

## **NEEDS UPDATING W/ NEW TOOLS (i plan to make a video to replace this guide soon)**

This route should only be used if you are going for a top time/world record, since there is a lot of RNG involved, consider this an expert route

### **Setting Up/Notes**

- If you haven't already, I advise you read the description of the current turnip record, as it will give a lot of insight about this category and make this easier to understand
- [YouTube: Animal Crossing: All Debts 34:43 \[PB\]](#) current turnip route record
- Change the time to July 21, 2019 9:00am, erase all data from your memory card
- Time starts on start button pressed on title screen

### **Train/Introductions**

- If you are familiar with AC speedrunning, this is a very same-y segment
- Mash through K.K, say the first option for Rover answers, name town and character “!”
- Off train, talk to Nook, pick one of the top houses, finish talking, photo map, A-2, A-4, intros, talk to 6 villagers and Tortimer at the wishing well
- The only thing that is different about intros is that you are looking for a gold spot while do it, so keep your eyes peeled

### **Chores**

- Do 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

- For villager help, just deny and go back
- Drop extras on the way to the axe delivery
- Leave letter and board blank
- Make sure to look for the gold spot here too

### **First Debt**

- Go back into Nook's, we now will enter in codes for best money rock and gold spot luck
- The codes will also disable the music, do not worry, it makes the game load faster
- Enter in these codes

30,000 Bells

G H y D e V v v f f w m C @

o t E t t B y f r d D I I k

30,000 Bells (enter this after 7f code)

21M1xssssssss  
ssSSSSSSSSSS

100 Turnips

qAm@c a a a A A A A  
A A A A A A A A A A A A

- Afterwards, open all presents, buy a shovel, go to the post office, deposit money

## First Day (Turnip Day)

- Here are the things we need to do


Dig up the gold spot

Find the money rock, get a bunch of money from it

- For the money rock, make sure to dig two holes to trap you so you can mash without any worries

Find Joan, buy turnips in batches of 100's

Talk to Nook about the remodel

- When you find Joan, say yes to already knowing trading, then figure out the price of the turnips, you are hoping for a price of 101 or above, because we want a high spike
- Calculate how many times you'll need to buy before you run out of money, based on the asking price  Turnip Calculation Sheet (All Debts) make copy of this sheet
- After buying them, go to your house, then save and quit
- If you didn't get a 101 or above, there are some backups in place here in a sec

## Second Debt (Spike Day)

- If you didn't get the 101, you'll need to get resetti twice
- IF YOU GOT RESETTI On villager screen after title screen, go in like normal, change date, but after the memory card finishes loading, reset. Do this again, no need to change date, then go in like normal the third time, you should see resetti
- Change the date to a day ahead if you got 101
- Change the date to a month back if you did NOT get the 101
- **The main goal now is to collect above 1,393,800 Bells**
- Get above this amount of bells, use a calculator to track your money
- Go to Nook's, drop all but 5 turnips outside Nook's, ask selling price, if there is no spike, save and quit, **change the date either one day ahead if 101**
- NO 101 = go to Saturday, then back to thursday, wednesday, tuesday, etc. There is an 8% chance of first day spike
- Second option for HRA text, make sure to talk about the remodel price so you can deposit the money at the post office by re-entering back in after selling
- After getting the spike, sell all five batches, then if you need to talk about the price, do so first, then go to the post office, deposit, second debt done
- If you did Resetti, you basically are gambling on a good price for the week, so if you get a bad spike for the week, you need to get down another month, or just reset at that point

### Third Debt

- Drop all money bags outside of the Post Office, go to Nook's and pick up 5 more turnips
- Talk about remodel, pick basement, sell the turnips
- Go back outside, drop bags, get remaining turnips, then back inside.
- Use your brain to calculate if you'll need to do codes for turnips, and if so how many codes you need to do, max of 3

100 Turnips

q A m @ c a a a A A A A A

A A A A A A A A A A A A A

- Sell turnips, if you need to grab more outside do so, but once you have sold all your turnips and have a full inventory with money, save and quit
- If you don't have enough money yet, save and quit, go back in, do codes, sell, repeat until you have enough money
- Now, go down a month, and go talk to Nook about the price
- Then go to the post office and deposit the money

### Fourth Debt

- Go back to Nook's and talk about the remodel, save and quit, go down a month, go to Nook's for the price, go to post office to deposit the money

### Final Debt

- Go to Nook's and talk about the remodel, then pick up all the bags outside of Nook's put money into your wallet if needed, save and quit
- Go down a month, go down a day if you didn't get 101, because if not you will lose time to the sports fun fair
- Go to Nook's for the prices, go to the post office, deposit all money, pick up all money outside of the post office, deposit, timing ends when player fist bump in air