



Animal Crossing Community

Issue 23 - August 2025



In This Issue...

Isabelle's Upcoming Announcements	3
Text Alternative Calendars	6
Recent & Upcoming Releases	8
Ask Nat	9
Harvey's Showcase - How to Be a Good Neighbor	11
Trivia Challenge	13
Who's That Character?	15
Franklin's Fantastic Foods	16
Staff Roundtable	20
Puzzles	24
Spotlight Advertisements	25
Answers	26

Isabelle's Upcoming Announcements

Brought to you by: Alexander1





October

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	saturday
			1  Raymond	2  Orville	3  Big Top	4  Goose
5  Elmer	6  Bitty Tex	7  Cobb	8  Kiki	9  Drift	10  Franklin	11  Kitt
12  Plucky	13  Gonzo	14  Egbert	15  Bea Brewster Hippeaux	16  Friga	17  Limberg	18  Redd
19  Clay	20  Antonio	21  Timbra	22  Katie Sylvana	23  Groucho Petri	24  Snooty	25  Portia
26  Eugene	27  Jambette	28  Katrina	29  Rodeo	30  Wade	31  Jack Label Shino	

Text Alternative Calendars

Brought to you by: Alexander1

AUGUST

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					August 1 Kid Cat	August 2 Harvey Vladimir
August 3 Benjamin Tad	August 4 Bones	August 5 Poppy	August 6 Chester	August 7 Boots Rory	August 8 Bud Leif	August 9 Soleil
August 10 Cole	August 11 Ace Gigi	August 12 Gloria	August 13 Tabby	August 14 Leopold Rod	August 15 Wendy	August 16 Leila Nate
August 17 Stinky	August 18 Rocco Tiansheng	August 19 Alice Tybalt	August 20 Lopez	August 21 Wart Jr.	August 22 Rolf	August 23 K.K. Slider Nana
August 24 Jacob (Jakey) Nan	August 25 Tipper	August 26 Rowan	August 27 Bangle	August 28 Chrissy Lloid	August 29 Gruff	August 30 Hazel
August 31 Alice						

September

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	September 1 Violet	September 2 Flo	September 3 Maggie Spork	September 4 Cally	September 5 Greta	September 6 Cesar Giovanni
September 7 Celeste Tucker	September 8 Astrid	September 9 Pinky	September 10 Pecan	September 11 Ione Pee-wee	September 12 Boone Lottie	September 13 Moose
September 14 Nindori Ricky	September 15 Tutu	September 16 Ed	September 17 Whitney	September 18 Bubbles	September 19 Fuschia	September 20 Norma Octavian
September 21 Henry	September 22 Ankha	September 23 Cranston	September 24 Apple Blathers	September 25 Mitzi	September 26 Leilani Teddy	September 27 Beardo
September 28 Kody	September 29 Marshal	September 30 Monique				

October

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			October 1 Boyd Raymond	October 2 Diva Orville	October 3 Big Top	October 4 Goose
October 5 Elmer	October 6 Bitty Tex	October 7 Cobb	October 8 Kiki	October 9 Drift	October 10 Benedict Franklin	October 11 Kitt
October 12 Lyman Plucky	October 13 Chops Gonzo	October 14 Egbert	October 15 Bea Brewster Hippeaux	October 16 Friga	October 17 Limberg	October 18 Al Redd
October 19 Clay	October 20 Antonio	October 21 Sandy Timbra	October 22 Katie Sylvana	October 23 Groucho Petri	October 24 Broffina Snooty	October 25 Portia
October 26 Eugene	October 27 Jambette	October 28 Gaston Katrina	October 29 Rodeo	October 30 Frett Wade	October 31 Jack Label Shino	

Recent & Upcoming Releases

Brought to you by: Milly_MFG

Upcoming Releases

Kirby and the
Forgotten Land NS2 +
Upgrade Pack



Releases: 8/28/25

Kirby Air Riders



Releases: 11/10/25

Pokemon Legends Z-A



Releases: 10/16/25

Recent Releases

Mario Kart World



Released: 6/5/25

NS2 Welcome Tour



Released: 6/5/25

Donkey Kong Bananza



Released: 7/17/25

Ask Nat

Brought to you by: ACWNFreakazoid

Today's meal starts with a delectable sampler of some more unusual looking morsels in the insect buffet, all named after other animals and none appearing in *Animal Crossing*. Let's dive in and whet our appetite, academically speaking of course!

Order *Raphidioptera* – Snakeflies

No bigger than 1.2 inches, snakeflies are easily identifiable as adults by their elongated necks. Females have a long, tail-like ovipositor. Larval snakeflies feed on the eggs and larvae of other arthropods. Once the larva matures enough it will pupate during the next period of cooler temperatures. The adults are predators of other arthropods.



Snakefly larva
By Nikita Kluge, [Wikimedia](#)



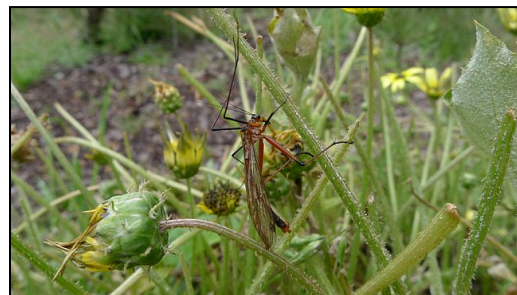
Dichrostigma flavipes
By Beentree, [Wikimedia](#)

Order *Mecoptera* – Scorpionflies

No bigger than 1.5 inches, scorpionflies are named for the appearance of the males of some species. Larvae feed on plant material and pupate once they grow enough. Adult scorpionflies are mostly scavengers of vegetation and dead arthropods, sometimes raiding spider webs. A subgroup of scorpionflies, the hangingflies, present wrapped-up arthropods to females as a nuptial gift to induce mating. Some males will try to bluff by wrapping shoddy gifts like plant material and empty exoskeletons, or simply creating a large ball of silk.



Panorpa communis
By gailhampshire, [Wikimedia](#)



Hangingfly
By John Tann, [Wikimedia](#)

Family *Mantispidae* (Order *Neuroptera*) – Mantidflies

No bigger than 2 inches, mantidflies are named for their resemblance to praying mantises as adults. Larvae exhibit fairly unique feeding behavior as they seek out spider egg sacs to parasitize. Upon first hatching, larvae are sleeker and more agile to facilitate finding egg sacs or a spider to hitch a ride while they wait for it or a mate to lay an egg sac. Once infiltrating an egg sac, the larva begins feeding on the eggs and quickly molts into a more grub-like form. It will eventually pupate inside the egg sac, starting out fairly sedentary and then becoming more mobile until it emerges as an adult. Adults hunt much like their namesake by using their raptorial forelegs to grab prey.



Mantispa styriaca

By Gilles San Martin, [Wikimedia](#)



Ditaxis biseriata

By Fritz Geller-Grimm, [Wikimedia](#)



Calling all budding entomologists or anyone with a picture of a scrump... err, interesting bug they want to know more about! Just head on over to this form [here](#) and submit your image and some basic info about the circumstances behind your encounter with said sna... bug. Select entries will be covered in the next newsletter.

Harvey's Showcase – How to Be a Good Neighbor

Brought to you by: Milly_MFG

Celebrate Community Successes!



Give Thoughtful Gifts



Take Care of Those Pesky Weeds



Visit Local Businesses



Trivia Challenge

Brought to you by: Mario97

It is our favorite plumber's 40th anniversary! 40 years of warping through pipes, jumping on Goombas and the Princess being in another castle. To celebrate, enjoy these *Super Mario* themed trivia questions.



- 1. The Nintendo Entertainment System (NES) launched in North America in October 1985 along with Super Mario Bros. It had released in Japan in 1983. What was the Japanese name for the NES?**

A: Trick question: also the NES
B: The Family Computer (Famicom)
C: Master System
D: Super Nintendo
- 2. In 1989, Mario traveled to our pockets with Super Mario Land on the Gameboy! He also traveled to a new kingdom to rescue Princess Daisy in her debut. What is the name of this kingdom?**

A: Koopa Land
B: Another trick question: he stayed in the Mushroom Kingdom
C: Sarasaland
D: Beanbean Kingdom

- 3. In 1996, Mario made the jump (no pun intended) to 3D with *Super Mario 64*. His beloved Luigi was not present in this adventure but that didn't stop schoolyard and early internet rumors on ways to acquire him. What did players believe that the statue in the Castle Courtyard said as a hint to unlock Luigi?**
- A: Luigi was here.
B: Luigi was NOT here.
C: Nothing
D: L is Real 2401..
- 4. In 2007, Mario took to outer space in *Super Mario Galaxy* in this galaxy hopping adventure to save Princess Peach. Bowser lifts Peach's Castle out of the ground and takes off with it. This is not the first time he has done so. What was the first game in which Bowser steals Peach's castle?**
- A: Paper Mario
B: Super Mario World
C: Super Mario 64
D: Mario Is Missing
- 5. In 2023, Mario returned to the big screen with *The Super Mario Bros Movie*. Unlike the video games, Mario was voiced by Chris Pratt, but Charles Martinet did make a cameo appearance. Who did Martinet voice?**
- A: Luigi
B: Mario and Luigi's Father
C: Donkey Kong
D: Trick question: He wasn't in the movie.

Who's That Character?

Brought to you by: ACWNFreakazoid

Can you identify the shadows/images of these characters that have appeared on Nintendo systems?



Franklin's Fantastic Foods

Brought to you by: klx125

🍪 Chocolate Chip Cheesecake-Filled Cookies



Ingredients

For the Cheesecake Filling:

- 8 oz (225g) cream cheese, softened
- 1/4 cup (50g) granulated sugar
- 1 tsp vanilla extract

For the Cookie Dough:

- 1 cup (226g) unsalted butter, softened
- 3/4 cup (150g) brown sugar (light or dark)
- 1/2 cup (100g) granulated sugar
- 2 large eggs
- 2 tsp vanilla extract
- 2 1/2 cups (315g) all-purpose flour
- 1/2 tsp baking soda
- 1/2 tsp baking powder
- 1/2 tsp salt
- 2 cups (340g) semi-sweet chocolate chips

Instructions

1. Make the Cheesecake Filling:

- In a bowl, beat together the **cream cheese**, **sugar**, and **vanilla** until smooth and creamy.
- Scoop small teaspoons of the mixture onto a parchment-lined tray. Freeze for at least **1 hour**, until firm.

2. Make the Cookie Dough:

- In a large bowl, cream together the **butter**, **brown sugar**, and **granulated sugar** until light and fluffy (2-3 minutes).
- Beat in the **eggs**, one at a time, then add the **vanilla**.
- In a separate bowl, whisk together the **flour**, **baking soda**, **baking powder**, and **salt**.
- Gradually add dry ingredients to the wet ingredients. Mix just until combined.
- Fold in the **chocolate chips**.

3. Assemble the Cookies:

- Scoop out about **2 tablespoons** of cookie dough and flatten it into a disk.
- Place a frozen **cheesecake ball** in the center.
- Cover with another **1 tablespoon** of dough and seal the edges around the filling, forming a ball.
- Repeat with remaining dough and filling. Place cookie balls on a tray and chill for **30-60 minutes**.

4. Bake:

- Preheat oven to **350°F (175°C)**.
 - Line a baking sheet with parchment paper and place cookies 2 inches apart.
 - Bake for **12-15 minutes**, or until edges are golden and centers are just set.
 - Cool on the tray for 5-10 minutes, then transfer to a wire rack.
-

Tips

- Use a cookie scoop for uniform size.
- They taste amazing after refrigerating!
- Want extra indulgence? Drizzle with melted chocolate after baking.

Staff Roundtable

Brought to you by: Penguingeek

Howdy ya'll! It's time for another roundtable! Let's see what this newsletter's topics are...

Animal Crossing Switch 2: When do you think it will release? What might it be called? What features (returning or new), new villagers, new collectibles, etc. do you want to see in it? Will we be able to browse and carouse to our heart's content? Put your 2 Bells here!

SeaLion: So, I'm not quite sure what a new Animal Crossing title would be called, since really, I don't know what else they could do with it. Do I think they could do something new with it? I'm sure they could, but it's not the kind of game that lends itself to major experimentation, not without losing the core of what Animal Crossing is. And ultimately, it's a little game about living in a small town and all your neighbors are animals. Now, having been out of it for a while, I can't begin to imagine what it would be called, what features they would include or not include, or what I would want to see in it. Really, I'm content to just be surprised.

Devin2600: Honestly, I'm just looking for a game that more closely resembles New Leaf. That game had so many unique and full sets of furniture, much more than New Horizons. I think take New Horizons, tweak the crafting system to be less resource-heavy, bring back unbreakable tools, island minigames, other online options, and bring back personalities to the villagers. New Horizons felt so bland in dialogue, where I'd sometimes have multiple villagers tell me the same thing (sometimes even in a row).

Nintendo does seem to be focusing on multiplayer and open worlds in a lot of their games. I don't think Animal Crossing lends itself well to this idea, but what I think could work would be allowing access to friends' towns seamlessly. Meaning, I could just pop over to a friend's town without them even knowing, whether they are playing or not. Sorta in a more "connected" world.

I also think they need to bring back the soul of Animal Crossing, it lost a lot of charm in New Horizons due to the fact that it became more of a decorating game than a life simulation game.

... there are my random thoughts. Do as you wish with them!

Jarikira: I so agree with Devin about going back to a NL style. I can't adequately describe how much I dislike the crafting of furniture and tools! I dislike it almost as much as grass wear! Please Nintendo don't bring that back!! I loved collecting all the furniture sets in NL and that was the main reason I had two towns going for over 4 years. I was done playing NH somewhere around 18 months.

I'm sure we will get a new AC because it was a huge money maker for Nintendo. Hopefully already working on it! I'm thinking at least a year from now.

PenguinGeek: I have a lot of things I would like to see in the next Animal Crossing. I hope they expand the farming and create different foods and give them more qualities, like maybe eating a protein shake or something makes you run faster, lol. I would LOVE new everything: villagers, furniture, bugs, fish, you name it. It would be cool if they brought back the New Leaf features, too, like Main Street.

As for the name of it, I have no idea. They tend to make it based around the overall theme, like how City Folk was also about going to the city.

Milly_MFG: I like to be optimistic, so I am going to guess it will be out this holiday season. My biggest hope is that they introduce quality of life updates, making it easier to order multiple things at once from stores like the Ables and craft more than one thing at a time. I do hope they continue with the crafting and cooking, but make it a little more interesting. Cooking, especially, adds more forgeable items that you have to find during specific seasons for certain recipes, etc.

Bring some mini games or other ways to entertain multiplayer visitors. New Horizons lacked that kind of activity a lot. Also add in a lot more furniture options, change up some of the common holidays and events to be a bit more interesting as well.

As for the name I will go with Animal Crossing New World

707penguin: Unlike many long-time fans of the series, I loved New Horizons, but it was definitely lacking when it came to multiplayer. I really hope they bring back the island-tour minigames from New Leaf (or create something similar) and even build on it. Also, I don't know if the process of actually arriving in someone else's town took way longer in New Horizons than in previous games or if I just don't remember previous games as well, but they should definitely streamline that for the next game.

ACWWFreakazoid: I definitely agree with those that want to see a return to the New Leaf and before type of gameplay. New Horizons wasn't bad, but as others have said it felt more like a designing type game a la Happy Home Designer with some Animal Crossing thrown in. Nintendo needs to bring back more dialogue variation and more to collect as opposed to craft, especially with how clunkily the crafting system was implemented. There are series like Atelier out there that have much smoother systems as an example of how to do it. Also, breakable tools need to go die in a fiery pit. Animal Crossing isn't a survival game.

As for new villagers, the sky's really the limit. Nintendo hasn't even scratched the surface. We haven't had any wombats, capybaras, lizards (outside of Frillard), cassowaries, kiwis, etc. The same goes for bugs and fish, where there are a ton more options. Giant millipedes anyone? Also, justice for the catchable cockroach! In terms of new furniture/clothing/etc. I really hope they borrow some of the Pocket Camp exclusive items as there are some really cool designs there. I can't really think of any new features, but the ability to actually "walk" underwater would be cool and could open up the possibility of aquatic villagers. It might also be cool to have explorable caves, etc.

Future Switch 2 Games: What franchises (other than Animal Crossing) do you want see and what do you hope they do with them? Which one would be you most wanted and what are some ways Nintendo could really drop the ball with its design? Are there any modern ports/remakes you'd like to see? Our bodies are Reggie!

SeaLion: So, besides Animal Crossing, what I would like to see for them to do some more with the Fire Emblem series, both in terms of new mainline games and remakes. On the 3DS, Fire Emblem Echoes showed that people will go for the older games, so I would like to see them actually do more with the games that haven't seen a Western release yet. The one I would really like to see is The Binding Blade, but on the other hand, I think it could easily drop the ball in its design by trying to update it. Thus far, it's only a GBA title, and there is something charming to it. I would love to see them bring it to the west, but I also acknowledge that some of that charm could be lost.

Milly_MFG: For Nintendo, I would say load me up on all the different Pokémon games! Besides that, maybe stuff like new 3D Mario, New Yoshi Story, New Yoshi everything.

707penguin: I've been hoping for a sequel to Super Paper Mario for fifteen years and won't stop now.

Mario97: I think the big one that would be popular is the next Animal Crossing: Amiibo Festival Smash game. I'd love to see them either build off of Ultimate and add new stages and characters (which would be challenging to do, as it involves obtaining the rights and resolving all the legal issues to bring back many characters).

I second 707's thoughts. I loved Super Paper Mario. It was the first game I bought for my Wii and the first Paper Mario game I completed. Heck, I'd even settled for a remake at this point.

It would be cool to see Star Fox make a return—even a new Wario platformer. I like WarioWare, but it's been so long since he's been on an adventure.

Please, Nintendo, give us the HD remakes of The Legend of Zelda: Twilight Princess and The Legend of Zelda: The Wind Waker.

ACWWFreakazoid: I definitely second some Fire Emblem remakes. It would also be awesome to see a remake trilogy of all 3 Mother games using the same graphical style as the Link's Awakening remake/Echoes of Wisdom to mimic the clay promo art. Other than that, I can't think of too many other remakes. Maybe some of the Japan only games like Tomato Adventure, Glory of Heracles, Zangeki no Reginleiv, etc.

As for new games in series, there are the obvious ones like a more traditional 3D Zelda, another Kirby, Star Fox, Fire Emblem, Xenoblade, Pokémon (with a more serious story like older

games), etc. On the more niche side, maybe an Ice Climber platformer, another Kid Icarus, a collection of new Game & Watch mini games, and Golden Sun sequel.

Shrunk's Joke Corner

**Why is Blathers not a
good programmer?**

**Because he doesn't deal
with bugs well!**



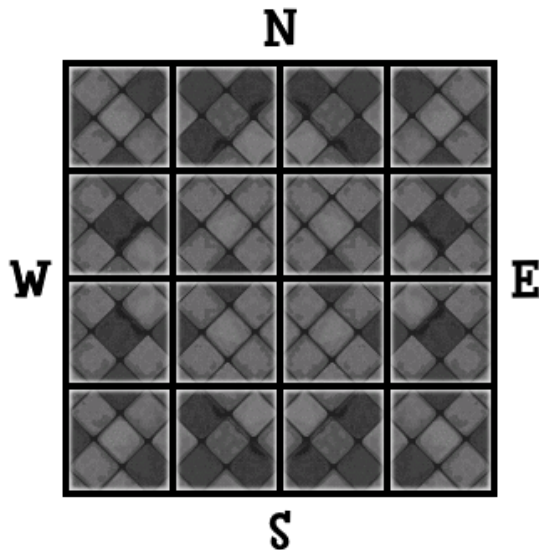
Puzzles

Brought to you by: StarlitGitch

Blathers is trying to store some exhibit pieces, and he needs your help! He wants to fit the following items into a 4x4 storage room. However, in order to keep the items in pristine condition, he has some rather specific rules for where items can be placed. Can you figure out how to place the items?

⌘ "Next to" means that at least one side of the item is touching another. Diagonal spaces do not count.

Answers are at the end of the newsletter.



- Freshwater and saltwater fish cannot be next to each other.
- Each freshwater fish needs to be next to another freshwater fish.
- Each saltwater fish needs to be next to another saltwater fish.
- Any fossils must be in the south half of the room.
- The Arowana must be in the west half of the room.
- The Tuna and the fossil must be next to an art piece.

Items:



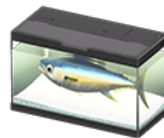
Dunkleosteus
2 x 2
Fossil



Robust statue
2 x 1
Art



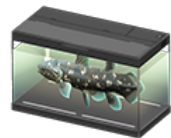
Arapaima
2 x 2
Freshwater



Tuna
2 x 1
Saltwater



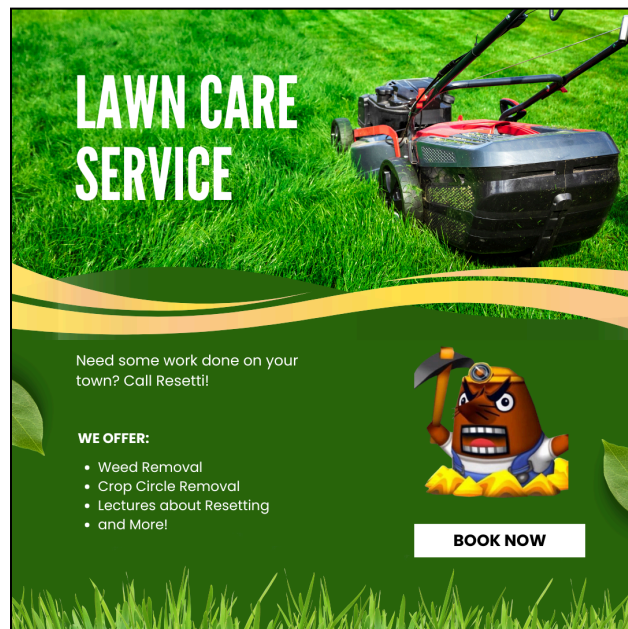
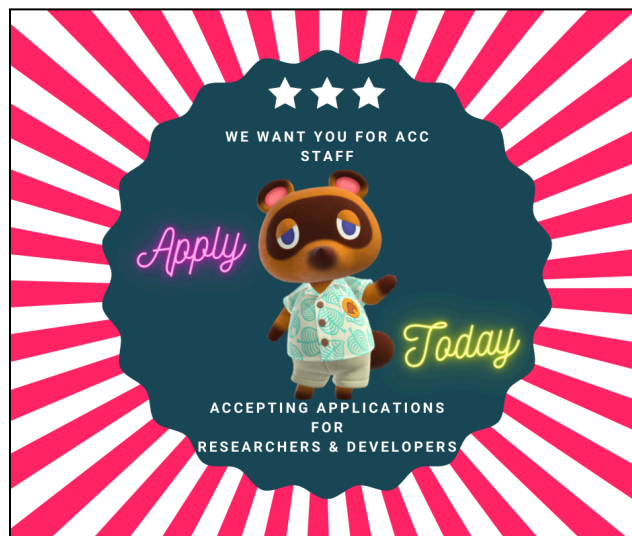
Arowana
2 x 1
Freshwater



Coelacanth
2 x 1
Saltwater

Spotlight Advertisements

Brought to you by: Milly_MFG















Answers

Trivia:

1. B, 2. C, 3. D, 4. A, 5. B

Who's That Character?:

<p>Crazy Redd (Animal Crossing)</p> <p>Henry Fleming (Code Name S.T.E.A.M.)</p> <p>Rick (Kirby)</p>				
<p>Mimikyu (Pokémon)</p> <p>Donkey Kong & Pauline (Donkey Kong Bananza)</p> <p>Ophelia (Octopath Traveler)</p>				
<p>Joanna (Perfect Dark)</p> <p>Nils (Fire Emblem)</p> <p>Shinigami (Master Detective Archives: Rain Code)</p>				

Puzzle:

