

THE ULTIMATE ACNL Glitches Guide

Starter Glitches

King Tut

This glitch uses the King Tut mask to trip into a glitch location. It is done by finding a corner of the map and digging holes around them, then trapping yourself to make you 'spazz out,' then once you trip, you fall into your glitch location.

Shovel

This glitch is also a starter method into getting into walls like King Tut, but instead you dig holes around the glitch object, and have another player dig you up while you run towards your intended target.

Tweeter/Beans

Another starter glitch, but allows easier access to locations unlike the previous two. It's done when one player pushing someone who's constantly using the tweeter or beans towards the intended object to glitch into.

Net

The current, best known starter glitch there is. It only requires one player to very slowly sneak into their intended glitch object, it

takes quite a bit of time, and other players can't touch them until they are done.

Death Glitch

A starter glitch that puts you into a Cloned state; can be done by going into a death spot and saving. This causes the player to die, and change into this state, death areas can include the fence or the underground.

Simple Glitches

Talking in Pockets

This is in the simple glitch category, since all you need to do is hold down the chat tab, and hit 'X' constantly, then release the chat tab to bring up you in pockets while chatting.

Stump Glitch

This glitch is where one player sits on a stump and saves. This causes another player to be able to sit in them, and this can be done multiple times until everyone is seated on the same stump.

Ables Glitch

A glitch performed when four players push towards Sable in the Able Sisters shop. Also can be done with two players to lag collide each other, causing both to slide into Sable.

Standing on a Hole

A glitch achieved when someone starts digging, and another player pockets or uses an emotion on the spot they're about to dig. This also can be done with the rod too.

Shaking Infinity

A glitch where a player gets into King Tut position, and then shakes a tree. This causes the player to forever be shaking a tree, and impossible to get out of unless another player undies a hole.

Resident Glitch (Main Town)

This is done by making a line of holes near the glitch location, and glitches residents almost identically to using the shovel glitch. The player digging should dig when the resident is moved to activate the glitch.

Resident Glitch (Main Street)

This glitch is done by pushing a resident at an angle towards Shampoodle's stairwell to the building. After getting residents up, they can be pushed into various other areas.

Merge Glitching

A glitch achieved by using patterns and buried items to make multiple players stand in one spot. This also can be done on residents as well, for a total of seven merged at once.

Doubles Glitch

A hard glitch to perform, it's done when you place a flower right where a resident is about ready to place one. This causes them both to be on the same spot. Also can be done with items.

Can Glitch

This is considerably the hardest glitch of them all. It's where a resident is watering flowers, and while they're watering, another resident is taking you to the plaza for hide and seek. If done right, water would be flowing.

Mii Mask

A visual glitch that occurs when wearing the Mii mask. All you have to do is go to a room in the aquarium, and changing the view of the camera to a certain angle. At the right angle, the Mii mask will glitch out.

Club LOL Glitch

A glitch caused when all four players exit Club LOL and pocket as soon as they can. When they're all pocketed, they can unpocket, and they will all be merged together. Just move to get out of it.

Cloning/Duping

A glitch that causes any droppable item to be cloned. Requires two players, one places down the things to clone, the host ends, and the second player has to flick the wireless switch at just the right time. I don't really do this much, only really to see if it existed, so I don't really cheat this way, glitches are meant to be fun, and for entertainment purposes only.

Complex Glitches

The Underground (Main Town)

This glitch is by using a starter glitch to get onto the tracks, then using the net glitch to get past the tracks on the bridge side. Multiple ways to get here, but this one being the fastest. (Never run down there, destroys flowers) You can quickly get out by either pressing start, using a shovel, or by saving. Also by falling into a hole. It never ends.

The Underground (Main Street)

The same with the normal town, but it can be accessed quicker with the portal, and there is multiple ways of getting into it, such as continuously glitching upward until you fall down.

The Underground (HHA)

An underground that is on HHA, done by glitching up past the sign straight into it, and constantly going up. This causes starve side effects, such as the bottom screen slowly becoming the top.

End of Underground Theorm Terms

Loop- One times around the underground

Round- Five loops, and other players can see as invincible

Pre-Revolution* - 2 rounds a state where you are invincible, still can't see yourself, but closer

Revolution- 15 loops, or three rounds. This is where you can see yourself being invincible

Rotation- 100 loops, 20 rounds. This is when you take a complete tour of the underground

3xRotation Theorm- This is when the underground is supposed to end

*Note that the fact that, round 1 is equal to round 4, 7, etc, same as round 2 is equal to round 5, 8, etc, and same as round 3 is equal to round 6, 9, etc. (this is one of the most complicated to explain parts...)

End of Underground Theory

Now, with that said, allow me to continue. When I noticed the stars going back up, out of the gray bar, it happened during the 10th round. This is where I made a theory of the underground possibly ending after 20 rounds. But after 20 rounds, the stars just headed down again. Making me start thinking... A lot. I noticed that this 20 rounds, (I now call a rotation) has an interesting pattern. That the first rotation was 20 rounds. If you did another rotation, it is 40 rounds, and the third rotation, is 60 rounds. BUT, One revolution is three rounds, WHICH IS A MULTIPLE OF 60, making this have a high chance of when things go bazaar. If you have ever done that one glitch where you go under the HHA, eventually, the entire bottom screen also becomes the top screen. This happens faster since HHA, isn't really that large compared to the main town. I haven't attempted to go in three rotations yet, because of how one rotation takes about an hour of nonstop running. So, maybe someday I'll pull this off, and if it isn't the end, there will most likely be another scale to it later on. There's a lot more evidence I've found that three rotations is the end, but I think I'll stop here. Also, if you use your shovel after one round, you'll instantly be brought back to the start of the underground. Pretty neat trick

The Portal

A glitch that takes you fast into the underground. First use a starter glitch to go into Main Street's pond, then the portal is just by going straight up. Causes the player to get to the underground fast.

Invincibility State (Main Town)

A state that occurs when a player takes five total loops around the underground, this makes the player visible to others above ground, and they can see them go through anything. 15 loops, and you can see yourself.

Invincibility State (Main Street)

A lot like the state from the main town, except for some reason, on Main Street it only takes three loops before one can become

into this state. This state also prompts other glitches mentioned later on.

Seems Legit (Main Town)

A glitch activated once the invincibility state is activated on the main town. In this state, if the player hits start, the other players watching will see them zip along the entire town until they finally rest outside the underground.

Seems Legit (Main Street)

A glitch that's equivalent to the seems legit on the main town, except going into the invincibility state on Main Street. It's rather fun and enjoyable to watch this glitch, most people tend to laugh.

Fish-Locked

A glitch done by going to the far side of the cliff and using a rod or slingshot. Then changing tools and pressing "A," this causes the player to be stuck infinitely in a item pose, only a error can get you unstuck.

Eating Tools (Main Town)

This takes quite a bit to pull off, first you need to glitch on the cliff and get fish locked off to the side. Then another player needs to glitch on the cliff and hold a edible item, then walk into their range of view. Changing tools allows them to eat them. And it's not just eating, it can be used to swap out any tool with another tool, but "Eating Tools" became the famous title.

Eating Tools (Main Street)

An easier to activate glitch, by just going into the invincibility state on Main Street while holding an edible item, or whatever item you want to swap. You could use other various tools as well, such as a net, and the axe would get a net animation, or whatever tool you're swapping with.

Rod Glitch

A glitch done by using a starter glitch up onto the tracks. All you have to do is cast the rod off the bridge and wait a few moments. The hilarious conclusion to waiting is the bobber slowly rising to bridge level.

Flying

A glitch performed by first using the death starter glitch. Then glitching to the top of a building, and other players can see them as 'flying,' the player doing the glitch can't see this, but picking up flowers cause them to look like they're abducted for other players.

Invisible Player

One of my favorites. Caused when a death starter double is stuck, getting stuck is by running out of holes really fast, and locking the location shut. Once done correctly, the player can look to others like they're fishing from miles away, digging holes, using a net, etc. Tweeter instantly gets you out. Jumping into the ocean causes a strange effect, and hitting start puts you into a slow-mo state.

Enlarged Player Glitch

A glitch done when a player has entered the underground from going straight up from the tracks. Then a second player should stand at the boundary of the underground, and to you, you can see inside his or her's head.

Layers of the Tunnel

By glitching all around inside the tunnel, you can hit one of four layers, and changing clothes will allow you to see. If done with other players, it's interesting to see the others be on different layers, and some flying, or others under you.

The rest has yet to be written, if any glitches aren't included, tell me, and they'll be properly added to the guide, trust me, I probably have forgotten some over the years.