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Completing the Art Wing of the Museum may be a task trying, but if you're tired of wondering when Redd shows up and are looking to choose from fake vs real art quickly, you can use this Travel Time Cheat to speed things up. Here it is. Cheap credit to Doug Chin to contact us about this exploit. First, you're going to need Redd on your island. If Redd is untraceable, Time Travel (change the system clock) one day at a time until you see it. Buy at Redd's once he shows up. Use our Art Guide to choose real art instead of fakes (and keep track of them with our interactive checklist). Don't worry if Redd is selling anything but fakes; you don't need to buy anything for this cheat to work. Save, exit the game, and then completely close the software. Switch to the system settings on Switch. Select system, and then select Date and Time. Make sure that the synchronization of your watch over the Internet is turned off. Change the date and time to go only the day before. Start Animal Crossing. It's a new day and Redd's gone. Feel free to use this time to get your art from email and even donate to the museum if you want. When you're ready, save, exit, and close the software. Return to system settings and change the clock back to the previous day to summon Redd. He'll have a new inventory in his store! Rinse and repeat until the museum collection is complete. Note that if you go forward or backward for more than a day, Redd will no longer appear. If you see Redd on May 13 you can't just come back constantly 13 more weeks later. I found that it can take up to 2 weeks for him to appear again, so be careful when using this cheat or you'll have a lot of travel time working ahead of you. Even ACNH Gold Tools are not unbreakable, but you can experiment and enjoy unbreakable tools by using this co-op exploit sofa. Starting with Nintendo Switch version 10.0.0, you can remap the Switch buttons. You can configure custom button mapping that allows you to control 2 characters at once (one on each joy-con). Adept's tools never break (as long as they are not switched to being leader). The tools still take damage, but it won't break, but it still won't break even at max damage until you use the tool in solo mode or as a leader, so clarified by Omni Jacala (@artsyomni) on Twitter – which highlighted this exploit. There are a lot of pains and limitations to the use of this exploit. For example, Only the leader has full access to their pockets, can enter buildings, shop, and only the leader can pick up fruit and wood. Followers catch fish and bugs, but they will be automatically stored in the recycling bin in Resident Services - to be picked up later. However, it can still be a good way to accomplish some daily tasks without worrying about tools breaking into thin air. For how to make sofa co-op and remove a person from your island (if you ever decide to abandon exploit) check out our guide to play multiplayer. Timmy and Tommy's turnips purchase prices are randomized every day, and are randomized again if you turn back time to buy more turnips and return - making it impossible to kill a time traveler in the stalk market. At least in your own game. Here's to cheat the market strain and make a ton of bells on turnips: First, a friend, or a friendly person online, will have to monitor their turnip prices. When they get a high price, ask them to open their doors for you. See to play multiplayer if you need to learn to do so. Any turnips you already have will spoil if you travel back in time, so consider visiting your friend's island and selling them first before continuing with this cheat! Now that you're turnip for free, change the Nintendo Switch date and time within your system settings. Set it to the previous Sunday at any time between 5am and 12pm. Buy a ton of turnips from Daisy Mae, the wild boar turnip seller who travels. Fill your pockets with as many as possible. Go straight to your friend's island with awesome turnip purchase prices. You don't even have to change the date on your own switch! Sell your turnips. He's making a big profit. You can repeat steps 3 to 5 as many times as you want before Cranny nook closes in your friend's city (at 10pm)Note that your friend cannot travel in time, otherwise their turnip prices will reset! Leave them a few bags of 99k bells as thank you. In what has become a staple of banned Animal Crossing Magic, New Horizons also allows players to travel through time. Because the game runs on the Switch's own internal clock, you can change this watch to console settings when you're not in the game to advance or rewind the time at any date you want. Through time travel, players can quickly advance by one day to replenish their island with new resources, fossils, new items in stores, and quickly before the time it takes to build buildings and other features on the island. Done correctly, a player can gather bells faster than normal or progress their island by jumping forward a day after most daily tasks are complete. However, jumping away can have adverse effects: Weeds may grow more abundantin the absence of yourJumping months before can trigger player inactivity, and cockroaches may appear in your homeVillagers may feel neglected and leave your island if you jump before farTurns will spoil if you jump to another Sunday, or back time. If you are one of the few players who have purchased a special animal Crossing Nintendo you will receive this message in your email along with a gift: Dear ___, Thank you for using specially colored Joy-Con controllers released in association with Animal Crossing: New Horizons. To show our appreciation, we send you this gift. We hope you like it! - From Nintendo Model Animal Crossing: Nintendo Switch Switch purchased, but will only appear at random prices at 35,960 bells. One way to get around this steep price is to connect the specially colored Joy-Con to your system and play ACNH with it. It's not the easiest solution, but if you know a friend or family member with a system, see if you can borrow them for a moment to save 35K Bells. There's a way to guarantee you'll get eight resources on rock, you just have to strategically dig holes behind you to prevent being beaten back! Position yourself between the stone and the holes, bash away with the shovel as fast as you can. A secret long-time animal passing games, each city is dotted with stones in random locations, and they can be hit with lotions or even axes to get resources. However, every day, a random stone will contain bells instead of minerals, and you can keep hitting it to earn more and more money. Be sure to stop you from getting knocked back by digging holes behind you (above/below and at the side) and rock strike a maximum of eight times to get up to 16,400 bells every day! Another return feature are mysterious spots shining in the ground that appear in a random part of your island every day. If you find this place, you can dig it up for 1,000 free bells. Be sure to get access to a shovel by giving 5 bugs or fish to Tom Nook and get Blathers to your island. Once you find a shining place, dig up the bells - but I know that if you plant the bells back into the glowing hole (and only that glowing hole), it will sprout into a tree that will return 3x amount of bells when fully grown. You can do this with either 1,000 or 10,000 bells – which can allow you to make a lot of money for your investment! See exactly it is done in the video below or on to plant a money tree. There's nothing worse than shaking a tree to find a hornet's nest falling at your feet. You only have a few seconds to get into a building or get your net, but what if you need more time? As luck would be, you can stop the Wasp attack either by opening the inventory, or by pressing the DPAD for the tool ring if you bought the upgrade from Nook's Shop. With this, you'll be able to take a moment to find and swap to the net – just be ready to pivot quickly and swipe to catch them before you get stung. You can also keep yourself out of this situation by keeping a net equipped while shaking trees and just shaking them from the front, as shown in the image below. Your character will automatically transform to cope with wasps if A nest drops, making it for a super easy catch! Sometimes you can find yourself away from your own workshop and you really need a new axe. Hopefully, many villagers on your island will put DIY Workbenches in their homes. If one of them is at home, enter, and you'll be able to use it yourself to get what you need! This also works any mirrors to quickly change your look because you get more hairstyles than what you had to choose from the beginning of the game, and you can not find a recipe to make your own mirror for a while. Also, if another satan is already using their workbench – talk to them and they will give you the recipe for whatever they are working on! Fishing can be hit or miss if you're trying to make a lot of money fast. It's hard to tell if this big shadow is a valuable fish – or just a bass, but there are some ways to increase your chances for a lucky discovery. Be sure to always fish in the ocean when it rains – so you will give a chance to find some of the rarest fish in the game, including Coelacanth, prehistoric fish worth a whopping 15,000 bells alone! Once you have come far enough in progressing the status of your island that you unlock the ability to terraform and create or eliminate rivers, you can use this ability to make bridges cheap but effective. Normally, you can request the placement of bridges from Tom Nook to Resident Services, but prices can get quite high, and it takes them a day to build. However, with the water permit tool you can buy after learning Island Designer App, you can put dirt in rivers to create land bridges. Since your character can hop over small bumps, you can even create small paths to jump over rivers rather than closing the flow entirely! At the beginning of the game, you will be asked what hemisphere you live in – which will dictate how the seasons change depending on where you live. March weather is very much a spring environment in the north, while it seems much more like summer in the south. This actually extends to the types of bugs and fish you will find. This means that while a player from the North will find assorted butterflies in March, a southern player will find crickets instead. Critterpedia will accurately adjust or these fauna are found when in that hemisphere - so if you travel to a friend's city in another part of the world, you can catch creatures they would normally have to wait several months to see in your city. It's worth having friends in faraway places! You will learn early on that to make a lot of DIY articles, you will have to gather a lot of branches, wood, stone, iron, and other materials - but some resources might not be so obvious. Depending on the recipes you discover, you can also find uses for random items, such as Wasp cubes (to make honeycomb floors or medicines from), Seashells (to make beach rugs and shell furniture), and even trash fishing out of the water. You can also find Gold Nuggets, which are in a ton of money – but they are also needed to build some larger DIY projects, so you may also want to hang on to a few. Even the parts of Gulliver communicator that you can dig up to help him can be retained (you monster) because they will turn into rusty parts the next day and can be used to select craft projects you can find. Everyone has a story about their perfect city that is invaded by a satian who just stinks. Maybe you don't like their personality, or their stupid phrase, or just hate chickens... Whatever your reasons, there is a way to get the villagers to leave your city, but it takes a little dedication, luck, and time. Don't be fooled - say Isabelle you have a problem with a satian won't affect their decision to leave, it's just for resetting their catchphrase and/or clothing if they've taken anything from another player. Remember that, above all, villagers need interactions to feel welcome, and the less welcome they feel, the more likely they are to consider leaving. This means not talking to them at all when possible. One thing you can do - although it's not guaranteed to hasten their departure, is either hit them 3 times with a net catching bug, or repeatedly run into them until they get mad at you. If nothing else, it's a good way to express your displeasure with them. Another important thing to know is that leaving the villagers takes time. Villagers won't feel the need to leave an island until there are at least 6 on your island, and it may take a few days for someone to consider leaving. During this time, make sure you look at your villagers - if any of them have a thought bubble above their heads, it means they make a decision or have a task. Sometimes they'll want something, and sometimes they'll mention that they might want to leave your city. If a sat you like has this thought, you can convince them to stay - but if it's the satian you want out, be sure to encourage the decision, and the next day it will be announced that the shaman is packing up to leave. A departed satian will leave behind the lot they took over for someone else to move in, so be sure to look for someone to fill the place before another unwanted villageman moves in! You can use photo mode almost anywhere using the Camera app on the in-game NookPhone. However, you can get wider, more picturesque angles by taking photos in any of the secret photo op locations. You can tell that you're sitting in one, because the camera will focus or give a wider angle. There are several in the museum, including these: Try still standing in a few places and see what happens! Some fish appear in different bowls in your home; The sea horse is in a pet tank, while the goldfish are in a porcelain pool. You can put objects in trash cans. If you put an item of toilet furniture in Yours, you can sit on them and get a little pop-up message when you use them. This is also how you can get rid of the fruit that you've eaten..... If you leave turnips rotting on the ground, a trace of ants will appear around them. Leave the instruments outdoors, and the villagers can find and play with them. If you leave Gulliver's communication parts in pocket, the next day, they will become a rare rusty part crafting material. If you keep shaking a tree, more branches will fall. During the day a small yellow bird can be found on the bulletin board with a new message, while at night, an owl roosts there. If you display designs for T-shirts (and even hats) at the Able Sisters, another satmight might wear it for a while. As of Patch 1.1.1 (released March 26) this error no longer works. Below is an excerpt from how to perform glitch in an unpatched version of the game. When you play Animal Crossing with a second player, using the Call Island Resident feature, there is currently a way to duplicate several types of items, and quickly sell an entire inventory worth of valuable loot as quickly as you can create more. Note that this error can only be adopted with two players on a single Switch console, as an online or local multiplayer does not allow guests to interact with placed objects, nor can host pick them up. First, summon the second player using Call Resident, and then place a large item for sale on a small table or chair – this can range from small valuables to rare bugs and fish, or even Royal Crown sold at random from Able Sisters – which can sell for a huge amount of Bells! Once the item is placed on the seat, have the second player (the one who can't access their inventory) hold down to grab the table and then spin the item. When this happens, the first player should grab the item with the right Y as it starts to rotate. If done correctly, the first player will pocket the item in their inventory, while the second player continues to rotate a copy of the item on the table. If it's synchronized, you can continue to pick up duplicates until the inventory is full! Completely!

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