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Animal crossing face guide city folk

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If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will confirm that with the second question (I know or No Boy). If you answer Cute, Rover will assume that you are a girl, and will be appearance of your face, and the property of the p sure you make the right face before you create your character! The hairstyle can be changed later by visiting Shampoodle in the city. A specifies the first answer selection, while B is the lowest answer to the last question below.) Girls selected selection of a Mii mask to give you for free. After this first time, however, you will have to pay for a new Mii mask as you like! Note: The Wii mask is stored in the Patterns tab and can be removed and stored there when not in use, as shown above. You can only have one Mii mask per character at a time. Bell Making Guide Some Some and easy ways to make a few bells are listed in this guide will show you all the errors along with the times they are available to catch. Constellation Guide Ever wonder what's going on in this guide sky in Animal Crossing? This guide will tell you everything you need to know. Emotions Guide Do you feel that your character is a bit emotionless? Take a trip to the calendar to see what special events and events will take place in your city throughout the year. Face Guide Just move to the city? Come and get the right face for your character. Feng Shui Guide This handy guide lists all the fossils you can get in City Folk. Getting a Tan It's summer, and everyone loves the sun. Find out more about tanning here. Golden/Silver Tools Guide Fed up or not the best of your tools? In this guide, you'll learn how to update you how tools? In this guide, you'll learn how to update you how tools? In this guide, you'll learn how to update you how tools? In this guide, you'll learn how to update you how tools? In this guide, you'll learn how to update you how to update you how tools? In this guide, you'll le Find out more about them here. Hairstyle Guide Do you want a new hair-do? Go to Shampoodles and use this guide to get the perfect hair for your character. House extensions need a bigger house? Come here to see what's on offer. HRA Guide Do you want a beautiful looking house that we envy the city? Use this HRA guide to get the most out of your home. Hybrid Guide Be the envy of others with hybrid flowers in your city. This guide tells you everything about them. Item list Use this handy dandy tool to find/sort items in different categories such as furniture series, furniture themes, fossils, etc. K.K. Song Guide Would you like to see K.K. Slider play, but don't know what to hear? Use this guide to select the exact song you want to hear. All songs are listed here. Perfect city guide Do you want the best city in AC? Come here to find out how to reach a perfect city. Reactions Guide We all know he is CRAAAAZY... Use this guide to make sure you don't get something you might find cheaper. Shoe Shine Guide Tired of the same ol' shoes? Come here to find out how your shoes look completely new and sparkling. Snowman Guide It's winter and everyone likes a snowman. Come here to find out how they can be built. Special Character Guide Your city is not limited to those who live there. Many special characters visit or are also part of your city. In this guide, they are all listed for you. Tom Nook Store Guide Tom Nook Nook its stores. Come here to find out all about them. Town Charms Guide Has been to Katrina before and wondered what's ahead of her? This guide will tell you everything about the city charms that visitors can do in your city. City fountain guides want that special axe? Come here to find the best way to get one. City fund guide Do you want your city to grow? Come here to find out how to get more stuff in your city. Tree guide Do you like the cultivation of trees? Come here to find out how to get more stuff in your city. Tree guide Do you want your game to the web to show them to your friends. With the DS Suitcase A guide on how to use DS case mode to travel to other cities or transfer your AC: WW character. Villager Guide A comprehensive map of all the villagers available in City Folk. Wendell Guide In AC:CF you will find a walrus wandering through your city. When you feed it, it gives you a pattern. This guide gives you a key to what Wendell should give to achieve whatever you want. Sharing the face and hairstyle of the player in the Animal Crossing series (minus New Horizons) is determined by a number of questions during the journey to their new city. The questions are different in each game. Starting with Wild World, the player's hairstyle can be changed at Shampoodle for 3,000 bells. In New Leaf, the player's eye color can also be changed with Shampoodle. The player's facial style is immutable. In Happy Home Designer, Pocket Camp, and New Leaf depends on how they answer three questions from Rover on the train when they start the game for the first time. This chart shows the results of the various prompts. Question 1: So, [players], do you come to [City] very often? Question 2: Why do you go there anyway? Question 3: Oh, so you're probably going to move there, aren't you? Boys First Second Third Face Outfit I've never been there. I move! I get a place there! I've never been there. I move! I'm sure I'll be fine. I've never been there. Can't say! You guessed it! I've never been there. I move! Yes, probably! I don't remember. I move! Yes, probably! I don't remember. I move! Yes, probably! I don't remember. I move! Yes, I think I will. I don't remember. I don't remember. I move! Yes, probably! I don't remember. I move! Yes, probably decide! It's a secret! DUH, it's a secret! You got it! It's a DUH, it's a secret! I'm moving there! No, I'm serious, yo! Girls First Second Third Face Outfit I've never been there. I move! I get a place there! I've never been there. I move! I'm sure I'll be fine. I've never been there. Can't say! You guessed it! I've never been there. Can't say! How would you know? I don't remember. I move! Yes, probably! don't remember. I move! No, it is not at all! I don't remember. I move! No, it is a secret! DUH, it's a secret! DUH, it's a secret! DUH, it's a secret! Pretty sharp! It's a secret! I'm moving there! Yup! It's a secret! I'm moving there! No, I'm serious, yo! City Folk At the beginning of City Folk Rover asks the player the question 3: I think you have some money with you? Boys First Second Third Face SO excited! I will find one! A few... SO excited! I will find one! Not much... SO excited! Not at all. A few... SO excited! Not at all. A few... Not really. I will find one! A few... Not really. I will find one! A few... SO excited! I will find one! A few... S find one! Not much... Player SO excited! I will find one! A few... Not really. I will find one! A few... Not really. I will find one! Not much... Player Not really. I will find one! Not at all. Not much... Player SO excited! Not at all. Not much... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. Not much... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player SO excited! Not at all. A few... Player SO excited! Not at all. Not much... Player SO excited! Not at all. A few... Player much... Not really. Not at all. A few... Player Not at all. A few... Player Not really. Not at all. A few... Player Not really. Not at all. Not much... Wild World asks Kapp'n the question 2: You learn in' the ins an' outs o' interior decoratin'? Question 3: Do you have enough money to get started here? Boys Face First Second Third I know! I move. Yup! I know! I move. Yup! I know! Butt out! Yup! I know! Butt out! Yup! I know! Butt out! Somehow... Player Yup, it's burly! Butt out! Somehow... It's reassuring. I move. Yup! Player Yup, it's burly! I move. Yup! It's reassuring. Butt out! Yup! Player Yup, it's burly! Butt out! Yup! Player Yup, it's burly! Butt out! Somehow... Yup! Player Yup, it's burly! Butt out! Yup! Player Yup, it's burly! Butt out! Somehow... Yup! Player Yup, it's burly! I move. Yup! Player Yup, it's burly! Butt out! Yup! Player Yup, it's burly! Butt out! Somehow... Yup! Player Yup, it's burly! Butt out! Somehow... Yup! Player Yup, it's burly! I move. Yup! Player Yup, it's burly! Butt out! Yup! Player Yup Yup Yup! Player Yup! Player Yup Yup! Player Yup! Player Yup Yup! Player Yup Yup! Player Yup! Player Yup Yup! Player Yup Yup! Player Yup! Pl cute! I move. Yup! I know! I move. Somehow... Player yes, it's cute! I move. Somehow... I know! Butt out! Yup! Player yes, it's cute! I move. Yup! I know! Butt out! Somehow... Player yes, it's cute! I move. Somehow... It's reassuring. I move. Yup! I know! Butt out! Somehow... It's reassuring. I move. Somehow... Player yes, it's cute! I move. Somehow... It's reassuring. I move. Yup! It's reassuring. I move. Somehow... It's reassuring. I move. Yup! I know! Butt out! Somehow... It's reassuring. I move. Yup! I know! Butt out! Somehow... It's reassuring. I move. Yup! I know! Butt out! Somehow... It's reassuring. I move. Yup! I know! Butt out! Yup! I know! Butt ou reassuring. Butt </player> </player> Alt;/player> Yup! Player yes, it's cute! Butt out! Yup! It's reassuring. Butt out! Somehow... He will ask other questions, such as.B. why the player moves there (this determines the location of their house), their name and the current time. Animal Crossing When the game starts, Rover will go to the player on the train, asking them for their name and the right time, and also several question 3: Say! Where is your new place? Question 4: You have money, right? The player has to ask the last question with just a little... otherwise the game randomly randomizes the player's face and ignores the selected options. Boys face first second third please! I move. Leave me alone! Player Please! I move. Leave me alone! You're welcome! What is it to ya? Don't know yet. Player Please! What is it to ya? Don't know yet. You're welcome! What is it to ya? Leave me alone! Player On no way! I move. Don't know yet. Player yet. No way! What is it to ya? Leave me alone! Player On no way! What is it to ya? Leave me alone! Player On no way! What is it to ya? Don't know yet. Player Please! I move. Leave me alone! You're welcome! I move. Don't know yet. Player Please! What is it to ya? Don't know yet. Player Please! What is it to ya? Don't know yet. Player Please! What is it to ya? Don't know yet. Player Please! I move. Don't know yet. Player Please! What is it to ya? Don't know yet. Player Please! I move. Don't know yet. Player Please! Don't know yet. P ya? Don't know yet. You're welcome! What is it to ya? Leave me alone! Player On no way! I move. Don't know yet. Player On no way! I move. Don't know yet. No way! I move. Don't know yet. Player On no way! I move. Don't know yet. Player On no way! I move. Don't know yet. No way! I move. Don't know yet. Player On no way! I move. Don't know yet. No way! I move. Don't know yet. Player On no way! I move. Don't know yet. Player On no way! I move. Don't know yet. No way! I move. Do know yet. No way! What is it to ya? Leave me alone! Player On no way! What is it to ya? Leave me alone! The player then leaves the train and has the first look at his character's face. If they don't like it, they can simply turn the console off and turn it back on to try again. Community content is available under CC-BY-SA unless otherwise noted. Noted. </town>

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