

(With new fast villager codes and new routing this is extremely outdated, use this primarily as a starting point and guideline but seek other less-detailed routes for use instead!!!)

my current route <https://pastebin.com/Zgz4ju9h>




colds current route: <https://pastebin.com/kpZRQNVc>

brians route (uses e-reader cards): <https://pastebin.com/kjtF60Jk>

This is the “advanced route” for 100%. There does exist a route that only does the fast nook codes only and opts to skip villager codes, but ends up losing hours to it. There is no guide, there is a route that is similar to this one, just different code wise. If you do NOT want to learn keyboard switching, you should probably follow the nook only route, but if you do want to commit to learning keyboard switching I highly recommend you use this doc instead.

<https://pastebin.com/L8PGq5MS> “Braindead” Route

Setting Up/Notes

- Change the date on the console to Oct. 23rd, 2030 7:00pm
 - This run does require two real memory cards for train duping and other, clear them both
 - Different font for codes are for visibility between lowercase L's and uppercase I's
 -  Codes Every code needed for the run, including extras and a generator
 - If you need to know where a certain fish/bug is, use the question mark in the hundo helper to figure out where it is and it's size if your fishing (make sure to have this)
 -  Fish and Insect Spawn Rates in Animal Crossing (N64, GCN)
 -  Data Spreadsheet for Animal Crossing (N64, GCN)
 - If you get paintings from Nook's, do not sell them, we donate them later
 - Important Notes from original route [Animal Crossing 100% Route by Coldeggman](#)
- Re-enable the music before listening to a K.K. song. If the music is disabled when you talk to K.K., the game will softlock so don't forget to reset the game before doing this!!!

- Most of the villager codes in this list are associated with the villager Lucky. If you get him in your town, don't panic! Just don't talk to him and you'll be fine. Though you will have to talk to him eventually to get extra bridge. That's why the extra bridge is towards the end of the run now instead of the middle.

Pre-mark these things in the Hundo Helper

FURNITURE:

Orange Box

Tape Deck

College Rule

Harvest Table

Autumn Medal

WALLPAPER:

Stone Wall

Wood Paneling

Shanty Wall

Concrete Wall (default houses have these four wallpaper, we'll be setting up a four player town)

CARPET:

Slate Flooring

Steel Flooring

Birch Flooring

Charcoal Tile (default houses have these four carpet, we'll be setting up a four player town)

CLOTHING:

Work Uniform

Big Dot Shirt (will explain how to after chores)

Default Shirt (mark while talking with Nook's, don't know check it while doing big dot shirt)

ITEMS:

Net

Axe

Shovel

Fishing Rod

STATIONERY:

Museum Paper

Wing Paper

Simple Paper (chores)

Introductions

- Start off with the train, name the name and town "!".
- Choose one of the top houses, and then go check the map
- If you don't have A-2 Nook and A-4 Post Office or the opposite, which is A-2 Post Office and A-4 Nook, it's in your best interest to reset, because you will lose lots of time otherwise
- Take a picture of the map for use during this section and one of the chores
- You'll need to do a couple things while during normal intros
- Make sure to check the police station for items, grab them and check them off

- Make sure there is a pond, there is a $\frac{1}{3}$ chance it spawns in the museum, police station, or nook shop acre. Other than that, there is a random chance it spawns in acres without a river.
- Just make sure you do those two things, and introduce yourself to the six villagers and mayor, then head to Nook's

Chores

- While in Nook's, take notice of the things for sale, and mark them down when possible, we will be buying them later. Don't worry if you don't know, you'll see the name later
- This is also the spot to find out what the default shirt is and mark that too
- Chore's List: plant flowers, deliver a piece of furniture, write a letter to a customer, help out a villager, deliver a carpet, deliver an axe to the letter recipient, write an advertisement on the bulletin board
- During the first delivery, you will be rewarded with a piece of furniture, mark that item down
- You won't need the picture map from this point forward, since you get a map
- Write a blank letter on the letter chore
- You might get something good from villager helping, but it's not advised to do, + it's slow
- During the second delivery, you will get a carpet, mark that down too
- Write a blank entry on the bulletin board for the advertisement
- Head back to Nook's when finished

October Night

- Re-enter Nook's, and mark all your stuff in the tracker, grab a shirt, and drop it on the bottom-right slot, go down on the item screen, then sell everything you have. This is how to get the big dot shirt
- Say this code for the Net

U V K i A Q V j u A o 2 % n

S T & L F Z X W p f X e v o

- Say this code next for Station Model 15

B U V L l w x Q 8 Q y i s o

Z @ C T # i L P Z v p e E x

- This code disables music, don't worry it's supposed to because it decreases load times
- Next say this code for Station Model 14

w @ & w B A A A A A A A a

a a a a a a a a a a a a

- Open the presents, sell both station models, mark them off too
- Buy everything on the left side, the front table, then mark them off and sell everything except for the shovel and net
- Make sure not to press try on for shirts, wall, and flooring
- This processing of buying everything in Nook's is called "cataloging" and I will refer to it as that from now on
- Buy a piece of candy and a flower bag, then leave

- Go to the post office, deposit the money
- Catch the following bugs:

Ant (Candy needed)

Cricket

Pine Cricket

Bell Cricket

- They all have distinctive sounds, and for the ant you place candy and go to a different screen then go back, pick the candy back up too
- Go back to Nook's talk about the remodel
- Go back to your house, save and quit (Don't reset, or you'll need to do a backup code for disabling music, this goes for all saves)

September Day

- Set the clock to Sept. 23rd, 2030 12:00pm
- Here's the cliffnotes

Bugs: Red Dragonfly

Mantis

Long Locust

Migratory Locust

Grasshopper

- Donate
- Codes and Cataloging
- Set up 5 autumn medal dupe glitch
- Sell 14 autumn medals + station model 13
- 2nd Debt

- First, we need to go to Nook's for Codes and Cataloging, as it's faster
- Select the second option for the HRA talk
- Codes:

a Q 1 % a Z Z Z Z Z Z Z Z Z Z

Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z (Harvest Table)

% % a 1 1 F F F F F F F F F F

F F F F F F F F F F F F F F F F (snowman wardrobe)

- Catalog afterwards, sell everything except for bugs, flowers, wardrobe, and table
- You'll have to sell after getting the wallpaper
- As long as you have five open slots for bugs, your good
- Drop some stuff outside nook's to sell later if you don't have space
- If you run out of money for catalog, sell the current bought items, then if that doesn't work out, use the station model 13 code and sell
- If you get an axe from cataloging, make sure to chop trees and shovel stumps, for perfect town extra points, you'll need to remember later to replant them
- If you get another shovel, find a gold spot to get golden shovel

- Catch the bugs, then donate them, mark them on the tracker

Red Dragonfly

Mantis

Long Locust

Migratory Locust

Grasshopper

- During bugs, go to the festival and get an autumn medal from the mayor
- Use the flowers for mantis
- If you caught extra bugs after donations, you can do the duping later, along with the second debt
- This also goes for if you some reason have low inventory space
- Go back to the house and setup the medal dupe ☰ autumn medal dupe
- Replace the second tape deck with the wardrobe from earlier
- Check for anything in mailbox, there shouldn't be anything
- After setting it up, drop everything outside the house, then dupe 14 medals
- Go to Nook's and enter this code for station model 13

M D R y i Z k y D e I u & w

3 G I P y e z t h f 2 B o I

- This assumes your on the route, and didn't need it for backup purposes
- Sell everything, all medals and the station model, mark your stuff
- Get stuff outside if there is stuff out there to sell, then sell it
- Go to the post office, pay off the debt, go back to Nook's, talk about basement, save and quit, change time to July 4th at 12:00pm

July Day

- July 4th at 12:00pm
- Cliff Notes:

- Catch the following bugs:

Banded Dragonfly

Brown Cicada

Robust Cicada

Walker Cicada

Jewel Beetle

Pondskater

- Catch the following fish:

Sweetfish

- Donate
- Codes
- 3rd Debt

- Nook's and Cataloging first, if you didn't setup dupe in September Day, bugs and donations first
- Swap them both, you'll need to enter at some point for the rod if you don't have it
- Setup duping after donations
- After cataloging, you'll need to enter these codes

a B S b R N N N n n n n n n
 n n n n n n n n n n n n n n (harvest wall)

A B K t t t t t t t t t t
 t T T T T T T T T T T T T T T (harvest rug)

- From here, if you haven't gotten a rod from cataloging, use the rod code
- If the only thing you are missing is a shovel or an axe, enter the codes for those
- If you are missing both the shovel and axe, get the shovel
- If you have everything, get an extra shovel for golden shovel
- If you've done that, you can get a code ahead, but it's not recommended for beginners

u V V e E e @ s j J x J p r
 B F r b 2 H O x x q z a b M (rod)

k R a N l f D u # v I x 3 K
 5 v D H y T 8 Z m 9 c J X y (axe)

y Y B u m X Q W X U p @ U K
 X e s R s W u T C w b G W 8 (shovel)

- Rod is top priority if you don't have it, mark all stuff down, sell
- Buy two batches of four pieces of paper, mark paper, write these codes in five letters

Harvest Bed:
 H h g e V r D n r T 9 B a S
 K c % K c A I n 4 n w v @ z

Harvest Bureau:
 3 w m L F c u f & c z m B H
 v V b s a & s N e A P r V i

Harvest Chair:
 s Q I i 5 7 O H 4 y x A T E
 q 5 w a t O s q K @ G K 6 n

Harvest Clock:
 v G g i 6 F 2 M w v x k j q
 f 5 6 l E t w a h P v E I t

Harvest Dresser:
 3 C m L F n u a R c Y m B b
 V V b s a & s N e R P r e i

- All letters must be to different people and cannot be sent to the same person
- Formatting goes as follows, put a key icon(top right) on the first line, return no space, first line of code, return no space,second line of code, no spaces
- Mark these in the tracker, mail them all off
- The paper count should follow this format
4, 4 - 0, 3 - 4, 3 - 2, 0 - 2, 4 - 0, 1 - 4, 1 - 0, 0 - 4, 4
- At this point, you probably have enough money for the 3rd debt, if you don't, no worries, we will finish it after bugs and fish
- Go grab the tools at the front of your house, net and rod, other tools if you need them, catch these bugs and fish

Banded Dragonfly

Brown Cicada

Robust Cicada

Walker Cicada

Jewel Beetle

Pondskater

- Catch the following fish:

Sweetfish

- Don't be discouraged to grab extra bugs and fish along the way, since it's the last thing we are doing here
- After catching all of that stuff, mark it off in the tracker and donate to the museum
- If you haven't paid off the debt yet, medal dupe, sell, deposit
- The amount of medal you dupe matters, you want to make sure you aren't having to carry money bags
- Then, go back to Nook's, talk about the remodel, save and quit

July Morning

- Change the time to July 3rd at 6:00am
- Cliff Notes:

- Catch the following bugs:

Evening Cicada

Cockroach

Drone Beetle

Dynastid Beetle

Flat Stag Beetle

Saw Stag Beetle

Mountain Beetle

Giant Beetle

Spider

- Check mailbox if you have mail
- If there is rain, get a snail (this goes for july and june night as well)

- Catch these bugs, save and quit (yes that's the whole split)

July/June Night

July Night

- Change the time to July 3rd, 2030 8:00pm
- Cliff Notes:

Catch the following fish:

Eel

Arowana

Catfish

Giant Catfish

Donate

Codes

- Don't check the mailbox yet
- Go and catch the following fish, extras are fine as long as you have space
- Get spider if you didn't in July Morning, try to get it before January, or you'll need to do it during Codes Hell, and that's no fun
- Donate to the museum
- Go back to your house, drop your tools, check the mailbox, read all letters except the first two, grab the presents, trash all letters except the first two, we do this just in case we need extra storage for tools
- Dupe 5 medals if you haven't paid off the 3rd debt yet, and did duping in July Day
- Go to Nook's for these codes
- I'd like to preface, if you've gotten these items somehow throughout the run, you can go a code ahead, but it might be better to stay on the route for easier guiding and use the extra code space for tools, this also goes for villager codes
- If you do get a code ahead, use the codes list at the top of the page
- If you get a code behind, like have to use a disable music code, you should be fine, you'll just have to read the route differently
- If you fall too far behind, you need to look at the codes list and re-route your codes

2@rTeYYYYyyyyyy

yyyyyyyyyyyyyy (Jingle Wall)

1qBSuUUUUUUUUU

UUUUUUuuuuuuuu (Jingle Carpet)

QCCdeYYYYYyyyy

yyyyyyyyyyyyyy (snowman wall)

- Catalog the umbrella, then open every present, then sell everything, make sure it's marked off first
- Catalog, mark off stuff, sell it, buy one sheet of paper, mark that off
- Go back to your house and grab the other sheet of paper, then these codes

Harvest Lamp:

sQRi57cpoyxkTE
Y5wvtOsqK@GK6n

Harvest Mirror:

iwmnW7ua&bctRY
geouPQUqH%ir4X

Harvest Sofa:

HhgPjr%kUBnoaS
KckNrRI7R2wv@z

Harvest TV:

HhgPVrDnrCNBaS
Kc%KcAsn4nwv@z

Jingle Bed:

Fercuryhewhit
morcnytnewhit

- Use up all of the paper you just bought, then one of the other paper, leaving two
- Go to the post office, deposit money if you need too, mail all letters
- Go back to the house, save and quit

June Night

- Change time to June 3rd, 2030 7:00pm
- Cliff Notes:

Catch the following bugs:

Mosquito

Firefly [NO RAIN]

Codes

- Depending on your inventory situation, it might be better to get bugs and do donations early, but you want to do codes and cataloging first if you can, and you should have near nothing in your inventory
- Say these codes, mark and sell, then catalog, mark and sell
- You can catalog during June Day as well if you don't do it now

Snowman Carpet:

WsDvMEEEEEEEEE
EEEEEEEEEEEEeee

Spooky Wall:

22sssfrrrrrrrr
fffffrrrrrrrrrr

Spooky Carpet:

q k k Z u l l l l l l l l l

l l l l l l l l l l l l l l l

- Leave, and catch bugs, and there is a chance you already got a mosquito from July Night
- After catching bugs, save and quit

June Day

- Change the time to June 3rd, 2030 2:00pm
 - Cliff Notes:
- Catch the following bugs:

Yellow Butterfly

Common Butterfly

Tiger Butterfly

Purple Butterfly

Common Dragonfly

Darner Dragonfly

Longhorn Beetle

Ladybug

Spotted Ladybug

Snail [RAIN]

- Catch the following fish:

Guppy

Popeyed Goldfish

Goldfish

Crucian Carp

Pale Chub

Bluegill

Brook Trout

Giant Snakehead

Donate

Codes

- You probably if you've been catching extra bugs and fish have a lot these bugs and a couple of these fish, which is good, we spend less time here
- Get all the letters from the mailbox
- Catch everything, then go donate, you might need to do it in batches, since there is a lot to get here
- On your way to nook's, grab presents from letters, read all and keep and don't read top two letters

- Afterwards, go to Nook's, sell any extras if you need space for codes and mark them, then enter in these codes

Classroom Wall:

3 4 D D r n n N N N N N N N
N N N N N N N N N N N N N

Mortar Wall:

w l d V x u u u u u u u u
u u u u u u u u u u u u u

Blue Tarp:

% % A s B s r r r r r r r
r r r r r R R R R R R R

- Catalog if you didn't in June Night, sell stuff in presents, buy one sheet of paper, mark it off, then put these codes in the letters. Use the rest of the first paper you bought, then use the new paper you got, you should have 1 piece of paper left.

Jingle Chair:

x w m n F c u a a Z Y m B z
V V h # p U s N t Q P r V X

Jingle Clock:

C h L E U h E s r e r s e Y
I r o n w h i s r e r s e Y

Jingle Dresser:

D J i s a f a n o f J a c K
D J i s a f a n o f J a c 3

Jingle Lamp:

C h L E w h i s r e r s e Y
I r o n w h i s r e r s e Y

Jingle Piano:

T C m 2 F n u a j 5 c t R q
g e o U p U Q u m I r A X

- Go to mail the letters, back to house, save and quit

May Evening

- Change the time to May 3rd, 2030 4:59pm
- Cliff Notes
- Catch the following fish:

Loach

Killifish

Frog
Crawfish
Small Bass
Bass
Large Bass
Freshwater Goby
Angelfish
Cherry Salmon
Dace
Rainbow Trout
Barbel Steed
Carp
Large Char
Sea Bass

Donate

Codes

4th Debt

- We'll be doing codes and cataloging
- Don't check your mailbox yet, go to Nook's
- Sell your extras and mark them down if you haven't already, then codes

Lunar Horizon:

Q C B k Z Z Z Z Z Z Z Z Z Z
Z Z Z Z z z z z z z z z z z

Garden Wall:

q & q q b R R R R R R R R R R
R R R R R R R R R R r r r r

Western Vista:

S S m N G t r r r r r r r r r
r r r r r R R R R R R R R R

- Afterwards, catalog, mark, open presents, sell, buy a sheet of paper, mark it off
- Do these codes for the paper, use all paper

Jingle Shelves:

x w m n F n u f j Z z m B H
v V h # p U s N t D P r V X

Jingle Sofa:

T C m 2 F n u f a 5 b t R a
9 e o K p U Q u m a i r A X

Jingle Table:

x w m n F c u a j Z Y m B 5

V V a # p w s N t Q P r V X

Jingle Wardrobe:

H E S p 3 D n O H G b i T @

X j & O p c 3 @ T y r X k O

Snowman Bed:

T w l n Z s u f w W l h c z

z p O t g V % d 7 v & # f y

- Go to the post office, mail off the letters, deposit of the your current money
- Go to your house, dupe 10 medals, set up "goods power"
- To do that, place seven in the row at the back of the house, then three in a row at the right side of the first row, this gives us better item luck and stuff like that
- Dupe 15 medals, grab presents from mail, sell medals at Nook's, then sell stuff from the presents, deposit at the post office, go back and talk about the last debt
- Dupe 10 more medals IF and only IF you do NOT have enough money for the debt
- After that, pick up your tools that you dropped before duping, catch all the fish you need
- Afterwards, donate, go back to your house, save and quit

August 23:59

- Depending on how confident you are, how good of a town you have, and your skill level, you should change your time differently
 - If you are expert, and good town, use August 31st, 2029 11:59pm
 - If you are expert, and bad town, use August 31st, 2029 11:58pm
 - If you are intermediate and good town, use August 31st, 2029 11:58pm
 - If you are intermediate and bad town, August 31st, 2029 11:58pm or 11:57pm
 - Beginners should use August 31st, 2029 11:57pm or 11:56pm
 - This time is important, because we need to catch a jellyfish before we go into september for other fish
 - Cliff Notes
- Catch the following fish:

Jellyfish (Before September 00:00)

Red Snapper

Barred Knifejaw

Salmon

Coelacanth [RAIN]

Piranha

Arapaima

- If after you catch the jellyfish it isn't raining, you'll have to catch it near the beginning of codes hell
- If it is raining and you don't have snail yet, now is a good time
- After you've caught everything, go to your house and save and quit

January Evening

- Set time to January 9th, 2029 5:00pm
 - Cliff Notes:
- Catch the following bugs:

Mole Cricket
Bagworm
Pillbug

- Catch the following fish:

Pond Smelt
Bitterling
Koi
Stringfish

(All Fish)

Donate

Codes

- Basically, catch these fish and bugs, donate, codes/catalog, save and quit
- You might have to donate in batches or drop stuff
- Make sure to check your mailbox first, don't do anything with the letters
- Catch all the bugs and fish, donate, then head to Nook's
- Grab the presents from the letters on the way, open them too
- Go to Nook's enter these codes, then sell everything including present items, mark

Music Room Wall:

Z 1 4 & b W W W W W W W W W
W W W W W w w w w w w w w w

Office Wall:

a S K Q Q # z z z z z z z z z
z z z Z Z Z Z Z Z Z Z Z Z Z

Ancient Wall:

X u u s k Z Z Z Z z z z z z
z z z z z z z z z z z z z z z

- Afterwards, catalog, mark, sell, go to your house, save and quit

Other 3 Chores

- This split is pretty basic, set time to January 8th, 2029 9:00am IF snow on the 9th
- Say "I'm New" when being ask who you are
- Name yourself "!!" the first time
- Do regular intros and chores just like earlier

- After the first set of chores, enter in these codes

Sandlot Wall:

q B W K t Z Z Z Z Z z z z
z z z z z z z z z z z z z z z z

Meadow Vista:

& w E e e F F F F f f f f f
f f f f f f f f f f f f f f f f

Tree-lined Wall:

l & w S B B B B B B B B B B
B B B B B B B B B B B b b

- Mark them down, go the center area, open presents, then drop everything, unless it's something already marked off in the tracker, then just keep it, save and quit
- Make sure everything you got, including shirt, furniture and carpet marked down
- Don't change time, just saw I'm New again, with the name "q"
- Regular chores and intros, after the second set of chores enter in these codes

Basement Wall:

% % A l H H H H H H H H H
H H H H H H H h h h h h h h h

Backgammon Wall:

2 4 C & v q q q q q q q q q
q q q q q q Q Q Q Q Q Q Q

Industrial Wall:

b L u C W N N N n n n n n n
n n n n n n n n n n n n n n

- Mark down, center, presents, drop things for P1 if needed, make sure it's all marked down, save and quit
- I'm New, this time with the name "?"
- Regular chores, and intros, after third set of chores enter in these codes

Desert Vista:

2 2 & D D o n N N N N N N N
N N N N N N N N N N N N N N

Tropical Vista:

a K l l s l L L L L L L L L L
L L L L L L L L L L L L L L L

Mushroom Mural:

2 2 E t t g f f f f f f f f f
f f f f f f f f f f f f f f f

- Mark down, center, presents, drop things for P1 if needed, make sure it's all marked down, save and quit

Golden Axe

- Go on the main file, golden rod, pickup as much stuff as you can from the other three chores, sell everything, it should be marked down, then catalog, mark, sell, enter these codes, sell, buy two sheets of paper

Ringside Seating:

a K b S m m L L L L L L L L L L
L L L L L L L L L L L L L L L L

Classroom Floor:

q r N r n n n n n n n n N N N
N N N N N N N N N N N N N N N

Mossy Carpet:

Q w L K K m l l l l l l l l l
l l l l l l l l l l l l l l l l

- Use five pieces of papers, write down and mail these codes

Snowman Chair:

V w l n Z R F E w W l h c z
z X Y t g V % 8 m v D # f y

Snowman Clock:

J w l n A s u f w J v B c 4
z p o t g V l d k v & w f y

Snowman Dresser:

D e n n i s M f l l e r I s
S o k D a m n A w e s o m e

Snowman Fridge:

8 W U F W W P E e m O a 6 S
h 3 @ P H K J l A o J a p a

Snowman Lamp:

v p t m i l k g o D m i l k
g o t m i l k g o t m i % k

- Head to the Wishing Well, on the way get at least 12 apples, plant a couple in area with little trees and/or apples
- Go to the wishing well, ask about how things are going, and it will tell you something
- The requirements for perfect town are as followed:
 1. Overall garbage count must be less than 5, excluding the Dump area. Once garbage exceeds this amount, all garbage must be cleaned up.

2. All acres must not have weeds outnumbering flowers by 5 or more. This one shouldn't be an issue, since we are time travelling backwards most of the time
3. All acres except for exempt ones (Wishing Well, River Pool, Train Station, Player Houses, Museum) must have between 9-16 trees, inclusive.
4. The player must score 17 or higher "perfect acre" points. One point is awarded for every two acres with no garbage, with weeds outnumbering flowers by 2 or fewer and with 9-11 trees. A full point is awarded for an acre with no garbage, weeds outnumbering flowers by 2 or fewer, and with 12-14 trees.
 - Just do what the wishing well tells you to do, and it should say this when you ask "Everything is perfect! ! is a very liveable place!"
 - After this, go to your house, pickup as much from other chores as you can, save and quit
 - Set the clock to a month back, just change month to december then year to 2028
 - Go on main, don't mashing text here, when done saving reset
 - Set clock forward a month, back to Jan 2029, go on main, reset after save again
 - We do this because second Resetti text is shorter
 - This time, go on main normally, then check mailbox
 - You need two empty slots for Bee and Golden Axe, drop two things if needed
 - Go to the wishing well, get the golden axe

Nookway

- Hit a bunch of trees with the axe until you hit one with a bee's nest, catch the bee, now you have All Bugs
- Donate to the museum, then go to your house
- If you can pick up everything with tools put away, do so, but if you can't don't worry, go to Nook's anyways, and sell
- It should be all marked down, don't sell tools or paper or bugs, you can sell the net now
- Normal cataloging, mark and sell, get presents, throw away all but top two letters
- Enter in these codes

Closed Road:

```
% q W W m L L L L L L L L L L
L L L L L L L L L L L L L L L I
```

Lunar Surface:

```
w @ e M I W w w w w w w w w
w w w w w w w w w w w w w w
```

Station Model 12 (DISABLES MUSIC):

```
U N 4 Q A O x k 2 V 5 u I 3
Z Z 4 t Y G 7 R R E 3 t t A
```

- Open all presents, sell stuff, buy a sheet of paper, mark off, then grab stuff still outside, save and quit
- Change the date to January 10th, 2029
- You should get the golden net from mayor, check mailbox, same throw away procedure
- Go to the now new Nook n' Go, do codes, sell extras, mark them and catalog

- Put your Shovel in the first letter as a present to free up inventory space

Sand Garden:

U s l U S S S S s s s s s s s
s s s s s s s s s s s s s s s

Western Desert:

% Q c d d d d d d d d d d
d d d d d d d d d d d d d

Music Room Floor:

s X X d d N N N N N n n n n
n n n n n n n n n n n n n

- Sell and mark after cataloging, drop all your stuff, then dupe 15 medals, sell them
- Drop all bags outside nook's, dupe another 15, sell them, grab all bags, deposit
- Make sure to pull any weeds on the way
- Dupe 15, sell, dupe 10, sell, get paper sheets, codes, mail and deposit, 5th debt done
- Use rest of 4 paper sheets, one of most recent paper, should be left with two pieces

Snowman Sofa:

8 W E F W W P r P P b q 6 p
5 E v H H K J l R o J K 2 a

Snowman Table:

J w l n M s u E 7 J l h c z
z p Y t g V % 8 o v D # f y

Snowman TV:

8 W E F W W P E P m b a 6 S
y E v H H K J l R o J a p a

Spooky Bed:

L s M B Y x l G Q e k 2 K S
j v 5 H 8 7 G k W J l q 4 D

Spooky Bookcase:

a l b l c l d l e l f l P y
a l b l c l d l e l f l G y

- Talk to nook, Go to your house, save and quit, change time to January 12th, 2029 4:59pm, main file
- Go inside the new Nookway, split

Train Dupe

- When entered, enter these codes

Office Flooring:

Q B R d F F f f f f f f f

ffffffffffffffff

Ancient Tile:

Q b W E d N N N N N n n n n
n n n n n n n n n n n n n

Sandlot:

% W W V V T T t t t t t t
t t t t t t t t t t t t

- Then do cataloging, make sure you buy pads too if available. Leave one item behind when cataloging
- This is very important for later
- Grab the golden shovel from the golden tree, it should be fully grown by now
- Mark, sell, get a sheet of paper, get 10,000 bells from wallet to leave outside of Nook's, grab stuff from mailbox, throw away procedure, don't get presents yet
- Drop every outside, then dupe 7 groups of 15 medals, use the counter to keep track
- After selling the first batch, drop all bags near gold statue
- After selling the second batch, grab all the statue bags and deposit them at the post office
- After selling the third batch, drop all bags outside of Nook's
- After selling the fourth batch, grab 4 of the 5 bags and deposit them at the post office, make sure to grab the 30,000 ones, not the 10,000 one
- After selling the fifth batch, drop all bags outside of Nook's
- After selling the sixth batch, grab 4 of the 5 bags and deposit them at the post office, make sure to grab the 30,000 ones, not the 10,000 one
- After selling the seventh batch, grab both letter sheets, open code presents and throw away procedure, drop all items from codes, leaving you with bags and paper, write the following codes, use rest of 2 paper sheets, should be left with 1 paper piece

Spooky Chair:

g 8 c d t g & S 4 # s r @ k
h J S K 2 y p z 9 N 4 y f U

Spooky Clock:

s G t p e p p e r x w I l l
l e a d u s t o h e a v e n

Spooky Dresser:

H E S p k U n o z W b i T D
X j a 6 I c g @ T y r G k O

Spooky Lamp:

7 8 c d @ g & b o r s z @ k
h J S U 2 y L z r N o B f U

Spooky Sofa:

2 % Q 2 f h V e h A y A Y 3

O 5 y Y A K 9 z K H x L o 7

- Deposit money into the post office, mail the letters, put in the second memory card
- Go to Porter, talk to him about travel, when he finishes saving, reset
- Take out of the 2nd memory card, load the 1st memory card, you should now have a creepy gyroid face, go to Nook's and enter these codes

Daisy Meadow:

K K K d d d d d d d d d d

d d d d d d d d d d d d

Sidewalk:

% q % W S S S S S S S S S

S S S S S S S S S S s s s

Basement Floor:

@ t r E E E E E E E E E E

E E E E E E E E E E e e

- Open all presents, drop them outside of Nook's, go to the post office
- Withdraw as much money, then drop all bags outside, continue until you've gotten all money from the post office outside into bags
- Take at much 30,000 bags as you can from your wallet, drop those too, save and quit
- Reinsert the 2nd memory card before pressing start on the title screen
- Say "I don't mind" when the option comes up
- Go to Nook's and put in these codes

Chessboard Rug:

L L f f O N N N N N n n n n

n n n n n n n n n n n n

Concrete Floor:

q e C C n R R R R R R R R r

r r r r r r r r r r r r

Saharah's Desert:

a Q Q B u U U U U U u u u u

u u u u u u u u u u u u

- Open presents, then drop everything outside nooks, pick up bags and deposit them until you have all the bags deposited
- Talk to Porter, reset after saves, take out second memory card before pressing start
- Go in on main, go to Nook's and enter these codes

Tropical Floor:

2 b b & u s s s s s s s

s s s s s s s s s s s s

Block Flooring:

Q & & F F F F f f f f f f f f f f
f f

Boxing Ring Mat:

m S E l a x 8 7 U u X u f x
D S o U O 7 R U p u t d Z a

- Open presents, drop outside Nook's, go to post office
- Do the same thing we did earlier with withdrawing all the bells, then get 30,000 bell bags from our wallet, then save and quit, reinsert 2nd memory card for pressing start
- Say "I don't mind" again, pick up everything outside of Nook's except for bag and paper
- Enter Nookway and enter in these codes

Red Aloha Shirt:

Q Q K D l k k k k k k k k k k k
k k k k k k k k k k k k K K K

Blue Aloha Shirt:

% D D V V V V V V V V v v v v
v v v v v v v v v v v v v v v v

Station Model 11 (DISABLES MUSIC):

@ N 4 Q A O x k 7 G 5 u I 3
Z Z 4 t Y 9 3 & j E 3 t e A

- Unwrap presents, go to mailbox, get letters, save and quit

2nd Town Chores

- Take out main memory card, put second memory card in slot A ON TITLE SCREEN
- Don't put the main memory card in slot 2 yet
- K.K. won't play his guitar, don't worry it's not a softlock
- Make sure to change the time to 9 AM - 5 PM
- Name doesn't matter. Just do normal chores and intros, mark down anything you get from deliveries

Nookingtons

- Go back in Nook's afterwards and enter in these codes

Citrus Shirt:

a k Q W W w w w w w w w w w w
w w w w w w w w w w w w w w w w

Kiwi Shirt:

a Y h h y R R R R R R R R R R
R R R R R R r r r r r r r r r r

Watermelon Shirt:

a a w q B B B B B B B B B

B B B B B b b b b b b b b

- Mark off, go to your house, save and continue, put in main memory card, go back to the train, get on it
- If you saved and quit by accident, you can be ahead in codes, but if you're new to the route I highly don't recommend it
- Go to the Nookway, don't enter, open presents, drop everything that's needed, grab the bell bag we dropped earlier
- Go inside Nookway and buy the cheapest thing, the thing you left behind when cataloging
- Go back to the train, go back to your town, save and quit, on title screen remove second memory card and reinsert main into slot a, no need to put second in slot b
- Set the time to January 14th, 2029 4:59pm

Christmas Strats

- Go to Nook's, pickup as much as you can, sell it, make sure it marked
- Cataloging is a bit different because of how big Nookingtons is, so let me explain
- Check the umbrella and pad, buy and mark if not acquired, then go upstairs
- Buy left side furniture, go clockwise, get shirts that are needed, then sell what you have so far, then buy stuff needed from carpet and wallpaper
- It is faster to say Let me see it instead of No thanks, so that makes things a little easier
- Go down, do codes, for this time do these codes

Strawberry Shirt:

A s b l m m l l l l l l l l

l l l l l l l l l l l l l l

Grape Shirt:

s D V V V U U U U U U U U U

U U U U U U u u u u u u u u

Melon Shirt:

K K l n V V V V V V V V V V

V v v v v v v v v v v v v

- Get a sheet of paper, preferably one you haven't already marked, go outside, pick up the rest of the stuff if needed, grab presents from random letters, go back in, mark and sell, then go to your mailbox to get the code letters, throw away procedure, open presents, write these codes in the letters

Spooky Table:

2 % Q 3 E h M e R B y A Y 3

Z 5 y Y A K 9 z c H x L o 7

Spooky Vanity:

2 % Q 3 E h M t R B y A Y 3

n 5 y Y A K 9 z d H x L o 7

Spooky Wardrobe:

H E S p 3 D n C H G b i T v
X H & O f q # @ i y s X k O

Station Model 10:

x C m L F n u a j Z Y m B K
V V j # p w s N e w P r e X

Station Model 9:

C w m L F n u f j Z z m B p
v V j R a 7 s N e m P r V i

- Afterwards, mail the letters, go to your house, save and quit
- Change the time to December 26th, 2028 4:59pm
- Pickup anything that needs to be sold, either it's outside your house or outside Nook's
- Go to Nook's, sell anything if you need to, then enter in these codes

Jingle Shirt:

B S k t t t t t t t t t t
t t t t t T T T T T T T

Fiendish Shirt:

S K W E D D D D D D D D D D
D D D D D D D D D D D D D D

Ladybug Shirt:

a e R f m l L L L L L L L L
L L L L L L L L L L L L L L

- Afterwards, start cataloging, marking, and selling
- Once, your inventory get full, open presents, mark and sell, continue cataloging
- Sell to Nook when done upstairs cataloging, then grab two sheets of paper, preferably two that haven't been marked yet, or 2 of one that hasn't been marked
- Put these codes on the letters, mail them, check mailbox, save and quit

Station Model 8:

C C m L F n u f a Z z m B S
v V j R a 7 s N e R P r e i

Station Model 7:

x w m L F c u f a Z z m B p
v V j # p w s N e A P r V X

Station Model 6:

f l i p s i d e i s a r e a
l e y b a d u c h u n t e r

Station Model 5:

K u r d t K o b a i n I o Y
B i g S a c k O f S h I o Y

Station Model 4:

T C m n F c u f a 5 b t R 2
9 e o K p U Q u H p i r A X

- Change the time to December 24th, 2028 4:59pm
- Drop paper and bell bag at house, if there are any bell bags
- Check mailbox, get presents, mark, throw away procedure, go to Nook's
- Enter in these codes

Lavender Robe:

K K V V V U U U U U U U U U
U U u u u u u u u u u u u u

Butterfly Shirt:

2 e e D s X X X X x x x x x
x x x x x x x x x x x x x x

Gracie's Top:

a @ @ V V U U U U U U U U U
U U U U u u u u u u u u u u

- Afterwards, do cataloging, marking and selling, two sheets of paper because of sale day
- This pattern of cataloging, code, and letters will become very repetitive soon
- Get paper from outside the house
- Code for paper:

Station Model 3:

x C m L F c u f j Z z m B S
v V j # p w s N e R P r e X

Station Model 2:

T C m n F c u a j 5 c t R q
g e o U p U Q u H I i r A X

Station Model 1:

F w m n W k u f a 5 b t R j
9 e o K p U Q N H f u r 4 X

Manor Model:

x C m L F n u a j Z Y m B K
V V j # p w s N e R P r e X

House Model:

T C m n F n u f a 5 b t R a

9 e o K p U Q u H a i r A X

- Mail all letters at post office, go to your house, mailbox, get presents for letters, drop paper sheets, save and quit

Sale Day Strats

- Change the time to November 24th, 2028 4:59pm
- Check mailbox again if needed, open presents, go to Nook's
- Enter these codes

Shirt Circuit:

w Q K N A V T T T T T T T T T
T T T T T T T T T T T T T t t

Pulse Shirt:

W L X x k k k k k k k k k k k
k k k k k k k k k k K K K

Groovy Shirt:

& & S S b U U U U U U U U U U
U U u u u u u u u u u u u u

- Sell all your stuff, mark it, then time for grab bags
- Buy three grab bags, open them, mark the items off, then sell
- Continue until every grab bag is bought, and everything is marked and sold
- If you get paintings, do not sell them, we donate them later
- Go upstairs, normal cataloging, go down to Nook and sell
- We can't get paper here, that's why we bought extra in Christmas Strats
- With the paper write down these codes, you should end up with one paper left

Lighthouse Model:

T C m n F n u a j 5 c t R c
g e o U p U Q u H & i r A X

Tailor Model:

K G a b B x x x x x x x x x (9x)
S 6 n Y 2 J I F 0 G E @ i z

Post Model:

x w m L F n u f j Z z m B H
v V b r p U s N e m P r V X

Shop Model:

h i c K o r y d 2 c k o r y
d o c k t h e m o u s e h e

Police Model:

x w m L F n u f a Z z m B H

v V b r p U s N e m P r V X

- Post office, mail off, house, mailbox, get presents, throw away procedure, save and quit

Halloween Strats

- Change time to October 31st, 2028 8:00pm
- Put on door template for clothes, go up to villager and say you don't have candy
- You are look to get three things out of this

Patched Shirt

Jack-o'-lantern

Jack-in-the-box

- While doing this, go to the wishing well and talk to Tortimer to get Katrina's Tent
- You can also go check the police station for any lost items
- Once you have everything, mailbox, save and quit, moving on to Codes Hell

Codes Hell

- If you are missing the Coelacanth and/or snail, do that first by changing it to September, but if not, change to July 4th, 2028 7:00pm
- Nook's, Code's, Mark, Sell, Catalog, Mark, Sell, Paper, Mark, Codes, Mail, Mailbox, Presents, Save and quit, repeat
- It starts with July 4th, then July 4th 7:00pm, then December 25th, this does change later
- Just go back a year after doing all three, or two, start from where you left off, if on route start with these codes:

Orange Pinstripe:

b D D f w V V V V V V v v v
v v v v v v v v v v v v v

Crossing Shirt:

A # b C m m l l l l l l l l
l l l l l l l l l l l l l l

Splendid Shirt:

A S S u u T T T T T T T t t
t t t t t t t t t t t t t t

- Start with these villager codes if you were on route

Market Model:

F w m n W k u a a 5 c t R Y
g e o U p U Q N H L u r 4 X

Well Model:

U G a x x x x x x x x x x (11x)
S 6 n Y 2 J I F O G E @ i z

Dump Model:

x w m L F n u a j Z Y m B 5

V V j # p w s N e A P r V X

Miniature Car:

C w m L F c u a a Z Y m B z

V V b s a & s N e A P r V i

Locomotive Model:

x w m L F n u f a Z z m B H

v V b r p U s N e A P r V X

- Here are the codes, and good luck [Codes](#) [Codes Hell Date Checklist](#)
- Make a copy of the checklist
- If you already have something, you can skip it (this should happen for the nook code sheet, it has repeats of all current villager codes incase any were missed)
- Scroll down for the Codes Hell To-Do and Guide for the dates
- Here are all the dates in order, might be off if you get Coelacanth

December 25th, 2027 4:59pm

July 4th, 2027 4:59pm

July 4th, 2027 7:00pm

December 25th, 2026 4:59pm

July 4th, 2026 4:59pm

July 4th, 2026 7:00pm

December 25th, 2025 4:59pm

July 4th, 2025 4:59pm

July 4th, 2025 7:00pm

December 25th, 2024 4:59pm

July 4th, 2024 4:59pm

July 4th, 2024 7:00pm

December 25th, 2023 4:59pm

July 4th, 2023 4:59pm

July 4th, 2023 7:00pm

December 25th, 2022 4:59pm

July 4th, 2022 4:59pm

July 4th, 2022 7:00pm

December 25th, 2021 4:59pm

July 4th, 2021 4:59pm

July 4th, 2021 7:00pm

December 25th, 2020 4:59pm

July 4th, 2020 4:59pm

December 25th, 2019 4:59pm

July 4th, 2019 4:59pm

December 25th, 2018 4:59pm

April 2nd-4th, 2018 4:59pm

December 25th, 2017 4:59pm

April 2nd-4th, 2017 4:59pm

December 25th, 2016 4:59pm

April 2nd-4th, 2016 4:59pm

December 25th, 2015 4:59pm

April 2nd-4th, 2015 4:59pm

December 25th, 2014 4:59pm

April 2nd-4th, 2014 4:59pm

December 25th, 2013 4:59pm

April 2nd-4th, 2013 4:59pm

December 25th, 2012 4:59pm

April 2nd-4th, 2012 4:59pm

December 25th, 2011 4:59pm

April 2nd-4th, 2011 4:59pm

December 25th, 2010 4:59pm

April 2nd-4th, 2010 4:59pm

December 25th, 2009 4:59pm

April 2nd-4th, 2009 4:59pm

December 25th, 2008 4:59pm

April 2nd-4th, 2008 4:59pm

December 25th, 2007 4:59pm

April 2nd-4th, 2007 4:59pm

December 25th, 2006 4:59pm

April 2nd-4th, 2006 4:59pm

December 25th, 2005 4:59pm

April 2nd-4th, 2005 4:59pm

December 25th, 2004 4:59pm

April 2nd-4th, 2004 4:59pm

December 25th, 2003 4:59pm

April 2nd-4th, 2003 4:59pm

December 25th, 2002 4:59pm

April 2nd-4th, 2002 4:59pm

December 25th, 2001 4:59pm

April 2nd-4th, 2001 4:59pm

Final Date: February 25th, 2001 4:59pm, 20th if no snow

To-Do while doing Codes Hells, what to do on each date

- December 25th: Nook's, Code's, Mark, Sell, Catalog, Mark, Sell, Paper, Mark, Codes, Mail, Mailbox, Presents, Save and quit
- July 4th 4:59pm: Nook's, Code's, Mark, Sell, Catalog, Mark, Sell, Paper, Mark, Codes, Mail, Mailbox, Presents, Save and quit
- July 4th 7:00pm: find Redd and buy what you need from his stock, codes, sell, then save and quit
- April 2nd-4th 4:59pm: Nook's, Code's, Mark, Sell, Catalog, Mark, Sell, Paper, Mark, Codes, Mail, Mailbox, Presents, Save and quit
- After you finished villager/nook codes on the list, you can start doing fossil codes, painting codes, codes for items you don't have, until you reach the final date

- Donate the Fossils and Paintings to the museum.
- Take a break on leftover K.K. Songs after finishing the lists
- Take advantage of any Saturdays, use the Saturdays to go to 8pm and do some extra needed K.K. songs that we left behind doing the song codes, along with extra Nook codes. You'll need to reset so you don't softlock
- You should also do song breaks while doing debts, so you can do four songs at once, make sure not to get Two Days Ago.
- You need to get on your other files and pay off all debts, get carpet and wallpaper from the house using a door template and leave outside.
- Do codes while your doing this as well, leaving items in center, use money from outside the post office from train dupe, and autumn medals
- Once you have all pinwheels, balloons, and/or fans, you can start skipping July 7:00pm
- If you finish getting everything that's not music and gyroids, just go through all the dates, then follow the final date.
- After cataloging on the final day, get out the shovel we've had stored in the letter for a while, and dig up a bunch of dig spots around the entire town, goal is to get a bunch of gyroids
- Once you have a full inventory, drop them near the center or anywhere, keep digging
- Don't worry if you don't get them all, once you've got everything dig spot, save and quit, split for codes hell

Extra Bridge

- Now we will be following another chain of dates

February 24th, 2001 4:59pm

February 22nd, 2001 4:59pm

February 20th, 2001 4:59pm

February 18th, 2001 4:59pm

February 16th, 2001 4:59pm

February 14th, 2001 4:59pm

February 12th, 2001 4:59pm

February 10th, 2001 4:59pm

February 8th, 2001 4:59pm

February 6th, 2001 4:59pm

February 4th, 2001 4:59pm

February 2nd, 2001 4:59pm

January 30th, 2001 4:59pm

January 28th, 2001 4:59pm

January 26th, 2001 4:59pm

January 24th, 2001 4:59pm

- Go to February 18th and skip the first three dates if you needed to go to the 20th in Codes Hell for snow
- During these dates, you will be entering codes for the remaining gyroids needed, then cataloging for anything still needed, intro to new villagers, save and quit, repeat

- Again use the [Codes](#) document for the gyroid codes, located in Nook Codes 2, use Ctrl+F, then search for gyroid, you should find it
- Basically, you keep going down 2 days until you get 15 villagers, from there you go forwards a day, codes and catalog, find Tortimer near the top of the river and talk
- If your in February, you'll need to go forward month, to March 10th, because he is on vacation
- You might lose a villager because of this, go down 2 days until you get the villager back
- If you ever need paper for a gyroid code, buy some, mail, then just check mailbox daily
- Save and quit, then go forward another day, codes and catalog, bridge is built, save and quit, split

Final Codes

- If you need to do villager codes for furniture, go forward a day at 4:59pm, do nook and mail, repeat.
- If you do NOT need to do villager codes and only need gyroids, go back a day at 1:00pm, then once you reach January 13th, just keep reloading after codes
- Wrap up furniture, gyroids, anything you still have yet to get
- No need to sell stuff until your inventory fills up, make sure to open presents
- Once you have everything, double check your catalog, if there is a star, you have everything, the only one that won't will be the music, we clear that in just a sec
- Make sure you reset for the final save, so no softlock happens
- Change time to any saturday at 8pm
- Go to K.K. Slider, request the song "Two Days Ago", Time ends on K.K. textbox closing
- GG's

Post-Finish

- Mark anything unmarked in the tracker, so home screen says 100% Completed
- Review goals, check fish and insects, show golden tools, show player statues, show Nookingtons, show full catalog, show extra bridge, then show complete museum
- For full catalog, just show the purple stars, no need to scroll through the whole thing
- For museum, show bugs, show paintings, show fossils, show fish

Route by Coldeggman, doc made by frobuddyharry

Codes courtesy of Coldeggman, who routed those as well

Credit to everyone who worked on the Data spreadsheet

Credit goes to maker of Hundo Helper, Forstride

DM on Discord through AC Speedrunning Discord if anything is incorrect, code's don't work, things missing that should be here, etc. I don't fully understand everything yet, so I'm sorry if any of these are brought up

When submitting runs, make sure you main memory card block amount in the one you submit

All Resources

[Animal Crossing 100% Route by Coldeggman](#)

[AC Hundo NEW "Braindead" Route](#) (slower route)

[Animal Crossing](#) Leaderboards

<https://discord.gg/p6qhjTPHMV> AC Speedrunning Discord

<https://drive.google.com/drive/folders/1F9kruaD78CjfgdqhIWYIxrQCgynoR1Io> List of optimized codes

[Codes Hell Date Checklist](#)

[Codes](#) List of all codes

[Fish and Insect Spawn Rates in Animal Crossing \(N64, GCN\)](#)

[Data Spreadsheet for Animal Crossing \(N64, GCN\)](#) \

<https://pastebin.com/4fXHpgWF> Fast Nook Codes

<https://pastebin.com/xFMAfmqY> Nook Codes

<https://pastebin.com/riwJA8z7> Villager Codes

<https://pastebin.com/cMH9VhB8> Every other Fast Nook Code

<https://pastebin.com/Hm119iTU> Every other Nook code

<https://pastebin.com/fxnv2J7N> Every other Villager code

<https://pastebin.com/Y3rzSLMf> NES Contest/Nintendo Power Codes, needed for hundo

[RetroCheater - Animal Crossing Universal Codes](#) Code Generator

<https://www.speedrun.com/resourceasset/xjalq> Direct download to Hundo Helper

<https://www.speedrun.com/resourceasset/ii4kp> Direct download to full catalog list

<https://splits.io/8o2i> Blank splits, includes subsplits for codes hell, will need to configure August 23:59 time if needed, region, memory card size, players, and platform.