October)</td>
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<tr>
<td><strong>BLACK VEIL</strong></td>
<td>4,000</td>
<td>“Official”</td>
<td>Fairy Tale</td>
<td>GracieGrace (winter)</td>
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<tr>
<td><strong>AFRO CAP</strong></td>
<td>720</td>
<td>“Flashy”</td>
<td>None</td>
<td>Labelle</td>
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</tbody>
</table>
### WEREWOLF HOOD
- **Value:** 1,031
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky
- **Obtainable from:** Labelle (October)

### COIN HEADPIECE
- **Value:** 4,800
- **Look:** "Ornate"
- **HHA Theme(s):** Antique, Fairy Tale
- **Obtainable from:** GracieGrace (winter)

### OGRE'S WIG
- **Value:** 1,200
- **Look:** "Flashy"
- **HHA Theme(s):** Harmonious, Quirky
- **Obtainable from:** Labelle

### BATTER'S HELMET
- **Value:** 600
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### DIVER'S HOOD
- **Value:** 600
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### JOCKEY'S HELMET
- **Value:** 680
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### HEADKERCHIEF
- **Value:** 480
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### CATCHER'S MASK
- **Value:** 720
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

### FI MASK
- **Value:** 840
- **Look:** "Flashy"
- **HHA Theme(s):** Toy Shop
- **Obtainable from:** Fortune cookie #50

### BLUE HEADGEAR
- **Value:** 800
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle
**BRAIDED WIG**

- **Value:** 480
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**GREEN-PUMPKIN HEAD**

- **Value:** 4,000
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Halloween (neighbor trick)

**PURPLE-PUMPKIN HEAD**

- **Value:** 4,000
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Halloween (neighbor trick)

**RED-PUMPKIN HEAD**

- **Value:** 4,000
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Halloween (neighbor trick)

**YELLOW-PUMPKIN HEAD**

- **Value:** 4,000
- **Look:** "Flashy"
- **HHA Theme(s):** Quirky, Rustic
- **Obtainable from:** Halloween (neighbor trick)
<table>
<thead>
<tr>
<th>Accessories</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
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<tbody>
<tr>
<td><strong>BIRTHDAY SHADES</strong></td>
<td>240</td>
<td>&quot;Rock-n'-roll&quot;</td>
<td>None</td>
<td>Birthday (if you're good friends with a neighbor)</td>
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<tr>
<td><strong>PURPLE GLASSES</strong></td>
<td>240</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>BLUE FRAMES</strong></td>
<td>240</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>RED GLASSES</strong></td>
<td>240</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>GREEN GLASSES</strong></td>
<td>240</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>BROWN GLASSES</strong></td>
<td>240</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>YELLOW GLASSES</strong></td>
<td>240</td>
<td>&quot;Cute&quot;</td>
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<td>Labelle</td>
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<tr>
<td><strong>MINT GLASSES</strong></td>
<td>240</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Labelle</td>
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<tr>
<td><strong>THICK GLASSES</strong></td>
<td>320</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Labelle</td>
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</table>
**SILVER FRAMES**

- **Value:** 240
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**PILOT SHADES**

- **Value:** 600
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**RIMMED GLASSES**

- **Value:** 240
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**SPORTY SHADES**

- **Value:** 320
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**FUNKY GLASSES**

- **Value:** 240
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**HUGE SHADES**

- **Value:** 320
- **Look:** "Flashy"
- **HHA Theme(s):** Trendy
- **Obtainable from:** Labelle

**TORTOISE SPECS**

- **Value:** 5,200
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (winter)

**TRIANGLE SHADES**

- **Value:** 240
- **Look:** "Rock-n'-roll"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**GRACIE GLASSES**

- **Value:** 6,200
- **Look:** "Modern"
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (summer)

**TINY SHADES**

- **Value:** 240
- **Look:** "Historical"
- **HHA Theme(s):** None
- **Obtainable from:** Labelle
<table>
<thead>
<tr>
<th><strong>HEART SHADES</strong></th>
<th><strong>SNORKEL MASK</strong></th>
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<tbody>
<tr>
<td>Value: 4,800</td>
<td>Value: 20 medals</td>
</tr>
<tr>
<td>Look: &quot;Cute&quot;</td>
<td>Look: &quot;Sporty&quot;</td>
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<tr>
<td>HHA Theme(s):</td>
<td>HHA Theme(s):</td>
</tr>
<tr>
<td>Fairy Tale</td>
<td>None</td>
</tr>
<tr>
<td>Obtainable from:</td>
<td>Obtainable from:</td>
</tr>
<tr>
<td>GracieGrace (spring)</td>
<td>Island Gift Shop</td>
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<table>
<thead>
<tr>
<th><strong>STAR SHADES</strong></th>
<th><strong>EYE MASK</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 4,800</td>
<td>Value: 160</td>
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<tr>
<td>Look: &quot;Flashy&quot;</td>
<td>Look: &quot;Flashy&quot;</td>
</tr>
<tr>
<td>HHA Theme(s):</td>
<td>HHA Theme(s):</td>
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<tr>
<td>None</td>
<td>None</td>
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<tr>
<td>Obtainable from:</td>
<td>Obtainable from:</td>
</tr>
<tr>
<td>GracieGrace (fall)</td>
<td>Labelle</td>
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<table>
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<tr>
<th><strong>3D GLASSES</strong></th>
<th><strong>HMD</strong></th>
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<tr>
<td>Value: 240</td>
<td>Value: 1,800</td>
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<tr>
<td>Look: &quot;Flashy&quot;</td>
<td>Look: &quot;Flashy&quot;</td>
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<tr>
<td>HHA Theme(s):</td>
<td>HHA Theme(s):</td>
</tr>
<tr>
<td>Sci-Fi, Toy Shop</td>
<td>Sci-Fi, Toy Shop</td>
</tr>
<tr>
<td>Obtainable from:</td>
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<tr>
<td>Labelle</td>
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<tr>
<th><strong>SUPERHERO MASK</strong></th>
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<tbody>
<tr>
<td>Value: 1,200</td>
<td>Value: 320</td>
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<tr>
<td>Look: &quot;Sporty&quot;</td>
<td>Look: &quot;Official&quot;</td>
</tr>
<tr>
<td>HHA Theme(s):</td>
<td>HHA Theme(s):</td>
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<tr>
<td>Toy Shop</td>
<td>Antique</td>
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<td>Obtainable from:</td>
<td>Obtainable from:</td>
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<td>Labelle</td>
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<tr>
<th><strong>GOGGLES</strong></th>
<th><strong>POST-OP PATCH</strong></th>
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<tr>
<td>Value: 280</td>
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<tr>
<td>Look: &quot;Sporty&quot;</td>
<td>Look: &quot;Rock-n'-roll&quot;</td>
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<tr>
<td>HHA Theme(s): None</td>
<td>HHA Theme(s): Quirky</td>
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<tr>
<td>Obtainable from: Labelle</td>
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</table>
GAS MASK

Value: 600
Look: "Flashy"
HHA Theme(s): Quirky
Obtainable from: Labelle

HOCKEY MASK

Value: 600
Look: "Sporty"
HHA Theme(s): Quirky
Obtainable from: Labelle

STACHE & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #44

HHA Theme(s): Toy Shop
Obtainable from: Labelle

DOCTOR'S MASK

Value: 80
Look: "Basic"
HHA Theme(s): Sci-Fi
Obtainable from: Labelle

BEAK

Value: 640
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BAD BRO'S STACHE

Value: 840
Look: "Flashy"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #44

CURLY MUSTACHE

Value: 160
Look: "Official"
HHA Theme(s): None
Obtainable from: Labelle

PACIFIER

Value: 120
Look: "Cute"
HHA Theme(s): Fairy Tale
Obtainable from: Labelle

RED NOSE

Value: 80
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Labelle

STASH & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #45

STASH & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #45

STASH & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #45

STASH & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #45

STASH & GLASSES

Value: 240
Look: "Cute"
HHA Theme(s): None
Obtainable from: Labelle

BIG BRO'S MUSTACHE

Value: 840
Look: "Cute"
HHA Theme(s): Toy Shop
Obtainable from: Fortune cookie #45
LEMON PACK

- Value: 360
- Look: "Flasy"
- HHA Theme(s): None
- Obtainable from: Labelle

ROUND GLASSES

- Value: 240
- Look: "Historical"
- HHA Theme(s): None
- Obtainable from: Labelle

CUCUMBER PACK

- Value: 360
- Look: "Flasy"
- HHA Theme(s): None
- Obtainable from: Labelle

CYBER SHADES

- Value: 640
- Look: "Flasy"
- HHA Theme(s): Sci-Fi, Trendy
- Obtainable from: Labelle

BANDAGE

- Value: 80
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Labelle

MASQUERADE MASK

- Value: 480
- Look: "Iconic"
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Labelle

LADDER SHADES

- Value: 1,600
- Look: "Rock-n'-roll"
- HHA Theme(s): Trendy
- Obtainable from: Summer Solstice

FUNNY GLASSES

- Value: 240
- Look: "Flasy"
- HHA Theme(s): None
- Obtainable from: Labelle

SANTA BEARD

- Value: 4,896
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Labelle (12/1 through 12/24)

LEAF

- Value: 120
- Look: "Flasy"
- HHA Theme(s): Rustic
- Obtainable from: Labelle
STEAMPUNK GLASSES

- Value: 2,400
- Look: "Flashy"
- HHA Theme(s): Sci-Fi, Toy Shop
- Obtainable from: Labelle

AVIATOR SHADES

- Value: 4,800
- Look: "Rock-n'-roll"
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (summer)

OVAL SHADES

- Value: 1,200
- Look: "Modern"
- HHA Theme(s): Trendy
- Obtainable from: Labelle

Socks and Tights

FISHNET TIGHTS

- Value: 240
- Look: "Ornate"
- HHA Theme(s): None
- Obtainable from: Kicks

HEART-PRINT TIGHTS

- Value: 240
- Look: "Cute"
- HHA Theme(s): Fairy Tale
- Obtainable from: Kicks

BROWN-STRIPED SOCKS

- Value: 200
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Kicks

RAINBOW TIGHTS

- Value: 300
- Look: "Ornate"
- HHA Theme(s): None
- Obtainable from: Kicks

BLACK STOCKINGS

- Value: 240
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Kicks

BLACK ANKLE SOCKS

- Value: 120
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Kicks
## STAR TIGHTS
- **Value:** 200
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## HIKING GAITERS
- **Value:** 240
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## PURPLE-STRIPED TIGHTS
- **Value:** 200
- **Look:** "Cute"
- **HHA Theme(s):** Trendy
- **Obtainable from:** Kicks

## WHITE-LACE SOCKS
- **Value:** 120
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## DRESS SOCKS
- **Value:** 120
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## TUBE SOCKS
- **Value:** 160
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## GRAY TIGHTS
- **Value:** 160
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## ARGYLE SOCKS
- **Value:** 160
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## NAVY SOCKS
- **Value:** 160
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

## BOBBY SOCKS
- **Value:** 160
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
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<tbody>
<tr>
<td><strong>RED TIGHTS</strong></td>
<td>200</td>
<td>“Basic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>BEIGE TIGHTS</strong></td>
<td>200</td>
<td>“Basic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>PURPLE STAR SOCKS</strong></td>
<td>160</td>
<td>“Cute”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>COLORFUL SOCKS</strong></td>
<td>160</td>
<td>“Flashy”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>GRAY LEGGINGS</strong></td>
<td>240</td>
<td>“Cute”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>CHECKERED SOCKS</strong></td>
<td>160</td>
<td>“Basic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>WHITE SOCKS</strong></td>
<td>160</td>
<td>“Basic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>BROWN SOCKS</strong></td>
<td>160</td>
<td>“Basic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>BLACK TIGHTS</strong></td>
<td>160</td>
<td>“Official”</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>ARGYLE TIGHTS</strong></td>
<td>200</td>
<td>“Iconic”</td>
<td>None</td>
<td>Kicks</td>
</tr>
</tbody>
</table>
GREEN-SPIRE SOCKS

- Value: 160
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Kicks

POLKA-DOT SOCKS

- Value: 200
- Look: "Cute"
- HHA Theme(s): Trendy
- Obtainable from: Kicks

LEG WARMERS

- Value: 160
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Kicks

WHITE STOCKINGS

- Value: 160
- Look: "Official"
- HHA Theme(s): None
- Obtainable from: Kicks

WHITE ANKLE SOCKS

- Value: 160
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Kicks

GRAY SOCKS

- Value: 160
- Look: "Basic"
- HHA Theme(s): None
- Obtainable from: Kicks

SOCCER SOCKS

- Value: 160
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Kicks

BLUE-STRIPE TIGHTS

- Value: 240
- Look: "Sporty"
- HHA Theme(s): None
- Obtainable from: Kicks

BLACK LEGGINGS

- Value: 240
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Kicks

GREEN TIGHTS

- Value: 200
- Look: "Cute"
- HHA Theme(s): None
- Obtainable from: Kicks
<table>
<thead>
<tr>
<th>Footwear</th>
<th>Value</th>
<th>Look</th>
<th>HHA Theme(s):</th>
<th>Obtainable from:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BLUE SNEAKERS</strong></td>
<td>480</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>WHITE PATENT SHOES</strong></td>
<td>480</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>PURPLE PUMPS</strong></td>
<td>480</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>SHEARLING BOOTS</strong></td>
<td>4,000</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>GracieGrace (summer)</td>
</tr>
<tr>
<td><strong>BASKETBALL SHOES</strong></td>
<td>640</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>SANTA BOOTS</strong></td>
<td>960</td>
<td>&quot;Cute&quot;</td>
<td>Toy Shop</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>LACE-UP BOOTS</strong></td>
<td>720</td>
<td>&quot;Rock-n'-roll&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>WHITE LEATHER SHOES</strong></td>
<td>4,000</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>GracieGrace (summer)</td>
</tr>
<tr>
<td><strong>HIKING BOOTS</strong></td>
<td>800</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td><strong>SNOW BOOTS</strong></td>
<td>800</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Item</td>
<td>Value</td>
<td>Look</td>
<td>HHA Theme(s)</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------</td>
<td>----------</td>
<td>----------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>Green Polka Pumps</td>
<td>4,000</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>GracieGrace (spring)</td>
</tr>
<tr>
<td>Flip-Flops</td>
<td>20 medals</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Island Gift Shop</td>
</tr>
<tr>
<td>Wooden Clogs</td>
<td>520</td>
<td>&quot;Official&quot;</td>
<td>Rustic</td>
<td>Kicks</td>
</tr>
<tr>
<td>Tropic Sandals</td>
<td>480</td>
<td>&quot;Iconic&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Yellow Rain Boots</td>
<td>600</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Cleats</td>
<td>720</td>
<td>&quot;Sporty&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Leopard Pumps</td>
<td>4,000</td>
<td>&quot;Ornate&quot;</td>
<td>None</td>
<td>GracieGrace (summer)</td>
</tr>
<tr>
<td>Brown Loafers</td>
<td>480</td>
<td>&quot;Official&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Polka-Dot Rain Boots</td>
<td>320</td>
<td>&quot;Basic&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
<tr>
<td>Slippers</td>
<td>600</td>
<td>&quot;Cute&quot;</td>
<td>None</td>
<td>Kicks</td>
</tr>
</tbody>
</table>

*Key: 1P for 1 star, 2P for 2 stars, 3P for 3 stars, 4P for 4 stars.*
### MONOCROME SHOES
- **Value:** 4,000
- **Look:** "Official"
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (spring)

### GREEN SANDALS
- **Value:** 480
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### TASSELED LOAFERS
- **Value:** 600
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### PURPLE HIGH-TOPS
- **Value:** 4,000
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** GracieGrace (winter)

### FLOWER LOAFERS
- **Value:** 480
- **Look:** "Iconic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### CLOGS
- **Value:** 480
- **Look:** "Modern"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### CLIMBING SHOES
- **Value:** 600
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### GLADIATOR SANDALS
- **Value:** 1,200
- **Look:** "Iconic"
- **HHA Theme(s):** Antique
- **Obtainable from:** Gulliver (answer correctly)

### STEEL-TOED BOOTS
- **Value:** 620
- **Look:** "Flashy"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks
**ZAP BOOTS**

- **Value:** 720
- **Look:** “Sporty”
- **HHA Theme(s):** Sci-Fi, Toy Shop
- **Obtainable from:** Kicks

**GREEN BUCKLED SHOES**

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**BLACK RAIN BOOTS**

- **Value:** 600
- **Look:** “Official”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**BLACK LOAFERS**

- **Value:** 420
- **Look:** “Basic”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**STRIPE SHOES**

- **Value:** 4,000
- **Look:** “Modern”
- **HHA Theme(s):** Trendy
- **Obtainable from:** GracieGrace (fall)

**PINK SLIP-ONS**

- **Value:** 420
- **Look:** “Cute”
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Kicks

**BALLET SLIPPERS**

- **Value:** 400
- **Look:** “Sporty”
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Kicks

**BLUE PUMPS**

- **Value:** 460
- **Look:** “Official”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**MARY JANES**

- **Value:** 800
- **Look:** “Official”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**COLORFUL SNEAKERS**

- **Value:** 460
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks
RED BOAT SHOES

- **Value:** 480
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

PURPLE DOT SHOES

- **Value:** 460
- **Look:** "Cute"
- **HHA Theme(s):** Trendy
- **Obtainable from:** Kicks

RED SHOES

- **Value:** 420
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

BLACK PUMPS

- **Value:** 480
- **Look:** "Official"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

ORANGE SANDALS

- **Value:** 420
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

GREEN-STRIPED SHOES

- **Value:** 420
- **Look:** "Sporty"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

BROWN SLIP-ONS

- **Value:** 420
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

PINK SNEAKERS

- **Value:** 480
- **Look:** "Cute"
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Kicks

YELLOW BUCKLED SHOES

- **Value:** 420
- **Look:** "Cute"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

BROWN PUMPS

- **Value:** 460
- **Look:** "Basic"
- **HHA Theme(s):** None
- **Obtainable from:** Kicks
**YELLOW SNEAKERS**
- **Value:** 480
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

**ORANGE SHOES**
- **Value:** 420
- **Look:** “Sporty”
- **HHA Theme(s):** None
- **Obtainable from:** Kicks

### Umbrellas

**GELATO UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** Toy Shop, Trendy
- **Obtainable from:** Labelle

**PAPER PARASOL**
- **Value:** 320
- **HHA Theme(s):** Harmonious
- **Obtainable from:** Labelle

**BAT UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** Antique, Quirky
- **Obtainable from:** Labelle

**RIBBON UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Labelle

**LACY PARASOL**
- **Value:** 320
- **HHA Theme(s):** Fairy Tale
- **Obtainable from:** Labelle

**RED UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** None
- **Obtainable from:** Labelle

**LEAF UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** Rustic
- **Obtainable from:** Labelle

**BLUE UMBRELLA**
- **Value:** 320
- **HHA Theme(s):** None
- **Obtainable from:** Labelle
**YELLOW UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**PICNIC UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**GREEN UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**LEMON UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**CANDY UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**TOAD PARASOL**
- Value: 320
- HHA Theme(s): Trendy
- Obtainable from: Labelle

**MELON UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**EGGY PARASOL**
- Value: 320
- HHA Theme(s): Trendy
- Obtainable from: Labelle

**MINT UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**BLUE DOT PARASOL**
- Value: 320
- HHA Theme(s): Trendy
- Obtainable from: Labelle
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>HHA Theme(s)</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Daisy Umbrella</strong></td>
<td>320</td>
<td>Fairy Tale, Rustic</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>Beach Umbrella</strong></td>
<td>320</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>Paw Umbrella</strong></td>
<td>320</td>
<td>None</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>Elegant Umbrella</strong></td>
<td>3,200</td>
<td>Trendy</td>
<td>Labelle (not on sale)</td>
</tr>
<tr>
<td><strong>Petal Parasol</strong></td>
<td>3,200</td>
<td>Fairy Tale</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td><strong>Modern Umbrella</strong></td>
<td>3,200</td>
<td>Trendy</td>
<td>GracieGrace (not on sale)</td>
</tr>
<tr>
<td><strong>Busted Umbrella</strong></td>
<td>160</td>
<td>Quirky</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>Sunny Parasol</strong></td>
<td>320</td>
<td>Fairy Tale, Rustic</td>
<td>Labelle</td>
</tr>
<tr>
<td><strong>Zebra Umbrella</strong></td>
<td>320</td>
<td>None</td>
<td>Labelle</td>
</tr>
</tbody>
</table>
**FOREST UMBRELLA**
- Value: 320
- HHA Theme(s): Rustic
- Obtainable from: Labelle

**GRACIE UMBRELLA**
- Value: 3,200
- HHA Theme(s): Trendy
- Obtainable from: GracieGrace (not on sale)

**FLAME UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**PEACH’S PARASOL**
- Value: 840
- HHA Theme(s): Antique, Fairy Tale
- Obtainable from: Fortune cookie #7

**CAMO UMBRELLA**
- Value: 320
- HHA Theme(s): None
- Obtainable from: Labelle

**GHOST UMBRELLA**
- Value: 352
- HHA Theme(s): Toy Shop
- Obtainable from: Labelle

**SPIDER UMBRELLA**
- Value: 320
- HHA Theme(s): Quirky
- Obtainable from: Labelle

**MAPLE UMBRELLA**
- Value: 320
- HHA Theme(s): Rustic
- Obtainable from: Labelle
Other Items

We’ve shown you all of the furniture and clothing—now let’s explore the many other items that you can find and collect. From everyday tools and stationary to K.K. Slider songs and gyroids, all items that aren’t clothing and furniture are listed here.

**UNDERSTANDING THE SECTIONS**

Here’s how to read each item’s section in this chapter:

- **Value:** The item’s suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.
- **X:** Indicates that the item is not for sale at any shop.
- **Obtainable from:** The shop, event, or NPC character that offers you the item. See the previous “Shops and Such,” “Friendly Faces,” and “Seasonal Events” chapters for greater detail.
- **HHA Theme(s):** The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous “Home Sweet Home” chapter for details.

**Tools**

Anything that can be equipped and used to some sort of benefit is considered a tool. We list all of the tools here; see the “How to Play” chapter for details on how to use them.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AXE</strong></td>
<td>400</td>
<td>Gardening Store</td>
</tr>
<tr>
<td><strong>SILVER NET</strong></td>
<td>500</td>
<td>Museum Shop (after donating 30 or more insects)</td>
</tr>
<tr>
<td><strong>SILVER AXE</strong></td>
<td>8 medals</td>
<td>Island Gift Shop (rare)</td>
</tr>
<tr>
<td><strong>GOLDEN NET</strong></td>
<td>500</td>
<td>Bug Off (full insect encyclopedia)</td>
</tr>
<tr>
<td><strong>GOLDEN AXE</strong></td>
<td>400</td>
<td>Gardening Store (buy 50 or more saplings)</td>
</tr>
<tr>
<td><strong>FISHING ROD</strong></td>
<td>500</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td><strong>NET</strong></td>
<td>500</td>
<td>Timmy &amp; Tommy, Bug Off</td>
</tr>
<tr>
<td><strong>SILVER ROD</strong></td>
<td>500</td>
<td>Museum Shop (after donating 30 or more fish &amp; deep-sea catches)</td>
</tr>
<tr>
<td>Item</td>
<td>Value</td>
<td>Obtainable from</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------</td>
<td>------------------------------------------------------</td>
</tr>
<tr>
<td>Golden Rod</td>
<td>500</td>
<td>Fishing Tourney (full fish/deep-sea catch encyclopedia)</td>
</tr>
<tr>
<td>Shovel</td>
<td>500</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Silver Shovel</td>
<td>500</td>
<td>Museum Shop (after donating 15 or more fossils)</td>
</tr>
<tr>
<td>Golden Shovel</td>
<td>500</td>
<td>Gardening Store (buy 50 or more bags of fertilizer)</td>
</tr>
<tr>
<td>Watering Can</td>
<td>500</td>
<td>Gardening Store</td>
</tr>
<tr>
<td>Silver Can</td>
<td>500</td>
<td>Gardening Store (buy 50 or more bags of flower seeds)</td>
</tr>
<tr>
<td>Golden Can</td>
<td>500</td>
<td>Isabelle (Maintain a perfect town rating for 15 days)</td>
</tr>
<tr>
<td>Golden Slingshot</td>
<td>500</td>
<td>Timmy &amp; Tommy (after the T&amp;T Mart arrives)</td>
</tr>
<tr>
<td>Silver Slingshot</td>
<td>500</td>
<td>Gift balloon (after popping lots of balloons)</td>
</tr>
<tr>
<td>Toy Hammer</td>
<td>10 medals</td>
<td>Island Gift Shop (rare)</td>
</tr>
<tr>
<td>Megaphone</td>
<td>500</td>
<td>Timmy &amp; Tommy (after the Super T&amp;T arrives)</td>
</tr>
<tr>
<td>Timer</td>
<td>500</td>
<td>Timmy &amp; Tommy (after the Super T&amp;T arrives)</td>
</tr>
</tbody>
</table>
Check out all the different types of paper you can send letters with! Well, actually, you’ll only ever see some of this stationary when special folks like Jack or Snowman send you a letter. Check the following sections to see whether or not you can buy the stationary off of Timmy and Tommy.
<table>
<thead>
<tr>
<th>Item</th>
<th>Icon</th>
<th>Levels</th>
<th>Value</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hamburger Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Lovely Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Piano Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Rainbow Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Nook Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Hieroglyph Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Birthday Card</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Lotus Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Four-Leaf Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Tile Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
<tr>
<td>Academy Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Only used by HHA</td>
</tr>
<tr>
<td>Mosaic Paper</td>
<td>![Image]</td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Timmy &amp; Tommy</td>
</tr>
</tbody>
</table>
ELEGANT PAPER

Value: 800
Obtainable from: Timmy & Tommy

FLORAL PAPER

Value: 160
Obtainable from: Timmy & Tommy

TOWN-VIEW PAPER

Value: 160
Obtainable from: Timmy & Tommy

MUSHROOM PAPER

Value: 160
Obtainable from: Timmy & Tommy

IMPERIAL PAPER

Value: 160
Obtainable from: Timmy & Tommy

STAR PAPER

Value: 160
Obtainable from: Timmy & Tommy

OCEAN PAPER

Value: 160
Obtainable from: Timmy & Tommy

COMPOSER PAPER

Value: 160
Obtainable from: Timmy & Tommy

INDUSTRIAL PAPER

Value: 160
Obtainable from: Timmy & Tommy

BATHTUB PAPER

Value: 160
Obtainable from: Timmy & Tommy

FIREWORKS PAPER

Value: 160
Obtainable from: Timmy & Tommy

SMB3 PAPER

Value: 160
Obtainable from: Timmy & Tommy
COOL PAPER

Value: 160
Obtainable from: Timmy & Tommy

LEMON-LIME PAPER

Value: 160
Obtainable from: Timmy & Tommy

FOREST PAPER

Value: 160
Obtainable from: Timmy & Tommy

CRATER PAPER

Value: 160
Obtainable from: Timmy & Tommy

BUBBLE PAPER

Value: 160
Obtainable from: Timmy & Tommy

BEJEWELED PAPER

Value: 160
Obtainable from: Timmy & Tommy

BUTTERCUP PAPER

Value: 160
Obtainable from: Timmy & Tommy

GEOMETRIC PAPER

Value: 160
Obtainable from: Timmy & Tommy

TARTAN PAPER

Value: 160
Obtainable from: Timmy & Tommy

SOUTHWEST PAPER

Value: 160
Obtainable from: Timmy & Tommy

PLAID PAPER

Value: 160
Obtainable from: Timmy & Tommy

NIGHT-SKY PAPER

Value: 160
Obtainable from: Timmy & Tommy
Melody Paper Tunes

Impress your friends by using melody paper to create the following songs!

"99 Bottles of Beer" 

"America the Beautiful 1"
"America the Beautiful 2"
"Happy Birthday to You"
"Auld Lang Syne"
"Hot Cross Buns 1"
"Frère Jacques"
"Hot Cross Buns 2"
"Halloween Theme"
"Mary Had a Little Lamb"
**Seashells**

Head down to the beach and swipe up some shells to sell for Bells!

<table>
<thead>
<tr>
<th>Seashell</th>
<th>Value</th>
<th>Obtainable from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PEARL-OYSTER SHELL</strong></td>
<td>4,800</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>SCALLOP SHELL</strong></td>
<td>2,400</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>CONCH SHELL</strong></td>
<td>1,400</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>SEA-SNAIL SHELL</strong></td>
<td>360</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>GIANT-CLAM SHELL</strong></td>
<td>1,800</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>COWRIE SHELL</strong></td>
<td>120</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>CORAL</strong></td>
<td>1,000</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>SAND DOLLAR</strong></td>
<td>240</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>VENUS-COMB SHELL</strong></td>
<td>600</td>
<td>Beach</td>
</tr>
<tr>
<td><strong>OYSTER SHELL</strong></td>
<td>1,800</td>
<td>Beach</td>
</tr>
</tbody>
</table>

**Flowers**

Here's a complete listing of every type of flower, with details on where you can score their seeds.
**Chapter 13: Other Items**

**Note:** Note that certain flowers can only be cultivated as hybrids through crossbreeding. Simply plant the two indicated flowers next to each other, water them each day, and watch as new hybrids begin to grow! It helps to have the Keep Town Beautiful ordinance in effect, too.

<table>
<thead>
<tr>
<th>Flower Type</th>
<th>Varieties</th>
<th>Value</th>
<th>Obtainable from</th>
<th>Store From</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Red Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>Orange Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>960</td>
<td>Hybrid</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>White Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>White Pansy</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>Yellow Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>Yellow Pansy</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>Pink Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>320</td>
<td>Hybrid</td>
<td>Red and White tulips.</td>
</tr>
<tr>
<td><strong>Red Pansy</strong></td>
<td>1P 2P 3P 4P</td>
<td>160</td>
<td>Gardening</td>
<td>Red and Yellow tulips.</td>
</tr>
<tr>
<td><strong>Purple Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>320</td>
<td>Hybrid</td>
<td>Black and Pink tulips.</td>
</tr>
<tr>
<td><strong>Purple Pansy</strong></td>
<td>1P 2P 3P 4P</td>
<td>320</td>
<td>Hybrid</td>
<td>Two Red Pansys</td>
</tr>
<tr>
<td><strong>Black Tulip</strong></td>
<td>1P 2P 3P 4P</td>
<td>960</td>
<td>Hybrid</td>
<td>Red and Yellow Pansy.</td>
</tr>
<tr>
<td><strong>Orange Pansy</strong></td>
<td>1P 2P 3P 4P</td>
<td>320</td>
<td>Hybrid</td>
<td>Red and Yellow Pansy.</td>
</tr>
<tr>
<td>Flower</td>
<td>Value</td>
<td>Obtainable from 1</td>
<td>Obtainable from 2</td>
<td>Store</td>
</tr>
<tr>
<td>----------------</td>
<td>-------</td>
<td>-------------------</td>
<td>-------------------</td>
<td>----------------</td>
</tr>
<tr>
<td><strong>BLUE-PANSY</strong></td>
<td>960</td>
<td>Hybrid - Two White Pansies</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>RED-ROSE</strong></td>
<td>160</td>
<td>Gardening Store</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>WHITE-COSMOS</strong></td>
<td>160</td>
<td>Gardening Store</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>WHITE-ROSE</strong></td>
<td>160</td>
<td>Gardening Store</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>RED-COSMOS</strong></td>
<td>160</td>
<td>Gardening Store</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>YELLOW-COSMOS</strong></td>
<td>160</td>
<td>Gardening Store</td>
<td>Gardening Store</td>
<td></td>
</tr>
<tr>
<td><strong>YELLOW-ROSE</strong></td>
<td>320</td>
<td>Hybrid - Red and White Roses</td>
<td>Hybrid - Red and Yellow Roses</td>
<td></td>
</tr>
<tr>
<td><strong>PINK-COSMOS</strong></td>
<td>320</td>
<td>Hybrid - Red and White Roses</td>
<td>Hybrid - Red and Yellow Roses</td>
<td></td>
</tr>
<tr>
<td><strong>PINK-ROSE</strong></td>
<td>320</td>
<td>Hybrid - Red and White Roses</td>
<td>Hybrid - Red and Yellow Roses</td>
<td></td>
</tr>
<tr>
<td><strong>ORANGE-COSMOS</strong></td>
<td>320</td>
<td>Hybrid - Red and Yellow Roses</td>
<td>Hybrid - Red and Yellow Roses</td>
<td></td>
</tr>
<tr>
<td><strong>PURPLE-ROSE</strong></td>
<td>960</td>
<td>Hybrid - Two White Roses</td>
<td>Hybrid - Red and Yellow Roses</td>
<td></td>
</tr>
<tr>
<td><strong>BLACK-COSMOS</strong></td>
<td>1,800</td>
<td>Hybrid - Two Red Cosmos</td>
<td>Hybrid - Two Red Cosmos</td>
<td></td>
</tr>
<tr>
<td><strong>BLACK-ROSE</strong></td>
<td>960</td>
<td>Hybrid - Two Red Cosmos</td>
<td>Hybrid - Two Red Cosmos</td>
<td></td>
</tr>
</tbody>
</table>
**BLUE-ROSE**

Value: 10,000
Obtainable from: Hybrid - From Purple and Black Roses.

**RED-LILY**

Value: 160
Obtainable from: Gardening Store

**GOLD-ROSE**

Value: 10,000
Obtainable from: Hybrid - Have a black Rose wilt, and water with a Golden watering can.

**ORANGE-LILY**

Value: 320
Obtainable from: Hybrid - From Yellow and Red Lily.

**RED-CARNATION**

Value: 2,000
Obtainable from: Dad on Father’s Day.

**PINK-LILY**

Value: 320
Obtainable from: Hybrid - From White and Red Lily.

**GOLD-ROSE**

Value: 2,000
Obtainable from: Mom on Mother’s Day.

**BLACK-LILY**

Value: 320
Obtainable from: Hybrid - From two Red Lilys.

**WHITE-CARNATION**

Value: 8,000
Obtainable from: Hybrid - From Red and Pink Carnation.

**PURPLE-VIOLET**

Value: 160
Obtainable from: Gardening Store

**WHITE-LILY**

Value: 160
Obtainable from: Gardening Store

**BLUE-VIOLET**

Value: 320
Obtainable from: Hybrid - From Purple and White Violets.

**YELLOW-LILY**

Value: 160
Obtainable from: Gardening Store

**WHITE-VIOLET**

Value: 160
Obtainable from: Gardening Store
Trees and Shrubs

Buy a tree sapling or shrub starter from Leif at the Gardening Store, then start sprucing up your town!

**YELLOW-VIOLET**

- **Value:** 160
- **Obtainable from:** Gardening Store

---

**SAPLING**

- **Value:** 60
- **Obtainable from:** Gardening Store

**BLUE-HYDRANGEA START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)

---

**CEDAR SAPLING**

- **Value:** 60
- **Obtainable from:** Gardening Store

**PINK-HYDRANGEA START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)

---

**HOLLY START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)

**RED-HIBISCUS START**

- **Value:** 5 medals
- **Obtainable from:** Island Gift Shop

---

**PINK-AZALEA START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)

**Y.-HIBISCUS START**

- **Value:** 5 medals
- **Obtainable from:** Island Gift Shop

---

**WHITE-AZALEA START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)

**SWEET-OLIVE START**

- **Value:** 120
- **Obtainable from:** Gardening Store (after the TIY arrives)
Fruit

Fruit is delicious, easy to cultivate, and a good source of regular Bells. Note that fruit that doesn’t grow naturally in your town is more valuable than everyday fruit.

APPLE

Value: 400 (local)/2,000 (exotic)
Obtainable from: Apple tree

LEMON

Value: 1,000
Obtainable from: Island tree

ORANGE

Value: 400 (local)/2,000 (exotic)
Obtainable from: Orange tree

LYCHEE

Value: 1,000
Obtainable from: Island tree

PEAR

Value: 400 (local)/2,000 (exotic)
Obtainable from: Pear tree

MANGO

Value: 1,000
Obtainable from: Island tree

PEACH

Value: 400 (local)/2,000 (exotic)
Obtainable from: Peach tree

PERSIMMON

Value: 1,000
Obtainable from: Gardening Store (after the T&T Emporium arrives)

CHERRY

Value: 400 (local)/2,000 (exotic)
Obtainable from: Cherry tree

BANANA

Value: 1,000
Obtainable from: Island tree

COCONUT

Value: 1,000
Obtainable from: Island tree

BAMBOO SHOOT

Value: 3,000
Obtainable from: Gardening Store (after the T&T Emporium arrives)

DURIAN

Value: 1,000
Obtainable from: Island tree
PERFECT APPLE

Value: 2,400 (local)/12000 (exotic)
Obtainable from: Perfect apple tree

PERFECT PEACH

Value: 2,400 (local)/12000 (exotic)
Obtainable from: Perfect peach tree

PERFECT ORANGE

Value: 2,400 (local)/12000 (exotic)
Obtainable from: Perfect orange tree

PERFECT CHERRY

Value: 2,400 (local)/12000 (exotic)
Obtainable from: Perfect cherry tree

PERFECT PEAR

Value: 2,400 (local)/12000 (exotic)
Obtainable from: Perfect pear tree
Mushrooms are valuable goods that crop up only during the month of November. Look for them by the base of trees and harvest them to sell for some welcome pre-holiday Bells.

Give each rock you spot a good whack with a shovel. Sometime rocks will break apart, revealing some precious ore!

**ELEGANT MUSHROOM**
- Value: 40,000
- Obtainable from: Near trees (only in November)

**ROUND MUSHROOM**
- Value: 800
- Obtainable from: Near trees (only in November)

**SKINNY MUSHROOM**
- Value: 1,200
- Obtainable from: Near trees (only in November)

**FLAT MUSHROOM**
- Value: 800
- Obtainable from: Near trees (only in November)

**RARE MUSHROOM**
- Value: 64,000
- Obtainable from: Near trees (only in November)

**FAMOUS MUSHROOM**
- Value: 64,000
- Obtainable from: Near tree stumps (rare)

**GOLD NUGGET**
- Value: 16,000
- Obtainable from: Inside rocks (smash with a shovel)

**SILVER NUGGET**
- Value: 12,000
- Obtainable from: Inside rocks (smash with a shovel)

**RUBY**
- Value: 8,000
- Obtainable from: Inside rocks (smash with a shovel)

**SAPPHIRE**
- Value: 8,000
- Obtainable from: Inside rocks (smash with a shovel)

**EMERALD**
- Value: 8,000
- Obtainable from: Inside rocks (smash with a shovel)

**AMETHYST**
- Value: 8,000
- Obtainable from: Inside rocks (smash with a shovel)
These sweet tracks are all recorded by the great K.K. Slider, musical genius. Look for his albums at Timmy & Tommy's shop, or visit Club LOL on Main Street during Saturday evenings and watch K.K. perform live—you'll receive a free single each time you do!

**K.K. CHORALE**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Antique

**K.K. MARCH**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Sci-Fi, Toy Shop

**K.K. WALTZ**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Fairy Tale, Rustic

**K.K. JAZZ**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Trendy

**K.K. ETUDE**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Antique

**K.K. LULLABY**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Fairy Tale

**K.K. SWING**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic, Trendy

**K.K. ARIA**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Antique

**K.K. SAMBA**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic, Sci-Fi
<table>
<thead>
<tr>
<th>Item</th>
<th>Icon</th>
<th>Value</th>
<th>Obtainable from</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.K. BOSSA</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic, Trendy</td>
</tr>
<tr>
<td>K.K. SKA</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Trendy</td>
</tr>
<tr>
<td>K.K. CALYPSO</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic</td>
</tr>
<tr>
<td>K.K. TANGO</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Antique</td>
</tr>
<tr>
<td>K.K. SALSA</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>None</td>
</tr>
<tr>
<td>K.K. FAIRE</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>None</td>
</tr>
<tr>
<td>K.K. MAMBO</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Sci-Fi</td>
</tr>
<tr>
<td>ALOHA K.K.</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>None</td>
</tr>
<tr>
<td>K.K. REGGAE</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic</td>
</tr>
<tr>
<td>LUCKY K.K.</td>
<td>🔵</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic</td>
</tr>
</tbody>
</table>
**K.K. CONDOR**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic

**K.K. FOLK**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): None

**K.K. STEPPE**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): None

**K.K. ROCK**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Trendy

**IMPERIAL K.K.**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): None

**ROCKIN’ K.K.**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Trendy

**K.K. CASBAH**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic

**K.K. RAGTIME**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic, Sci-Fi, Toy Shop

**K.K. SAFARI**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic

**K.K. GUMBO**
- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Rustic
THE K. FUNK

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Trendy

K.K. LOVE SONG

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Fairy Tale, Trendy

K.K. BLUES

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Rustic, Trendy

K.K. D&B

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Sci-Fi, Toy Shop, Trendy

SOULFUL K.K.

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Antique, Rustic

K.K. TECHNOPOP

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Sci-Fi, Toy Shop, Trendy

K.K. SOUL

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Trendy

K.K. CRUISIN'

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Trendy

K.K. CRUISIN’ ONLY ME

- **Value**: 3,200
- **Obtainable from**: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s)**: Rustic
K.K. COUNTRY

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Rustic, Sci-Fi

GO K.K. RIDER

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Sci-Fi, Toy Shop

SURFIN' K.K.

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Trendy

K.K. BALLAD

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Antique, Rustic

K.K. WESTERN

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Rustic

COMRADE K.K.

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Harmonious

MR. K.K.

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Quirky, Rustic

K.K. LAMENT

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Harmonious

CAFÉ K.K.

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Antique, Trendy
K.K. PARADE

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Sci-Fi, Toy Shop

SEÑOR K.K.

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Rustic

K.K. SONG

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Sci-Fi, Toy Shop

I LOVE YOU

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Fairy Tale

TWO DAYS AGO

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Rustic, Trendy

MY PLACE

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Trendy

FOREST LIFE

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Fairy Tale, Trendy

TO THE EDGE

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Sci-Fi

PONDERING

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Quirky, Trendy

K.K. DIXIE

Value: 3,200
Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
HHA Theme(s): Rustic
<table>
<thead>
<tr>
<th>Song</th>
<th>Value</th>
<th>Obtainable from</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.K. MARATHON</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Harmonious</td>
</tr>
<tr>
<td>STEEP HILL</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Harmonious</td>
</tr>
<tr>
<td>KING K.K.</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Harmonious</td>
</tr>
<tr>
<td>K.K. ROCKABILLY</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic</td>
</tr>
<tr>
<td>MOUNTAIN SONG</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Rustic</td>
</tr>
<tr>
<td>AGENT K.K.</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Sci-Fi, Toy Shop</td>
</tr>
<tr>
<td>MARINE SONG 2001</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Harmonious</td>
</tr>
<tr>
<td>K.K. RALLY</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Harmonious</td>
</tr>
<tr>
<td>NEAPOLITAN</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Antique, Trendy</td>
</tr>
<tr>
<td>K.K. METAL</td>
<td>3,200</td>
<td>K.K. Slider, Timmy &amp; Tommy (after the TIY arrives)</td>
<td>Quirky, Trendy</td>
</tr>
</tbody>
</table>
**STALE CUPCAKES**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Fairy Tale

---

**HYPNO K.K.**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Antique, Sci-Fi

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**SPRING BLOSSOMS**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Harmonious

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**K.K. STROLL**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Fairy Tale, Trendy

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**WANDERING**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Rustic

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**K.K. ISLAND**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Harmonious, Rustic

---

**K.K. HOUSE**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Trendy

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**SPACE K.K.**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Sci-Fi, Toy Shop

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**K.K. SONATA**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Antique

---

**K.K. ADVENTURE**

- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Sci-Fi, Toy Shop
**K.K. Oasis**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Harmonious, Rustic

**K.K. Flamenco**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Rustic

**K.K. Bazaar**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Harmonious, Quirky

**K.K. Moody**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Trendy

**K.K. Milonga**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Antique, Quirky

**Bubblegum K.K.**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Fairy Tale, Sci-Fi, Toy Shop

**K.K. Groove**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Trendy

**K.K. Synth**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Trendy

**K.K. Jongara**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Harmonious

**K.K. Disco**
- **Value:** 3,200
- **Obtainable from:** K.K. Slider, Timmy & Tommy (after the TIY arrives)
- **HHA Theme(s):** Sci-Fi, Toy Shop, Trendy
K.K. BIRTHDAY

- Value: 3,200
- Obtainable from: K.K. Slider, Timmy & Tommy (after the TIY arrives)
- HHA Theme(s): Sci-Fi

Balloon and Pinwheels

Balloons and pinwheels are fun handhelds that can be obtained while exploring the fabulous HH Showcase on Main Street. Enhance your enjoyment of the experience by carrying around these neat little treats.

**BUNNY R. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY C. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY O. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY B. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY Y. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY I. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY G. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Toy Shop

**BUNNY P. BALLOON**

- Value: 500
- Obtainable from: HH Showcase (5 StreetPass)
- HHA Theme(s): Fairy Tale, Toy Shop
HEART Y. BALLOON

Value: 500
Obtainable from: HH
Showcase (7 StreetPass)
HHA Theme(s): Toy Shop

HEART G. BALLOON

Value: 500
Obtainable from: HH
Showcase (7 StreetPass)
HHA Theme(s): Toy Shop

HEART B. BALLOON

Value: 500
Obtainable from: HH
Showcase (7 StreetPass)
HHA Theme(s): Toy Shop

HEART P. BALLOON

Value: 500
Obtainable from: HH
Showcase (7 StreetPass)
HHA Theme(s): Fairy Tale, Toy Shop

RED PINWHEEL

Value: 500
Obtainable from: HH
Showcase (4 StreetPass)
HHA Theme(s): None

ORANGE PINWHEEL

Value: 500
Obtainable from: HH
Showcase (4 StreetPass)
HHA Theme(s): None

YELLOW PINWHEEL

Value: 500
Obtainable from: HH
Showcase (4 StreetPass)
HHA Theme(s): None

GREEN PINWHEEL

Value: 500
Obtainable from: HH
Showcase (4 StreetPass)
HHA Theme(s): None
Gyroids are mysterious figurines that have somehow become buried all around town. Use the shovel at dig spots to potentially unearth gyroids, then either sell these odd statues or use them to decorate your home.

**Gyroids**

- **Cyan Pinwheel**
  - Value: 500
  - Obtainable from: HH
  - Showcase (4 StreetPass)
  - HHA Theme(s): None

- **Indigo Pinwheel**
  - Value: 500
  - Obtainable from: HH
  - Showcase (4 StreetPass)
  - HHA Theme(s): None

- **Blue Pinwheel**
  - Value: 500
  - Obtainable from: HH
  - Showcase (4 StreetPass)
  - HHA Theme(s): None

- **Pink Pinwheel**
  - Value: 500
  - Obtainable from: HH
  - Showcase (4 StreetPass)
  - HHA Theme(s): None

- **Gyroids**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Harmonious

- **MEGA CLANKOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Harmonious

- **TALL CLANKOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Harmonious

- **CLANKOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Harmonious

- **SQUAT DINGLOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Antique, Fairy Tale, Harmonious

- **MINI CLANKOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Harmonious

- **MEGA DINGLOID**
  - Value: 3,312
  - Obtainable from: Dig up with a shovel
  - HHA Theme(s): Antique, Fairy Tale, Harmonious
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Obtainable from</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DINGLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique, Fairy Tale, Harmonious</td>
</tr>
<tr>
<td><strong>MINI DINGLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique, Fairy Tale, Harmonious</td>
</tr>
<tr>
<td><strong>TALL DINGLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique, Fairy Tale, Harmonious</td>
</tr>
<tr>
<td><strong>MEGA PERCOLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td><strong>TALL PERCOLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td><strong>MEGA OOMBLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td><strong>WEE DINGLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique, Fairy Tale, Harmonious</td>
</tr>
<tr>
<td><strong>OOMBLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td><strong>MINI OOMBLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td><strong>TALL OOMBLOID</strong></td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
</tbody>
</table>
**RHYTHMOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious

**MEGA LULLABOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Antique, Fairy Tale, Rustic

**MINI RHYTHMOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious

**LULLABOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Antique, Fairy Tale, Rustic

**MEGA PUFFOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Sci-Fi

**MINI LULLABOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Antique, Fairy Tale, Rustic

**MINI PUFFOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Sci-Fi

**TALL LULLABOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Antique, Fairy Tale, Rustic

**TALL PUFFOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky

**MEGA SPROID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Toy Shop
SPROID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Harmonious, Toy Shop

MINI BOWTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Toy Shop

MINI SPROID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Harmonious, Toy Shop

TALL BOWTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Toy Shop

TALL SPROID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Harmonious, Toy Shop

MEGA BOWTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Toy Shop

MEGA TOOTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Quirky, Toy Shop

TOOTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Quirky, Toy Shop

MINI TOOTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Toy Shop

BOWTOID

**Value:** 3,312
**Obtainable from:** Dig up with a shovel
**HHA Theme(s):** Toy Shop
**MEGA DRILLOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky, Trendy

**DRILLOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky, Trendy

**MINI DRILLOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky, Trendy

**MEGA ECHOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky, Sci-Fi

**MINI ECHOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious, Sci-Fi

**TALL ECHOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**MEGA LAMENTOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious, Quirky, Toy Shop

**LAMENTOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious, Quirky, Toy Shop

**MINI LAMENTOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious, Quirky, Toy Shop

**TALL LAMENTOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious, Quirky, Toy Shop
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Obtainable from</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CROAKOID</td>
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<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td>MINI CROAKOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td>STRUMBOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td>TALL STRUMBOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td>MINI STRUMBOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td>TALL CROAKOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td>MEGA CROAKOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious, Quirky, Rustic</td>
</tr>
<tr>
<td>MEGA STRUMBOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Harmonious</td>
</tr>
<tr>
<td>MEGA FIZZOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>MINI FIZZOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>Item</td>
<td>Value</td>
<td>Obtainable from</td>
<td>HHA Theme(s)</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------</td>
<td>-------------------------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>Mega Squelchoid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy</td>
</tr>
<tr>
<td>Mini Howloid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Quirky</td>
</tr>
<tr>
<td>Squelchoid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy</td>
</tr>
<tr>
<td>Mega Nebuloid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Sci-Fi, Toy Shop,</td>
</tr>
<tr>
<td>Mini Squelchoid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>Squat Nebuloid</td>
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<td>Sci-Fi, Toy Shop,</td>
</tr>
<tr>
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<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Quirky</td>
</tr>
<tr>
<td>Howloid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Sci-Fi, Toy Shop,</td>
</tr>
<tr>
<td>Mini Nebuloid</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Quirky</td>
</tr>
</tbody>
</table>
**TALL NEBULOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**SLIM NEBULOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**MEGA CiONCiOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky

**MEGA POLTERCiOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Rustic

**MINI POLTERCiOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Rustic

**TALL GONGOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky

**MEGA GONGOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky

**POLTERCiOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Rustic

**MINI GONGOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky

**TALL POLTERCiOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Harmonious, Quirky, Rustic
**HARMONOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop

**SPUTNOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**MINI HARMONOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop

**MINI SPUTNOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**TALL HARMONOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop

**TALL SPUTNOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**TALL DROPLOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**MEGA ALLOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): None

**MEGA SPUTNOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): Sci-Fi, Toy Shop, Trendy

**MINI ALLOID**

- Value: 3,312
- Obtainable from: Dig up with a shovel
- HHA Theme(s): None
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
<th>Obtainable from</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TALL ALLOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>None</td>
</tr>
<tr>
<td>MEGA TIMPANOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique</td>
</tr>
<tr>
<td>TIMPANOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique</td>
</tr>
<tr>
<td>MINI TIMPANOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Antique</td>
</tr>
<tr>
<td>TALL GARGLOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>MINI GARGLOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>WARBLOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
<tr>
<td>MINI WARBLOID</td>
<td>3,312</td>
<td>Dig up with a shovel</td>
<td>Toy Shop</td>
</tr>
</tbody>
</table>
**TALL WARBLOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Toy Shop

**MINI QUAZOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**MEGA FREAKOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky

**TALL QUAZOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**MINI FREAKOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Quirky

**SLIM QUAZOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**MEG QUAZOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**Mega RUSTOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious

**QUAZOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Trendy

**RUSTOID**
- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious
**MINI RUSTOID**

- **Value:** 3,312
- **Obtainable from:** Dig up with a shovel
- **HHA Theme(s):** Harmonious

**TALL BREWSTOID**

- **Value:** 3,312
- **Obtainable from:** Brewster (work at The Roost)
- **HHA Theme(s):** Antique, Rustic, Trendy

**MEGA BREWSTOID**

- **Value:** 3,312
- **Obtainable from:** Brewster (work at The Roost)
- **HHA Theme(s):** Antique, Rustic, Trendy

**BREWSTOID**

- **Value:** 3,312
- **Obtainable from:** Brewster (work at The Roost)
- **HHA Theme(s):** Antique, Rustic, Trendy

**MINI BREWSTOID**

- **Value:** 3,312
- **Obtainable from:** Brewster (work at The Roost)
- **HHA Theme(s):** Antique, Rustic, Trendy
Museum Donations

This final showcase reveals all of the artworks and nature specimens that you can donate to Blathers at his Main Street museum. From bugs and fish to artwork and fossils, you’ll find every museum donation right here.

UNDERSTANDING THE SECTIONS

Here’s how to read each item’s section in the Clothing Catalog:

- **Value:** The item’s suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.
- **Indicates that the item is not for sale at any shop.**
- **Location:** The place where the item can be found.
- **Best Appearance:** The best time of year that the insect or fish appears (highest probability of seeing it).
- **HHA Theme(s):** The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous “Home Sweet Home” chapter for details.

Art

Art comes in two styles: paintings and sculptures. Buy art from Redd whenever you see his tent at the plaza. Redd visits almost every week, so check the plaza for his tent daily!

### Paintings

**DYNAMIC PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Harmonious

**BASIC PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

**SOLEMN PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

**FAMOUS PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

**QUAINT PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique

**PERFECT PAINTING**

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique
**Calm Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Moody Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Wistful Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Serene Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Scenic Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Wild Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique, Harmonious

**Graceful Painting**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique

**Beautiful Statue**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique, Quirky

**Valiant Statue**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique, Quirky

**Gallant Statue**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique, Quirky

**Robust Statue**

- **Value**: 3,920
- **Location**: Redd (Redd’s Gallery)
- **HHA Theme(s)**: Antique, Quirky
CHAPTER 14: MUSEUM DONATIONS

GREAT STATUE

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

ANCIENT STATUE

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

MYSTIC STATUE

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique, Quirky

MOTHERLY STATUE

- **Value:** 3,920
- **Location:** Redd (Redd’s Gallery)
- **HHA Theme(s):** Antique

Insects

Use a net to catch bugs, and this info to find them!

COMMON BUTTERFLY

- **Value:** 360
- **Location:** Around flowers.
- **Best Appearance:** April 8:00–16:59 (20%) (120%)

YELLOW BUTTERFLY

- **Value:** 360
- **Location:** Around flowers.
- **Best Appearance:** April 8:00–16:59 (20%)

PEACOCK BUTTERFLY

- **Value:** 880
- **Location:** Around blue, purple, and black flowers.
- **Best Appearance:** June 8:00–15:59 (9%) (191%)

MONARCH BUTTERFLY

- **Value:** 560
- **Location:** Around flowers.
- **Best Appearance:** October 8:00–15:59 (33%) (133%)

TIGER BUTTERFLY

- **Value:** 640
- **Location:** Around red/pink flowers.
- **Best Appearance:** May & June 8:00–15:59 (12%)
**EMPEROR BUTTERFLY**
- Value: 10,000
- Location: Around flowers.
- Best Appearance: July/August 4:00–7:59 (4%)

**AGRIAS BUTTERFLY**
- Value: 12,000
- Location: Around flowers.
- Best Appearance: (11% in all months)

**RAJA BROOKE**
- Value: 10,000
- Location: In the air above freshwater rivers, etc.
- Best Appearance: July through September 16:00–16:59 (2%)

**BIRDWING**
- Value: 16,000
- Location: Around flowers.
- Best Appearance: (0.5% in all months)

**MOTH**
- Value: 240
- Location: Around the lit up windows of Re-Tail, The Roost café, and around street lamps.
- Best Appearance: June/August 23:00–3:59 (16%)

**OAK SILK MOTH**
- Value: 4,800
- Location: On trees.
- Best Appearance: June through August 23:00–3:59 (2%)

**HONEYBEE**
- Value: 400
- Location: Around flowers.
- Best Appearance: April 8:00–15:59 (12%)

**BEE**
- Value: 10,000
- Location: Hidden in trees with bee hives (grab and shake).
- Best Appearance: Anytime

**LONG LOCUST**
- Value: 800
- Location: In grassy patches.
- Best Appearance: September/October 8:00–15:59 (14%)

**MIGRATORY LOCUST**
- Value: 2,400
- Location: In grassy patches.
- Best Appearance: September/October 8:00–15:59 (10%)
<table>
<thead>
<tr>
<th>Insect Type</th>
<th>Value</th>
<th>Location</th>
<th>Best Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>RICE GRASSHOPPER</td>
<td>1,600</td>
<td>In grassy patches.</td>
<td>October 8:00–16:59 (3%)</td>
</tr>
<tr>
<td>MANTIS</td>
<td>1,720</td>
<td>On flowers.</td>
<td>September through November 8:00–15:59 (6%)</td>
</tr>
<tr>
<td>ORCHID MANTIS</td>
<td>9,600</td>
<td>On white flowers.</td>
<td>November 8:00–15:59 (4%)</td>
</tr>
<tr>
<td>BROWN CICADA</td>
<td>800</td>
<td>On trees.</td>
<td>July 8:00–15:59 (20%)</td>
</tr>
<tr>
<td>ROBUST CICADA</td>
<td>1,200</td>
<td>On trees.</td>
<td>July 8:00–15:59 (23%)</td>
</tr>
<tr>
<td>GIANT CICADA</td>
<td>2,000</td>
<td>On trees.</td>
<td>August 8:00–15:59 (12%)</td>
</tr>
<tr>
<td>WALKER CICADA</td>
<td>1,600</td>
<td>On trees.</td>
<td>August 16:00–15:59 (8.5%)</td>
</tr>
<tr>
<td>EVENING CICADA</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CICADA SHELL</td>
<td>400</td>
<td>On trees.</td>
<td>(2% in all months)</td>
</tr>
<tr>
<td>LANTERN FLY</td>
<td>7,200</td>
<td>On trees.</td>
<td>June through August 23:00–7:59 (3%); June 17:00–18:59 (3%)</td>
</tr>
</tbody>
</table>
Prima Official Game Guide

**RED DRAGONFLY**
- Value: 320
- Location: Anywhere other than above salt water (the seal).
- Best Appearance: October 16:00–16:59 (46%)

**DARNER DRAGONFLY**
- Value: 1,800
- Location: Anywhere other than above salt water (the seal).
- Best Appearance: June 16:00–16:59 (11%)

**BANDED DRAGONFLY**
- Value: 18,000
- Location: Anywhere other than above salt water (the seal).
- Best Appearance: August 8:00–16:59 (2%)

**PETALTAIL DRAGONFLY**
- Value: 32,000
- Location: Anywhere other than above salt water (the sea).
- Best Appearance: 17:00–18:59 (0.5% in all months)

**ANT**
- Value: 320
- Location: Appears when spoiled turnips, candies, lollipops, and rotten fruits are left on the ground.
- Best Appearance: Anytime

**PONDSKATER**
- Value: 520
- Location: On the surface of lakes and ponds.
- Best Appearance: June 17:00–18:59 (10%)

**DIVING BEETLE**
- Value: 3,200
- Location: In rivers.
- Best Appearance: June 8:00–16:59 (2%)

**STINK BUG**
- Value: 480
- Location: On trees.
- Best Appearance: 1% in all months

**SNAIL**
- Value: 1,000
- Location: On bushes and shrubs (only on rainy days).
- Best Appearance: June 4:00–7:59 (15%)

**CRICKET**
- Value: 520
- Location: In grassy patches.
- Best Appearance: October 19:00–22:59 (35%)
<table>
<thead>
<tr>
<th><strong>BELL CRICKET</strong></th>
<th><strong>BAGWORM</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Bell Cricket" /></td>
<td><img src="image" alt="Bagworm" /></td>
</tr>
<tr>
<td><strong>Value:</strong> 1,720</td>
<td><strong>Value:</strong> 1,200</td>
</tr>
<tr>
<td><strong>Location:</strong> In grassy patches.</td>
<td><strong>Location:</strong> On trees (shake them).</td>
</tr>
<tr>
<td><strong>Best Appearance:</strong> September 19:00 through the next day 3:59 (25%)</td>
<td><strong>Best Appearance:</strong> November 8:00–18:59 (15%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>GRASSHOPPER</strong></th>
<th><strong>LADYBUG</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Grasshopper" /></td>
<td><img src="image" alt="Ladybug" /></td>
</tr>
<tr>
<td><strong>Value:</strong> 640</td>
<td><strong>Value:</strong> 800</td>
</tr>
<tr>
<td><strong>Location:</strong> In grassy patches.</td>
<td><strong>Location:</strong> On flowers.</td>
</tr>
<tr>
<td><strong>Best Appearance:</strong> September 8:00–16:59 (11%)</td>
<td><strong>Best Appearance:</strong> March/April 8:00–15:59 (12%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>MOLE CRICKET</strong></th>
<th><strong>VIOLIN BEETLE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Mole Cricket" /></td>
<td><img src="image" alt="Violin Beetle" /></td>
</tr>
<tr>
<td><strong>Value:</strong> 1,120</td>
<td><strong>Value:</strong> 1,040</td>
</tr>
<tr>
<td><strong>Location:</strong> Hidden in dirt; dig up with a shovel.</td>
<td><strong>Location:</strong> On tree stumps.</td>
</tr>
<tr>
<td><strong>Best Appearance:</strong> November through April (all day) (3%)</td>
<td><strong>Best Appearance:</strong> June 4:00–18:59 (4%); September through October 4:00–15:59 (4%); November 8:00–15:59 (4%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>WALKING LEAF</strong></th>
<th><strong>LONGHORN BEETLE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Walking Leaf" /></td>
<td><img src="image" alt="Longhorn Beetle" /></td>
</tr>
<tr>
<td><strong>Value:</strong> 2,400</td>
<td><strong>Value:</strong> 1,040</td>
</tr>
<tr>
<td><strong>Location:</strong> On trees.</td>
<td><strong>Location:</strong> On tree stumps.</td>
</tr>
<tr>
<td><strong>Best Appearance:</strong> July 16:00–16:59 (1%); August through September 8:00–16:59 (1%)</td>
<td><strong>Best Appearance:</strong> July through August 23:00–7:59 next day (5%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>WALKINGSTICK</strong></th>
<th><strong>TIGER BEETLE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Walkingstick" /></td>
<td><img src="image" alt="Tiger Beetle" /></td>
</tr>
<tr>
<td><strong>Value:</strong> 2,400</td>
<td><strong>Value:</strong> 32,000</td>
</tr>
<tr>
<td><strong>Location:</strong> On trees.</td>
<td><strong>Location:</strong> In grassy patches.</td>
</tr>
<tr>
<td><strong>Best Appearance:</strong> September through November 4:00–7:59 (3%); 17:00–18:59 (3%)</td>
<td><strong>Best Appearance:</strong> 8:00–18:59 (0.5% in all months)</td>
</tr>
</tbody>
</table>
**DUNG BEETLE**

- **Value:** 3,200
- **Location:** Next to snowballs.
- **Best Appearance:** 23:00-7:59 the next day (2% Winter, Dec-Feb)

**SCARAB BEETLE**

- **Value:** 24,000
- **Location:** On trees.
- **Best Appearance:** 23:00-7:59 the next day (2% in all months)

**WHARF ROACH**

- **Value:** 800
- **Location:** On the beach.
- **Best Appearance:** (all day) in June through September (1%)

**JEWEL BEETLE**

- **Value:** 9,600
- **Location:** On trees.
- **Best Appearance:** 16:00-16:59 (3% in all months)

**HERMIT CRAB**

- **Value:** 4,000
- **Location:** Only found on the tropical island (never in town).
- **Best Appearance:** 19:00-7:59 the next day (3%)

**MIYAMA STAG**

- **Value:** 4,000
- **Location:** On trees.
- **Best Appearance:** August 4:00-7:59 (7%)

**FIREFLY**

- **Value:** 1,200
- **Location:** In the air above freshwater (rivers, etc.).
- **Best Appearance:** 19:00-22:59 (59.5%)

**SAW STAG**

- **Value:** 8,000
- **Location:** On trees.
- **Best Appearance:** August 4:00-7:59 (5%)

**GIANT STAG**

- **Value:** 40,000
- **Location:** On trees.
- **Best Appearance:** 23:00-7:59 the next day (2%)

**FRUIT BEETLE**

- **Value:** 400
- **Location:** On trees.
- **Best Appearance:**
  - July 19:00-7:59 the next day (15%)
  - August 23:00-7:59 the next day (15%)
<table>
<thead>
<tr>
<th><strong>MUSEUM DONATIONS</strong></th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th><strong>RAINBOW STAG</strong></th>
<th><strong>HORNED ELEPHANT</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 40,000</td>
<td>Value: 32,000</td>
</tr>
<tr>
<td>Location: On trees.</td>
<td>Location: On palm trees.</td>
</tr>
<tr>
<td>Best Appearance: 19:00–7:59 the next day (1% August)</td>
<td>Best Appearance: August 4:00–7:59 (2%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>CYCLOMMATUS</strong></th>
<th><strong>HORNED HERCULES</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 32,000</td>
<td>Value: 58,000</td>
</tr>
<tr>
<td>Location: On palm trees.</td>
<td>Location: On palm trees.</td>
</tr>
<tr>
<td>Best Appearance: August 4:00–7:59 (2%)</td>
<td>Best Appearance: 17:00–7:59 the next day (0.5% August)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>GOLDEN STAG</strong></th>
<th><strong>GOLIATH BEETLE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 48,000</td>
<td>Value: 24,000</td>
</tr>
<tr>
<td>Location: On palm trees.</td>
<td>Location: On palm trees.</td>
</tr>
<tr>
<td>Best Appearance: 17:00–7:59 the next day (0.5% August)</td>
<td>Best Appearance: July 19:00–3:59 the next day (2%); August 19:00–7:59 the next day (2%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>HORNED DYNASTID</strong></th>
<th><strong>FLEA</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 5,400</td>
<td>Value: 280</td>
</tr>
<tr>
<td>Location: On trees.</td>
<td>Location: On neighbors walking outside.</td>
</tr>
<tr>
<td>Best Appearance: 23:00–7:59 the next day (7% in all months)</td>
<td>Best Appearance: June through August (all day) (1%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>HORNED ATLAS</strong></th>
<th><strong>PILL BUG</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 32,000</td>
<td>Value: 1,000</td>
</tr>
<tr>
<td>Location: On palm trees.</td>
<td>Location: Hidden under rocks (smack with a shovel).</td>
</tr>
<tr>
<td>Best Appearance: August 19:00–22:59 (2%)</td>
<td>Best Appearance: November through March (all day) (15%)</td>
</tr>
</tbody>
</table>
**MOSQUITO**

- Value: 520
- Location: In the air.
- Best Appearance: August 17:00–18:59 (21%)

**FLY**

- Value: 240
- Location: Around rafflesia and spoiled turnips and trash left on the ground.
- Best Appearance: Anytime

**HOUSE CENTIPEDE**

- Value: 1,000
- Location: Hidden under rocks (smack with a shovel).
- Best Appearance: September 19:00–22:59 (3%)

**CENTIPEDE**

- Value: 1,200
- Location: Hidden under rocks (smack with a shovel).
- Best Appearance: January through February 16:00–22:59 (5%)

**SPIDER**

- Value: 1,200
- Location: On trees.
- Best Appearance: April through May 17:00–7:55 the next day (9%), May 4:00–7:59/17:00–18:59 (9%), September 4:00–7:59 (9%)

**TARANTULA**

- Value: 32,000
- Location: On grass and dirt.
- Best Appearance: 19:00–3:59 the next day (0.5% August)

**SCORPION**

- Value: 32,000
- Location: On grass and dirt.
- Best Appearance: 19:00–3:59 next day (0.5% July - September)
In addition to the fish that you catch with a rod, the museum’s fish exhibit also includes the deep-sea catches that you can nab while swimming with a wet suit on.

### Rod Catches

<table>
<thead>
<tr>
<th>Fish</th>
<th>Value</th>
<th>Location</th>
<th>Best Appearance</th>
<th>Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bitterling</td>
<td>3,600</td>
<td>In rivers.</td>
<td>December through February (day) (18%)</td>
<td></td>
</tr>
<tr>
<td>Pale Chub</td>
<td>800</td>
<td>In rivers.</td>
<td>April through June/early September/October through November (day) (10%)</td>
<td></td>
</tr>
<tr>
<td>Crucian Carp</td>
<td>480</td>
<td>In rivers.</td>
<td>March/October (day) (22%)</td>
<td></td>
</tr>
<tr>
<td>Dace</td>
<td>800</td>
<td>In rivers.</td>
<td>March (night) (16%)</td>
<td></td>
</tr>
<tr>
<td>Barbel Steed</td>
<td>800</td>
<td>In rivers.</td>
<td>March (night) (16%)</td>
<td></td>
</tr>
<tr>
<td>Carp</td>
<td>1,200</td>
<td>In rivers.</td>
<td>October (night)/November (day and night) (15%)</td>
<td></td>
</tr>
<tr>
<td>Koi</td>
<td>16,000</td>
<td>In rivers.</td>
<td>All year (morning and evening) (2%)</td>
<td></td>
</tr>
<tr>
<td>Goldfish</td>
<td>5,200</td>
<td>In rivers.</td>
<td>June through August (day) (2%)</td>
<td></td>
</tr>
</tbody>
</table>
**POPEYED GOLDFISH**
- Value: 5,200
- Location: In rivers.
- Best Appearance: May through early September (day) (2%)

**FROG**
- Value: 480
- Location: In ponds.
- Best Appearance: August (all day) (10%)

**KILLIFISH**
- Value: 1,200
- Location: In ponds.
- Best Appearance: June (day) (5%)

**FRESHWATER GOBY**
- Value: 1,200
- Location: In rivers.
- Best Appearance: October through March (night) (5%)

**CRAWFISH**
- Value: 800
- Location: In ponds.
- Best Appearance: April (day) (13%)

**LOACH**
- Value: 1,200
- Location: In rivers.
- Best Appearance: April (day) (21%)

**SOFT-SHELLED TURTLE**
- Value: 15,000
- Location: In rivers.
- Best Appearance: September (night) (5%)

**CATFISH**
- Value: 3,200
- Location: In lakes.
- Best Appearance: Early September (night) (16%)

**TADPOLE**
- Value: 400
- Location: In ponds.
- Best Appearance: May - July (5%)

**EEL**
- Value: 8,000
- Location: In rivers.
- Best Appearance: July (night) (12%)
**GIANT SNAKEHEAD**
- Value: 22,000
- Location: In lakes.
- Best Appearance: June - Sep. (2%)

**BLUEGILL**
- Value: 480
- Location: In rivers.
- Best Appearance: June through early September (day), October through November (day) (10%)

**YELLOW PERCH**
- Value: 960
- Location: In rivers.
- Best Appearance: November through February (day) (8%)

**BLACK BASS**
- Value: 1,200
- Location: In rivers.
- Best Appearance: August (morning and evening) (16%)

**PIKE**
- Value: 7,200
- Location: In rivers.
- Best Appearance: (1% in all months)

**POND SMELT**
- Value: 1,200
- Location: In rivers.
- Best Appearance: January through February (morning, evening, and day) (39%)

**SWEETFISH**
- Value: 3,600
- Location: In rivers.
- Best Appearance: July (morning and evening) (16%)

**CHERRY SALMON**
- Value: 4,000
- Location: In rivers.
- Best Appearance: October (morning and evening) (11%)

**CHAR**
- Value: 15,200
- Location: In waterfalls.
- Best Appearance: March through April/October (morning and evening) (8%)

**RAINBOW TROUT**
- Value: 3,200
- Location: In rivers.
- Best Appearance: October (morning and evening) (11%)
**STRINGFISH**

- **Value:** 60,000
- **Location:** In rivers.
- **Best Appearance:** 11% (September)

**SALMON**

- **Value:** 2,800
- **Location:** Sea (early September)/River (late September)
- **Best Appearance:** Early September (sea; morning, evening, and night) (40%)

**KING SALMON**

- **Value:** 7,200
- **Location:** Sea (early September)/River (late September)
- **Best Appearance:** Early September (sea; all day) (6%)

**MITTEN CRAB**

- **Value:** 4,000
- **Location:** In rivers.
- **Best Appearance:** October through November (night) (5%)

**GUPPY**

- **Value:** 5,200
- **Location:** In rivers.
- **Best Appearance:** June through early September (day) (3%)

**NIBBLE FISH**

- **Value:** 6,000
- **Location:** In rivers.
- **Best Appearance:** June through early September (day) (2%)

**ANGELFISH**

- **Value:** 12,000
- **Location:** In rivers.
- **Best Appearance:** June through early September (morning, evening, and night) (2%)

**NEON TETRA**

- **Value:** 2,000
- **Location:** In rivers.
- **Best Appearance:** June through early September (day) (3%)

**PIRANHA**

- **Value:** 10,000
- **Location:** In rivers.
- **Best Appearance:** June through early September (day) (3%)

**AROWANA**

- **Value:** 40,000
- **Location:** In rivers.
- **Best Appearance:** June through early September (day) (3%)

---

This document provides information about various fish species, including their values, locations, and best appearance times. The images and symbols indicate that this is a guide, possibly for a game, where players can collect and trade these fish.
CHAPTER 14: MUSEUM DONATIONS

**DORADO**
- Value: 60,000
- Location: In rivers.
- Best Appearance: June through September (morning and evening) (2%)

**SEA BUTTERFLY**
- Value: 4,000
- Location: In the sea.
- Best Appearance: January (night) (12%)

**GAR**
- Value: 24,000
- Location: In lakes.
- Best Appearance: (1% June - Sep (Night - Early Morning))

**ARAPAIMA**
- Value: 40,000
- Location: In rivers.
- Best Appearance: (1% July - Sep (Night - Early Morning))

**SEA HORSE**
- Value: 4,400
- Location: In the sea.
- Best Appearance: Late September (day and night) (9%)

**CLOWNFISH**
- Value: 2,600
- Location: In the sea.
- Best Appearance: May through June (night) / July through early August (all day) (8%)

**SURGEONFISH**
- Value: 4,000
- Location: In the sea.
- Best Appearance: April through August (all day) (2%)

**SADDLED BICHIR**
- Value: 16,000
- Location: In rivers.
- Best Appearance: (1% June - September (Night!))

**BUTTERFLYFISH**
- Value: 4,000
- Location: In the sea.
- Best Appearance: May through June (night) (8%)
**NAPOLEONFISH**
- Value: 40,000
- Location: In the sea.
- Best Appearance: (1% July - August)

**ZEUS TURKEYFISH**
- Value: 1,600
- Location: In the sea.
- Best Appearance: Late August (morning and evening) (12%)

**BLOWFISH**
- Value: 500
- Location: In the sea.
- Best Appearance: (5% Winter [Night])

**PUFFER FISH**
- Value: 960
- Location: In the sea.
- Best Appearance: August (day and night) (12%)

**HORSE MACKEREL**
- Value: 600
- Location: In the sea.
- Best Appearance: March (day) (30%)

**BARRED KNIFEJAW**
- Value: 20,000
- Location: In the sea.
- Best Appearance: November (all day) (5%)

**SEABASS**
- Value: 800
- Location: In the sea.
- Best Appearance: Year round (night) (25%)

**RED SNAPPER**
- Value: 12,000
- Location: In the sea.
- Best Appearance: All year (all day) (8%)

**DAB**
- Value: 1,200
- Location: In the sea.
- Best Appearance: January (day)/February (morning, evening, and night)/December (morning and evening) (14%)

**OLIVE FLOUNDER**
- Value: 3,200
- Location: In the sea.
- Best Appearance: January (day)/February and December (all day) (8%)
<table>
<thead>
<tr>
<th>Fish</th>
<th>Value</th>
<th>Location</th>
<th>Best Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squid</td>
<td>1,600</td>
<td>In the sea</td>
<td>April (night) (14%)</td>
</tr>
<tr>
<td>Moray Eel</td>
<td>8,000</td>
<td>In the sea</td>
<td>Island only (all day) (2%)</td>
</tr>
<tr>
<td>Ribbon Eel</td>
<td>2,400</td>
<td>In the sea</td>
<td>Island only (all day) (5%)</td>
</tr>
<tr>
<td>Football Fish</td>
<td>10,000</td>
<td>In the sea</td>
<td>January through February (night) (8%)</td>
</tr>
<tr>
<td>Tuna</td>
<td>28,000</td>
<td>In the sea</td>
<td>February (morning, evening, and day) (4%)</td>
</tr>
<tr>
<td>Blue Marlin</td>
<td>40,000</td>
<td>In the sea</td>
<td>July/August (end)/September (end) (all day) (2%)</td>
</tr>
<tr>
<td>Giant Trevally</td>
<td>18,000</td>
<td>In the sea</td>
<td>Island only (day) (2%)</td>
</tr>
<tr>
<td>Ray</td>
<td>12,000</td>
<td>In the sea</td>
<td>(1% in all months)</td>
</tr>
<tr>
<td>Ocean Sunfish</td>
<td>16,000</td>
<td>In the sea</td>
<td>July through August (day) (2%)</td>
</tr>
</tbody>
</table>
**Hammerhead Shark**
- **Value:** 32,000
- **Location:** In the sea.
- **Best Appearance:** (1% in all months)

**Oarfish**
- **Value:** 36,000
- **Location:** In the sea.
- **Best Appearance:** (1% in all months)

**Shark**
- **Value:** 60,000
- **Location:** In the sea.
- **Best Appearance:** June through early August/late September (3%)

**Coelacanth**
- **Value:** 60,000
- **Location:** In the ocean when it is raining.
- **Best Appearance:** All year (night) (2%)

**Saw Shark**
- **Value:** 48,000
- **Location:** In the sea.
- **Best Appearance:** (1% in all months)

**Seaweed**
- **Value:** 800
- **Location:** In the deep sea.
- **Best Appearance:** March through May (day) (20%)

**Whale Shark**
- **Value:** 52,000
- **Location:** In the sea.
- **Best Appearance:** Island only (all day) (1%)

**Sea Grapes**
- **Value:** 2,400
- **Location:** In the deep sea.
- **Best Appearance:** August (morning, evening, and day) (15%)
<table>
<thead>
<tr>
<th><strong>CHAPTER 14: MUSEUM DONATIONS</strong></th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th><strong>SEA URCHIN</strong></th>
<th><strong>EAR SHELL</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 3,200</td>
<td>Value: 1,200</td>
</tr>
<tr>
<td>Location: In the deep sea.</td>
<td>Location: In the deep sea.</td>
</tr>
<tr>
<td>Best Appearance: Early August (day) (15%)</td>
<td>Best Appearance: May (night) (10%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>ACORN BARNACLE</strong></th>
<th><strong>CLAM</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 800</td>
<td>Value: 1,200</td>
</tr>
<tr>
<td>Location: In the deep sea.</td>
<td>Location: In the deep sea.</td>
</tr>
<tr>
<td>Best Appearance: June through August (morning, evening, and day) (10%)</td>
<td>Best Appearance: January (day) (13%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>OYSTER</strong></th>
<th><strong>PEARL OYSTER</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 1,600</td>
<td>Value: 6,400</td>
</tr>
<tr>
<td>Location: In the deep sea.</td>
<td>Location: In the deep sea.</td>
</tr>
<tr>
<td>Best Appearance: November through December (day) (15%)</td>
<td>Best Appearance: January (day) (12%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>TURBAN SHELL</strong></th>
<th><strong>SCALLOP</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 1,200</td>
<td>Value: 4,000</td>
</tr>
<tr>
<td>Location: In the deep sea.</td>
<td>Location: In the deep sea.</td>
</tr>
<tr>
<td>Best Appearance: April through May/August (night) (10%)</td>
<td>Best Appearance: November through January (all day) (7%)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>ABALONE</strong></th>
<th><strong>SEA ANEMONE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value: 1,600</td>
<td>Value: 400</td>
</tr>
<tr>
<td>Location: In the deep sea.</td>
<td>Location: In the deep sea.</td>
</tr>
<tr>
<td>Best Appearance: May through early September (night) (7%)</td>
<td>Best Appearance: January through July/late September through October (all day); November through December (morning, evening, and day) (6%)</td>
</tr>
</tbody>
</table>
**SEASTAR**

- **Value:** 400
- **Location:** In the deep sea.
- **Best Appearance:** January through July/late September through October (all day); November through December (morning, evening, and day) (6%)
CHAPTER 14: MUSEUM DONATIONS

**HORSEHAIR CRAB**
- Value: 16,000
- Location: In the deep sea.
- Best Appearance: December through February (morning and evening) (5%)

**SPOTTED GARDEN EEL**
- Value: 2,400
- Location: In the deep sea.
- Best Appearance: Island only (day) (10%)

**RED KING CRAB**
- Value: 24,000
- Location: In the deep sea.
- Best Appearance: December through February (morning and evening) (5%)

**CHAMBERED NAUTILUS**
- Value: 3,600
- Location: In the deep sea.
- Best Appearance: Island only (day) (10%)

**SPIDER CRAB**
- Value: 40,000
- Location: In the deep sea.
- Best Appearance: (4% in all months)

**HORSESHOE CRAB**
- Value: 6,000
- Location: In the deep sea.
- Best Appearance: August through early September (night) (5%)

**OCTOPUS**
- Value: 4,800
- Location: In the deep sea.
- Best Appearance: (Night) (3% in all months)

**GIANT ISOPOD**
- Value: 36,000
- Location: In the deep sea.
- Best Appearance: Island only (all day) (4%)
Fossils

Shovel up the ground at dig spots and you just might unearth a long-lost fossil. Bring fossils to Blathers at the museum, and he’ll identify them for you. Now you just need to decide between donating it or selling it to your friends at Re-Tail!

**T. rex Set**

**T. REX SKULL**

- Value: 24,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**T. REX TORSO**

- Value: 22,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**T. REX TAIL**

- Value: 20,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**Triceratops Set**

**TRICERA SKULL**

- Value: 22,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**TRICERA TORSO**

- Value: 20,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**TRICERA TAIL**

- Value: 18,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**Mammoth Set**

**MAMMOTH SKULL**

- Value: 12,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**MAMMOTH TORSO**

- Value: 10,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky
### Ankylo Set

**ANKYLO SKULL**
- Value: 14,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**ANKYLO TORSO**
- Value: 12,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**ANKYLO TAIL**
- Value: 10,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

### Apato Set

**APATO SKULL**
- Value: 20,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**APATO TORSO**
- Value: 18,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

### Dimetrodon Set

**DIMETRAGON SKULL**
- Value: 22,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**DIMETRAGON TORSO**
- Value: 20,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**DIMETRAGON TAIL**
- Value: 18,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky
**IGUANODON SET**

**IGUANODON SKULL**
- Value: 16,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**IGUANODON TORSO**
- Value: 14,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**IGUANODON TAIL**
- Value: 12,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**SABERTOOTH SET**

**SABERTOOTH SKULL**
- Value: 10,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**SABERTOOTH TORSO**
- Value: 8,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**PARASAUR SET**

**PARASAUR SKULL**
- Value: 14,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky

**PARASAUR TORSO**
- Value: 12,000
- Location: Underground (dig spot)
- HHA Theme(s): Quirky
## CHAPTER 14: MUSEUM DONATIONS

### Parasauro Tails
- **Name:** Parasauro Tail
- **Value:** 10,000
- **Location:** Underground (dig spot)
- **HHA Theme(s):** Quirky

### Diplo Tails
- **Name:** Diplo Tail
- **Value:** 18,000
- **Location:** Underground (dig spot)
- **HHA Theme(s):** Quirky

### Diplo Sets
- **Name:** Diplo Set
- **Value:** 20,000
- **Location:** Underground (dig spot)
- **HHA Theme(s):** Quirky

### Plesio Sets
- **Name:** Plesio Set
- **Value:** 16,000
- **Location:** Underground (dig spot)
- **HHA Theme(s):** Quirky

### Stego Sets
- **Name:** Stego Set
- **Value:** 20,000
- **Location:** Underground (dig spot)
- **HHA Theme(s):** Quirky
<table>
<thead>
<tr>
<th>Item Set</th>
<th>Item Name</th>
<th>Value</th>
<th>Location</th>
<th>HHA Theme(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ichthyo Set</td>
<td>Ichthyo Skull</td>
<td>10,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td></td>
<td>Ichthyo Torso</td>
<td></td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td></td>
<td>Ichthyo Tail</td>
<td>8,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td>Ptera Set</td>
<td>Ptera Skull</td>
<td>16,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td></td>
<td>Ptera Left Wing</td>
<td>18,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td></td>
<td>Ptera Right Wing</td>
<td>18,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td>Raptor Set</td>
<td>Raptor Skull</td>
<td>12,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td></td>
<td>Raptor Torso</td>
<td>10,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
<tr>
<td>Styxaco Set</td>
<td>Styxaco Skull</td>
<td>14,000</td>
<td>Underground (dig spot)</td>
<td>Quirky</td>
</tr>
</tbody>
</table>
### Megacero Set

- **Megacero Skull**
  - Value: 18,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Megacero Torsos**
  - Value: 14,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Megacero Tail**
  - Value: 12,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

### Spino Set

- **Spino Skull**
  - Value: 16,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Spino Torsos**
  - Value: 12,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Spino Tail**
  - Value: 10,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

### Archelon Set

- **Archelon Skull**
  - Value: 16,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Archelon Torsos**
  - Value: 14,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky

- **Archelon Tail**
  - Value: 12,000
  - Location: Underground (dig spot)
  - HHA Theme(s): Quirky
Other Fossils

**AMBER**
- Value: 4,800
- Location: Underground (dig spot)
- HHA Theme(s): None

**AMMONITE**
- Value: 4,400
- Location: Underground (dig spot)
- HHA Theme(s): None

**COPROLITE**
- Value: 4,400
- Location: Underground (dig spot)
- HHA Theme(s): None

**DINOSAUR TRACK**
- Value: 4,000
- Location: Underground (dig spot)
- HHA Theme(s): None

**ARCHAEOPTERYX**
- Value: 5,200
- Location: Underground (dig spot)
- HHA Theme(s): None

**PEKING MAN**
- Value: 4,400
- Location: Underground (dig spot)
- HHA Theme(s): None

**DINOSAUR EGG**
- Value: 5,600
- Location: Underground (dig spot)
- HHA Theme(s): None

**SHARK TOOTH**
- Value: 4,000
- Location: Underground (dig spot)
- HHA Theme(s): None

**FERN FOSSIL**
- Value: 4,000
- Location: Underground (dig spot)
- HHA Theme(s): None

**TRILOBITE**
- Value: 5,200
- Location: Underground (dig spot)
- HHA Theme(s): None
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