

Setting Up/Resources

- Set the date to March 26th within the hours of 9 AM and 5 PM
- Erase all data, timing starts on start pressed on title screen

Animal Crossing Perfect Town Requirements:

You must have at least 16 perfect acre points for perfect town status.

Must have a perfect town for at least 15 days for the golden axe.

Normal Acres:

- * Between 9 and 16 trees per acre.
- * Optimally you want 12 - 14 trees for the most points.
- * If you have less than 9 or greater than 17 trees in a normal acre, it will prevent perfect town status.

Special Acres:

- * Having less than 9 or more than 17 trees in these acres will not cause you to fail perfect town status.
- * You can still earn perfect acre points in these acres.

All Acres:

- * Less than 3 weeds per acre. Flowers offset this value. If you have 4 weeds and 1 flower, you would have 3 "bad" weeds in this acre.
- * No garbage in any acre. This includes empty cans, boots, or old tires. If you have even one of these around town, you'll fail immediately.

List of "Special" Acres:

- * Wishing Well Acre (Shrine Acre In DnM/DnM+)
- * Lake Acre
- * Train Station Acre
- * Player House Acre
- * Museum Acre
- * All Beach Acres

Trees per acre point value:

- * 0 - 8 trees = 0 points
- * 9 - 11 trees = 0.5 points
- * 12 - 14 trees = 1 point
- * 15 - 17 trees = 0.5 points
- * 18+ trees = 0 points

-Cuyler

Introductions

- Name your character and town "!".

- It's recommended that you choose one of the two houses located near the top of the acre.
- Once you have gone through Nook's dialogue, check the map at the train station.
- During chores and intros, examine which acres need trees planted using Cuyler's notes and grab fruit from trees along the way.
- It is advised that you photograph your town for use throughout the run and to mark acres
- Optimally you want to visit almost all acres, and count the trees in those acres. If the trees are under 12, mark with a /. If it has over 14, then don't mark it. If it has 12-14, mark it with a O. After chores you will revisit the / acres and plant trees in them.
- If you are an advanced runner, you should reset if you don't get the post office and nook's in the A-2 and A-4 squares
- Introduce yourself to the 6 villagers in your town, as well as Tortimer, who is at the Wishing Well, look for a gold spot while doing this
- Head towards Nook's shop when you're finished to start chores.

Chores

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

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- For the villager chore, don't do the request, just accept it and go back
- Leave letter/bulletin board blank

Golden Axe

- Go back into Nook's, sell everything you got from chores, buy the shovel and a sapling
- Leave Nook's, using your knowledge from chores, revisit the acres that need trees and plant fruits.
- If you are new and don't know if you got the perfect town, you should go to the Wishing Well and check, but most time you just want to save and quit.
- Set the time to a month back, reset after save, set time to a month forward, reset after save, go in, go to Wishing Well, get Golden Axe
- Timing ends on player fist bump in air