



Welcome to the wild world of Animal Crossing! It doesn't matter here if you're one of the locals, city folk looking to turn over a new leaf, or even something stranger; so long as you're friendly and help your neighbors out from time to time, you're sure to fit right in.

There's not a lot to say about this world; it's populated by humans and anthropomorphic animals. It's a peaceful, comfortable place where the biggest worries are accidentally stumbling into a bee's nest, getting cockroaches in your house, or weeds in your yard.

You can take a trip down to the beach, visit the nearby city or one of the nearby islands, or even go camping! There's no shortage of things to do here, whether you like to fish, hunt for fossils, catch bugs, or find that rare piece of furniture you've been looking for.

Before you go, here's a small loan of

**+1000 Choice Bells (CB)**

to help you get acquainted. If you need anything else, I'm sure that Tom Nook, the tanuki in charge of the general store, will be able to help you out.

(If you'd like, you can start in the continuity of the anime movie, instead.)

## **Backgrounds**

You may change your gender for free, if you would like. You can also choose your age; there are a lot of youngsters coming into town lately, but old souls like Tortimer are welcome, too.



**New Arrival (Drop In)-** You're new in town, though you might also be new to this world with no memories or anything like that. Tom Nook can set you up with a house if you need one, and can also give you a few tasks to help you get acquainted with the other villagers. He'll even waive his normal fees- a first in town history!

**Local-** You've been living in town long enough for most people in town to consider you one of them, and you know your way around.

**Shopkeeper-** Unlike some of the other animals, you actually work for a living. While this doesn't give you much 'me time', you'll probably have more Bells to spend than they do. You have a shop somewhere that's pretty popular, too.

**Mayor-** Tortimer's wants to retire, and while this is a bit unusual he'd be willing to hand the reigns over to you. Being the mayor is a lot of added responsibility, but you'll also be able to plan fun public events like holidays or fishing contests!



**Camper-** In recent times, people have taken to camping in the wilderness outside of town- some have even decided to live there! Thankfully roughing it in the woods is a lot safer than in other worlds, since any bears you meet will just want to roast marshmallows with you.

You may also choose whether you'd like to stay human or become an anthropomorphic animal like most of the other villagers. You may import an alt-form to anthropomorphize it for 100 CB, letting you make it roughly human sized when you'd like.

## Location

Travel between these places is relatively simple, so you can choose where you start for free.

**Town:** After a bizarre conversation with a cat named Rover, you arrived in town via train. The town is by the coast, and surrounded to the left and right by cliffs that help form a natural barrier to its borders. Right now there are only a few people here, but as the town is improved that might change.



**City:** The nearby city is much larger than the town, and has more shops and services, to boot. It's also a lot noisier, so there's some good and bad. You can travel here from the town by bus.

**Island:** A short distance off the coast is this small island; you might've washed up here, or maybe you took Kapp'n's boat. Leaving this tropical paradise for town is done by boat- but while you're here, you can pick up some coconuts and other tropical fruits that grow naturally on the island.

**Campground:** Maybe you'd prefer to live in seclusion, or just prefer the great outdoors to the hustle and bustle of town or city life. You've got your own, small campsite to do with as you'd please- just make sure to keep it clean if you want any visitors! Locations of interest include the Breezy Hollow, where you can find several types of fruit trees, and the Shovelstrike Quarry, where enterprising individuals can search for rare ore and gems!



## Fruit

The town has a bunch (or bushel) of fruit trees growing around town. You can roll for them below, or pay 50 CB to choose or import a type of fruit from somewhere else.

- 1: Apples
- 2: Cherries
- 3: Oranges
- 4: Peaches
- 5: Pears
- 6: Tropical Fruit (Choice of Bananas, Lemons, Persimmons, Lychees, Durians, or Mangos)
- 7: Free Choice of Above Options
- 8: Free Import or Choice of Above Options



## **Drop In Perks**

100 CP Perks are free for their Origin, others are half-price.

**At Peace (100 CB, free Drop In)**- Despite everything you might've seen or done, you're still able to relax and have fun. You're better at adapting to times of peace, and you no longer feel any "whiplash" when going to a Jump that's vastly different from the one before it. Relax. Have some fun.

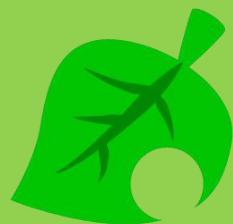


**Friendly (200 CB, discount Drop In)**- Moving to a new place and leaving your friends behind can be tough, especially when you can't talk or speak to them once you've left. Fortunately, your natural air of friendliness ensures that you'll quickly make friends wherever you go, wherever that may be. And who knows; maybe you'll get to see your friends again some day?

**Collector (300 CB, discount Drop In)**- Lots of villagers like to collect things, from furniture to bugs. They might envy you, because you have great luck at finding rare things. You could go fishing and wind up catching a coelacanth, or find fossils after digging around in your garden for a few hours, or strike gold by hitting any old rock. You can't use this deliberately to find something; these occurrences are random, but much more common than they should be. This also gives you the skill to fish and catch bugs, so you can catch the rare creatures you find.

**For Services Rendered (400 CB, discount Drop In)**- Doing favors or good deeds for others will always result in a reward in some shape or form; whether it be an item, money, raw materials, a service, or even property. If you help someone when they ask rather than helping them randomly, the quality of the reward will also be better.

**Pocket Full of Leaves (600 CB, discount Drop In)**- A strange ability; you can convert any item smaller than a truck into a large, light green leaf, as well as back again. These leaves weigh very little, although you can only carry fifteen of them at a time, and you may only store fifteen of them in any container, no matter how big it is. You always know what each leaf actually is.



## Local Perks

**Tics (100 CB, free Local)**- Others are much more accommodating of your tics- rabbit- so long as they aren't harmful or illegal, woof. This applies to both verbal and physical tics, d-d-dude.

**Villager's Life (200 CB, discount Local)**- You've led a simple life, which might be boring to some. You however don't seem to mind doing tedious or menial things anymore, and you even find them enjoyable. You're also an expert at gardening, giving you an almost instinctual ability to care for plant life of all shades and hues.



**Feng Shui (300 CB, discount Local)**- You are a master at arranging furniture in your house in a way that increases the flow of positive energy inside of it. Doing this will help prevent illness, improve the moods of yourself and others, and will even make you luckier! In addition, your organization and decorating skills are top notch. Using furniture or furniture styles from other Jumps can increase the flow of energies native to that Jump, increasing the efficiency or power of things like magic.



**Insured (400 CB, discount Local)**- Repairing damage to your home or business can be expensive, not to mention time consuming. Luckily, you don't have to worry about that any more, as accidental or coincidental damage of all kinds will never befall your property, despite all logic and reason. This does not affect property that has been weaponized or is a weapon to begin with, as those are hazards of owning that type of thing, nor does it affect your property that is targeted directly- though damage caused by direct attacks is much easier to repair if the whole building hasn't been reduced to rubble, as the parts that were smashed off or destroyed are inexplicably neat.

**Do Me A Favor (600 CB, discount Local)**- You can request a minor favor of anyone that they will feel compelled to do. This cannot cost them anything, nor can this be used to make others fight, and it must be possible for them to do within a period of a few days. This isn't mind control, so if someone has a grudge against you, or if they're unable to be negotiated with then you'll be unable to ask them to do a favor. Those who are smart enough to realize a favor is detrimental to themselves or their goals will shake off this compulsion immediately, which can happen at any time during the process of doing your favor. You can only ask for one favor from a person at a time, and you must provide compensation of some value.

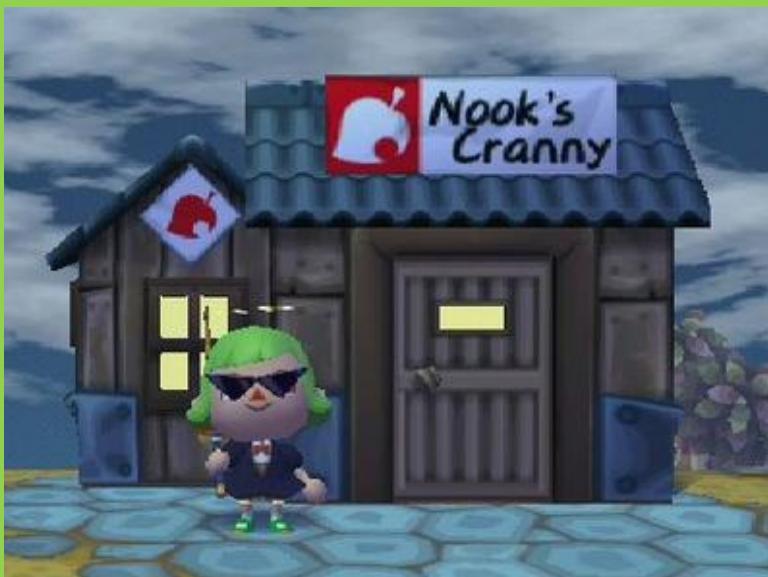
## Shopkeeper Perks

**Employee of the Month (100 CB, free Shopkeeper)**- Well, the only employee for now, but still. You've got all the know how to run a business efficiently and neatly, as well as skill in a mundane craft, such as tailoring. You might even be able to give old Tom Nook a run for his Bells!



**Appraisal (200 CB, discount Shopkeeper)**- There are a lot of fossils around, but there are also those who would try to take advantage of honest buyers by peddling fakes. You can't be tricked by fakes or copies; you always know when something is the genuine article. You also have a pretty good idea for what something is worth.

**One Man Construction Crew (300 CB, discount Shopkeeper)**- Being fabulously wealthy has its perks, and that includes being able to afford upgrades for your shop and other buildings. Unfortunately, such things can take months to complete, and during that time you won't be making money- in fact, you'll be losing it! Fortunately, you've got the uncanny ability to do months of construction work in as little as a day's time, by yourself. Others can help you with the construction, but unless they have this ability their contribution will be mostly negligible. If they do have this ability, then the amount of time it takes for your construction will be lowered even further, though this amount of time can't go below an hour.



**Try Not To Carouse (400 CB, discount Shopkeeper)**- Your business is your castle, your kingdom, your entire world, and you are its master. Any rules you set for it, within reason, will be followed by those who enter into it, so long as they are displayed clearly somewhere around each of the entrances to your property. These rules do not apply to those who are forced into your business against their will, and the rules do not apply once someone leaves your store. The rules cannot force someone to do something illegal or facilitate illegal actions, nor can they affect your business transactions- you cannot, for example, make it a rule that those who enter your store must give you all of their money, nor can you make a rule that says that those who enter must buy something before leaving. You cannot force someone to stay in your shop, and you cannot make up rules on the fly: they must be on the signs when the person enters the shop.

**Nook's School of Mercantilism (600 CB, discount Shopkeeper)**- Your gifts with money may have transcended even Nook's. You can now "break" a type of currency into any other type of currency, any wealth you own is now accessible to you at any time, and your luck with matters related to money will ensure that all of your businesses will perform above and beyond your expectations. In addition, you can choose to teach all of your merchant skills, including those that might be supernatural in nature, to those you employ at no cost in resources, ensuring that those who shop at your store will always have the finest in customer service. If the skill you teach requires some sort of internal power source or is magical in nature, then the skill can still be taught; however, the person it is taught to will not gain any benefits or disadvantages beyond being able to use the skill itself.



## **Mayor Perks**

**Tortimer's Apprentice (100 CB, free Mayor)**- You've received tutelage from the turtle mayor himself, and now you've got all the skills required to run your own town, including the time honored tradition of delegating work to your underlings.



**Season's Greetings (200 CB, discount Mayor)**- Part of being the Mayor is handling all of the seasonal events that happen, well, seasonally. Fortunately for you you've got buckets of holiday cheer, and you always know exactly what to do to make every year's festivities exciting, memorable, and perfect for everyone involved.

**Vacation Time (300 CB, discount Mayor)**- Running a town can be tiresome, not to mention tedious. Luckily, you've got vacation days; once every ten years, you can declare that you're taking a vacation. For a period of one month, your affairs will be taken care of, and nothing (barring any drawbacks) will threaten you. You are free to use this time however you wish, but deliberately attacking someone will render your vacation void.

**100% Approval Rating (400 CB, discount Mayor)**- You've got a way of running things that seems to please everyone. While this won't force others to like you or prevent power hungry individuals from trying to oust you, even your enemies will admit that you're a natural born leader. In general, you seem to know what to do when in charge to maximize the happiness and prosperity of those you're looking out for while minimizing the problems they face.



**Mayor for Life (600 CB, discount Mayor)**- You are the Mayor. You will always be the Mayor, and you may have always been the Mayor. Any elected or hereditary position that you win or are born into is for life, and no one seems to have a problem with that. In the case of hereditary positions, this means that your hereditary titles can't be revoked or removed and you can't be disowned. In addition, while you won't replace the hereditary ruler if he's still alive, if you have any claim to his title then you'll be favored in receiving it upon him losing his title, despite age or other factors. Long live the Mayor!

## **Camper Perks**

**Take A Load Off (100 CB, free Camper)-** Living out in the woods on your lonesome can get awfully lonely, and even the loneliest of loners needs someone to talk to every now and again. Thankfully, with this you'll never be alone for long; when you want people to visit you, they tend to do so, even if you are out of the way. This works best for meeting strangers, but can still work on people you know, too.

**Harvest Season (200 CB, discount Camper)-** Gathering resources is an important when living off the land; thankfully, you can find useful materials almost anywhere. You could find iron wherever rocks are, trees suitable for building things in any forest, and wild cotton in abundance. On occasion, you will also be able to find rare materials called Essences. They will allow you to imbue something with a type of 'feeling' when you are creating it, and can even help you with the creation of technology.



**Living Ruff (300 CB, discount Camper)-** You're an expert outdoorsman, capable of living comfortably in almost any environment from deserted islands to deep woods. While this might not seem as useful in a place as nice as this, you have pretty much all the skill and know-how to get by wherever you go. As a bonus, you can make some killer smores and other campfire foods.

**Crafting Expertise (400 CB, discount Camper)-** You ever wonder how all this stuff gets made? Well, it's a simple process- simply slap some wood and metal together, and wallah! Well, it's a bit more complicated than that- without this perk. Basically, so long as you have the materials on hand, you can make any modern item from sofas to laptops in just a few hours, without using any sophisticated tools- or any tools at all, really! They'll work just as well as the original, even if you use sub-par or similar materials to make them instead of what you need exactly- for example, replacing various alloyed or precious metals with regular iron. Note that this won't help you fudge the costs when you need supernatural materials, though.

**Daily Chores (600 CB, discount Camper)-** Early to bed, early to rise, keeps an animal healthy, wealthy, and wise. Each morning, you will be given a set of five tasks to complete- such as finding a certain item, or helping a certain number of people- that will automatically give you rewards for completing them, such as money or even rare materials. These tasks will continue in each world you visit, and will adapt to that world's style, becoming more difficult or easier as appropriate with the rewards also changing to match.

## Items

Items, with the exception of Bells, will appear in the Warehouse when lost or destroyed.

**Outfit Redesign (Free)**- You can import an outfit belonging to you for redesign, changing its cosmetic appearance. This cannot give it any unusual effects. Additional outfits can be imported for 50 CB.



**Bells (50 CB)**- 10,000 Bells, no questions asked. This can be purchased multiple times.

**Clothing (50 CB)**- You gain any ten outfits featured in game or of your own design. This can be purchased multiple times.

**Furniture (50 CB)**- You gain any ten pieces of furniture, or any themed series, for your use. Wallpaper and flooring does work in the Warehouse, but this is solely cosmetic. Items such as the Master Sword or Triforce are non-functional replicas. Gyroids can be stored in the Warehouse. This can be purchased multiple times. You can also create your own series of furniture, including wallpaper and flooring, so long as they don't have any functions you couldn't reproduce normally.

**Thermos (50 CB)**- This thermos is always full of the favorite coffee/tea of whoever is holding it, at their preferred temperature. For an additional 50 CB, you can bring Brewster and his coffee shop, the Roost, along with you as a Warehouse attachment; he will continue to sell coffee to you, though he'll accept whatever money you have. Each Saturday K.K. Slider will appear there to play songs, and occasionally other villagers can be found lounging around. They won't be able to leave the shop, but they'll surely enjoy talking with you.

**Barrel of Fruit (50 CB)**- This barrel is always full of whatever fruit you've rolled above; however the additional cost of having imported fruit will increase the base price by 50 CB for fruit not native to this world. If you pay another 50 CB, you can get barrels of all the fruit you could find here normally, from apples to oranges.



**Pitfall Seed (50 CB)**- You gain a Pitfall Seed that replenishes each day. When buried, a Pitfall Seed creates unstable ground that can bury anything (of a vaguely human size and shape) that steps on it up to its waist. The downside is that this is fairly easy to see, as this creates a large crack in the ground. This can be purchased multiple times. All of your Pitfall Seeds can be upgraded to Tricky Pitfall Seeds for a one time purchase of 50 CB; Tricky Pitfalls leave cracks that are much smaller in comparison to normal ones, making them harder to see. For 50 CB, you can cause your Pitfall Seeds to bury those who are struck with them when thrown in a way identical to if they had stepped on them. If the person is in the air, they are thrown to the ground and then buried, though this doesn't harm them anymore than it would if they were buried normally.



**Golden Axe (100 CB)**- This golden axe is completely immune to damage from regular use and highly resilient towards damage, and is capable of felling trees with only a few swings. If you wish, you may import a melee weapon to receive these properties instead.

**Golden Fishing Rod (100 CB)**- This golden fishing rod's entire structure is completely immune to damage from regular use and highly resilient towards damage, and seems to attract fish, as well as weakening them once they've taken the bait to make for easier catches. In addition, fish caught with this rod become completely docile once caught, making the more bitey or venomous ones safe to handle. If you wish, you may import a fishing rod to receive these properties instead.



**Golden Net (100 CB)**- This golden net is completely immune to damage from regular use and highly resilient towards damage, and seems to attract insects to it. In addition, bugs that are caught in it become completely docile, making ones that are venomous safe to handle. If you wish, you may import a bug catcher's net to receive these properties instead.

**Radio (100 CB)**- This radio, which can be in any style you'd like, can play any music that you've heard before, as well as the entire soundtrack from all of the Animal Crossing games. It has a dial for manual selection of songs and a shuffle setting, as well as additional settings for creating playlists, even if it otherwise looks like something you'd find in an antique shop



**Gyroid (200 CB)**- This Gyroid will pop up near the entrance to your Warehouse, whatever that might be. It can take and give short messages, as well as display and sell items for a fixed price. (These items are impossible to steal, in any way.) It won't pop up unless you want it to or if there isn't a valid amount of space for it to appear in. If you choose, it can also pop up near the entrance to your regular home. The Gyroid cannot be moved or destroyed by others, but it also can't block the entrance to wherever it pops up- because that would be a fire hazard.



**Golden Slingshot (200 CB)**- This golden slingshot is completely immune to damage from regular use and highly resilient towards damage, and fires in triplicate whatever it is loaded with- though the additional shots will disappear once it touches the ground or upon coming to a complete stop. If you wish, you may import a ranged weapon to receive these properties instead.

**Golden Watering Can (200 CB)**- This golden watering can is completely immune to damage from regular use and highly resilient towards damage, and has several unusual properties. It has seemingly infinite amounts of water inside of it, though it can only dispense this water at the same speed as a normal watering can, and it revitalizes dead or dying plants and speeds along the growth with which they grow. If you wish, you may import a watering can to receive these properties instead.



**Golden Shovel (200 CB)**- This golden shovel is completely immune to damage from regular use and highly resilient towards damage, and has a few unusual properties. It has a small chance of digging up a small amount of money with every shovel full of dirt, for one, and it can be used to plant a very special type of tree. By burying currency in a hole dug with this shovel and taking care of the sapling grown from it, you can create a tree that literally grows money. These trees will actually continue to bear "fruit", though the time it takes between each harvest is around six months, and the total yield won't exceed more than \$5,000 (or the equivalent) per tree. If you wish, you may import a shovel to receive these properties instead.

**Golden Shopping Card (300 CB)**- This golden credit card is completely immune to damage from regular use and highly resilient towards damage, and gives you a flat 20% discount on any (non-Jump) purchase that you make.





## **Companions**

**More Neighbors (50 CB, one free Mayor)**- You can import or create one companion with each purchase of this, giving them a free origin and 800 CB of their own to spend on perks, items, and property such as houses or shops. Companions cannot take more drawbacks. You can also choose to purchase canon companions with this, giving them an origin that best matches what their role is (most villagers would be Locals, Tom Nook a Shopkeeper, Isabelle a Mayor('s assistant) and their own CB to spend. There are no limits to the amount of companions you can import, create, or recruit with this. Mayors get one purchase of this for free as their assistant, but their companion must be of the Mayor origin.

**Employees (100 CB, discount Shopkeeper)**- These two young individuals, who are the same species as you (and possibly related to you, if you'd like) are eager to help you sell anything you'd like. The both of them take up only one companion slot, with perks and the like being split evenly between the two of them, unless you decide to show favoritism. They get any 'Shopkeeper' free or discounted perks that you have. You can also import a companion or two with this option, but they won't share a companion slot. Additional 'employees' can be purchased for 50 CB each; if they're new companions, they can share the same slot if you'd like.

## **House Upgrades**

House upgrades will upgrade any houses purchased by yourself or your companions, if they are purchased by you.

You do not need to purchase earlier tiers to buy the later ones, but higher tiers do include anything that earlier tiers

have, including other purchases. Any modifications will carry over, and will follow you from world to world in a way that you will choose later on.

**Tier One House (Free)**- This house has one floor and one big open room, as well as running water, plumbing, and electricity. The furniture includes a toilet, a sink, a simple electric stove, and a table with a single chair. There's also a small bed, so you don't need to sleep on the ground. Drafty, and the single light bulb doesn't provide much light during the night; this is more of a shack than a house.

**Tier Two House (200 CB, discount Drop In and Local)**- The house has two floors now, a ground floor and second floor. In addition, the ground floor has been expanded, almost doubling its floor size, and a staircase has been added to one of the corners of the room.

**Tier Three House (300 CB, discount Drop In and Local)**- The house has been expanded again, increasing the second story to around the same size as the bottom floor and adding three additional rooms of roughly 3/4 the size of the second floor to your ground floor.

**Tier Four House (400 CB, discount Drop In and Local)**- Now fully upgraded, the size of your additional ground floor rooms now match the size of your second floor, and an additional staircase has been added to allow access to your new basement which has roughly the same amount of space as your second floor.

**Camper Vehicle (Optional with Tier One House)**- If you're going camping instead, you might want to pick this up! While it's naturally a lot smaller than a real house, this mobile home is by no means uncomfortable. If a Camper (as in the Background) purchases this, they will get all the discounts that Drop Ins and Locals get in this section. However, purchasing larger houses from above will have a far lesser effect than it would on an actual house- unless you get Compact, in which case you'll be carrying around an entire house with you in the back of your camper! Thankfully, this won't affect how much gas it uses.



**Altered Floorplan (50 CB, free Tier Two House)**- Maybe you don't want your house to be made up of large rooms, with no dividing walls to section everything off from each other? With this, you can add or remove walls, doors, and windows until everything is to your liking. You can also alter other minor details about your house, such as the color of the shingles or the layout of the yard if you have one.

**Cozy (50 CB, free Tier Three House)**- Your house is truly a home; the comfortableness and safety you feel here is doubled, though this will never cause you to be caught off guard or unawares due to being "too comfortable". This can apply to others when you want them to feel the same safety and comfortableness.

**Compact (100 CB, free Tier Four House)**- Your house is like the one seen in game, and takes up much less space than its interior would suggest. For some reason, nobody will think this is odd until you point it out.



**Campground (50 CP, free Camper Vehicle)**- A small plot of land in the wilderness that you can keep your camper on; if you don't have a camper, this will instead expand your yard a great deal. There's enough room here for your camper if you have one, as well as several tents and other amenities.

## **Shop Upgrades**

Like with houses, shops will follow you and earlier tiers do not need to be purchased to get later tiers. Later tiers include anything that earlier tiers get for free.

**Jumper's Cranny (100 CB, free Shopkeeper)**- The bare minimum requirements for a store, with two large counters for displaying items. The outside looks like a shack, with the name of the store (which you might want to change) written on a sign in marker.

**Jump N' Go (200 CB, discount Shopkeeper)**- A more modern store that resembles a gas station, this store is a little less than twice as big but has more modern conveniences than Jumper's Cranny, such as a cash register and refrigerators.

**Jumpway (300 CB, discount Shopkeeper)**- A much larger store that resembles a supermarket, Jumpway has much more floor space in comparison to the previous stores.

**Jumpington's (400 CB, discount Shopkeeper)**- A veritable superstore, includes much more space and an extra floor for even more merchandise. At this point, you might want to have a few helping hands to help you out around the store.

**Downsizing (50 CB, free Jumpway and Jumpington's)**- You can change the size of your store to that of any tier that you've purchased; this process will take about a day. Extra merchandise, equipment, etc. will be moved to the Warehouse when downsizing your store.

**Expanded (100 CB, free Jumpingtons)**- In addition to their sizes seen in game, you can instead choose to make your stores the average size of the store they're parodying; Jumper's Cranny and Jump N' Go are unchanged for the most part, but Jumpway and Jumpington's will increase dramatically in size in comparison. With Downsizing, you can choose both the sizes seen in game or the real world equivalents.

**Jumping Global (100 CB, discount Shopkeeper)**- Want to bring your wares with you on the go? With this, you will gain a large truck that you can store merchandise in, so you deliver your goods or take your store on the road!



## Town Upgrades

Your town will have some of the following buildings already, however without purchasing them here they won't have any of the special properties described. Your town will follow you from Jump to Jump.

**Museum (100 CB, free Mayor)**- Although it's empty right now, you can contribute specimens and exhibits to the museum. Fossils, fish, artwork, and insects and other creepy crawlies can be donated to the museum, giving them a permanent home. This is for viewing purposes only, and you cannot store sapient/sentient insects/fish in the museum. Food, water, and maintenance will be taken care of automatically.



**Police Station (200 CB, discount Mayor)**- This police station is fully staffed with your current Jump's closest, most common equivalent to law enforcement, loyal to you first and the Town second. The refuse to leave the Town, and will return to it as fast as possible.

**Post Office (300 CB, discount Mayor)**- This post office can deliver mail to any residence or person that you know the name or location of. Dangerous or trapped post will be returned to you.



**Wishing Well (400 CB, discount Mayor)**- The wishing well, while not capable of granting wishes, can warn you of any dangers that will face your town up to 24 hours in advance. It will also tell you of things that are miring the appearance of or hurting your town, such as dead trees, criminals, etc. A lesser effect allows it to clear you of any compulsions or unwanted mental effects by staring into its waters.

**Aesthetics (50 CB)**- You can change the aesthetics of the town to anything you want, so long as it only affects the looks of your town. If you choose to take your Town with you, you can also change its appearance at the start of a Jump to match the surrounding settlements to help it blend in.

**Geography (100 CB)**- You can change the geography of your town, giving it geographic features within reason. For example, you can increase the amount of gold that can be found underground, but you can't make it so that gold is the only thing that you find by digging. You are limited to things that you could find in our world; no natural veins of Mythril or Vibranium.

**Amenities (100 CB)**- There's more to a town then all that, of course; with a purchase of this, you can add an extra structure to your town. Add in a shrine, a half-pipe, a pool, even a rock stage! Pretty much any misc. option that doesn't give too much of a benefit or that can be found above can be purchased, with any other purchases after the first one getting discounted.



## **Drawbacks**

Oh ho! You want more Choice Bells to spend? Well, I think I can help you out with that- here, feel free to take up to six-hundred additional Choice Bells! Of course money doesn't come cheap- you'll have to handle a few problems here in exchange for all that extra cash! Be careful- it might not be worth the price!

**Drawback limit is +600 CB;  
drawbacks disappear at the  
end of the Jump.**



Unanthrpomorphic (+0 CB)- That's odd. It seems that you can have a bit of control over how the people here look. You could keep the same, of course, or you could make them look humans, or anywhere in between! You could also make them look like regular animals, too, if you'd like- just watch your step around the smaller villagers!

Cockroaches! (+100 CB)- Your house is absolutely lousy with roaches; everywhere you look, it seems that you just keep finding more. Even if you kill all of them, the second you step outside more will appear. It's the roaches' house now; you're just living in it.

The Missing Piece (+100 CB)- Your collectathoning just got a lot harder; while the common things are still as easy to find, the less common things become much, much rarer. You'll also feel an incredibly strong need to collect things giving you an insatiable desire for stuff that's hard to quench. This drawback will actually go away a few days before the end of the Jump, giving you time to clear out any unwanted things from your house/Warehouse.

Grouchy (+200 CB)- Everyone in town is grouchy, all of the time, no matter the circumstances. Even during the holidays, no one will have a smile on their face and they'll be much meaner than normal.



**Misers (+200/+300 CB)**- Tom Nook and the other store owning animals are now even bigger cheapskates than normal, and will charge much more when selling and buy for much less than normal. They are impossible to haggle or barter with, don't give discounts, and to top it off they're impossible to steal from and they're immune to any powers that would let you get better deals from them. For an additional +100 CB, instead of getting all of the items and property you purchased here 'for free', you'll have to work off their cost in bells at Tom Nook's store. I hope you know what you're getting yourself into.

**Buggy (+200 CB)**- You are a more attractive target for stinging/biting insects, and their bites or stings, while not lethal, can affect you regardless of durability. Even if you're completely intangible, insects will still find a way to bite you somehow.

**Resetti's Rage (+200 CB)**- Mr. Resetti will bug you often.

**Gyroid Rage (+300 CB)**- Sometime after your arrival a deep rumbling in the ground will herald the arrival of the Gyroids. They are incredibly durable and slightly resistant towards your powers, can't be reasoned with, and they have a deep hatred towards human and animal kind alike. They'll come in waves to capture your fellow villagers, dragging them into the earth while emitting hellish- and slightly annoying- mechanical sounds. And if they catch you? Well... you don't want to know what happens then.



**Terrible Secret (+300 CP)**- This place sure seems nice doesn't it? While on the surface things haven't changed much, your neighbors seem much more standoffish than they should be. But when you try to leave, they get weirdly defensive about it- despite their strange behavior, it's almost like they don't want you to leave. At night, you can see them skulking around, if you look for them. Things have gotten a lot more dangerous, even if you don't see it yet- will you be able to figure out what's going on around here? Or will you even be able to survive?



**Bad Neighbor (+300 CP)**- Soon after you arrive, you'll get a new neighbor- a young boy with a red shirt. While they seem friendly enough, with wide eyes and a smile always on your face, you'll quickly discover that they aren't as friendly as they first appear. He'll trample your flowers, destroy your trees, dig trenches around your house in the dead of night so you can't leave, and in general do their best to make sure your stay here is as unpleasant as possible. You can't seem to get rid of him, either, and he's loved by all the other villagers.



Resetti's Rage (+200 CB)- Hey, wasn't this already listed...? Oh, no-



**HEY! What's the big idea, huh?! What, was my drawback not good enough for you? You just had to shorten it even when nothing else in this Jump got that treatment? What, is it because I'm a mole? You feel like you got to put me down because I dig for a living, is that it? I bet you're a real wise guy, huh!? My one job is to make sure that you don't go resetting when you're supposed to be saving, and this is the thanks I get? You've made a grave mistake today, punk, because while I might not be able to get to you your Jumper friend is fair game. That's right; from now on I'm going to be right there waiting for them, every morning, to give them a lecture on the importance of saving their game. And they're going to have to listen to all of it, which means YOU'RE going to have to listen to all of it, punk! I can burrow anywhere, anywhen, and no fancy schmancy Cosmic Warehouse is going to stop me. You'll BOTH have to listen to my spiel everyday for ten years, which will only get longer and longer as time goes on! NOW, SCRAM!**

...Maybe you should skip this one.

## **Endings**

You retain all powers/items/companions/etc.

**Head Home:** You'd like to return to simpler times; your days of Jumping around are over as you return to your home on Earth.

**New Horizons:** It's been fun, but it's time to get back to work and head on to the next Jump.

**Settle Down:** You've grown attached to this place, so you've decided that you'll stick around. Your affairs back home will be taken care of.

## **Property Options**

It's time to decide what you'll do with any property that you might've purchased. You can pick one option each from below for your House, Shop, or Town if you have them and would like to bring them with you. You can also choose these options for any property that your Companions possess.

**Drop Down:** You get a very special green leaf. When placed down somewhere with ample space, it recreates your Town (sans villagers), Shop, or House, as well as anything that was inside of those things when they were left behind or destroyed. You get new leaves whenever you go to a new Jump, but only if you've used your previous leaves up. You cannot duplicate or get multiple copies of a leaf.

**Warehouse (Shop/House Only):** You can choose to move your Shop and/or House inside of your Warehouse, hooking it up to any utilities that you've purchased. If your Shop or House is bigger than your Warehouse, they will become an add-on.

**Integrate (Town Only):** Your Town will be integrated into the history of any Jumps that you visit in the future, giving it a population in that Jump. Events will conspire to give you a place in the Town that matches your Background here, though you won't have that position to begin with.

**Vacation (Town Only):** After each Jump, you have the option of returning to this world for a six month "vacation", allowing you to continue your adventures here. This does not stack with similar "vacation" options.