

Animal Crossing Stalk Market Guide

by Mp16

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This walkthrough was originally written for Animal Crossing on the GC, but the walkthrough is still applicable to the N64 version of the game.

Animal Crossing
Stalk Market Game
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-----Stalk Market-----

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~~2. About Me~~
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My name is Brian, but on Neoseeker, it's Mp16. I enjoy writing guides to current video games I'm hooked on. I have written a few, but they were never published, so technically, this is my first one. I have my own website that I started about a month ago. It isn't anything special... yet. But it will over time. It includes a lot about Animal Crossing and an in depth easy strategy to the Island that does not involve the Golden Shovel. All of the information on this guide is straight out of my website that I wrote myself through data I collected while playing this great game, Animal Crossing. My website is http://www.freewebs.com/mp16_2006

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~~3. What is the Stalk Market?~~
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In real life, the Stock Market is a system in which businesses show their profits on the internet, a person buys shares of money that go to the business, and if that business makes a

profit, the person can sell their shares, and earn a percentage of however much the business profited from the moment the person bought a share to the moment they sell it. Sometimes a company will have a major gain of money and shares will increase in huge amounts; companies might have huge losses as well, and the person who put shares into that business will lose a lot of money. The stock market is much more complicated than that, but that's the gist of it.

Animal Crossing has a version of the Stock Market where Turnips are the shares (thus, STALK Market), and a Sow named Joan is where you buy the shares, and Tom Nook is where you sell the shares. However, there's a catch to Animal Crossing's version, you only have one week to sell the shares, or else you'll lose everything, like a business goes bankrupt.

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~~4. Stalk Market~~

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~~a. Info~~

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Just when you thought this game had it all, Animal Crossing has a simplified version of the Stock Market using Turnips called the 'Stalk Market'. Every Sunday between 6:00 a.m. and 12 p.m. (noon), a Sow named Joan visits your town to sell Turnips in bundles of 10, 50, or 100. When you bring the Turnips to Tom Nook, he'll buy them for whatever price except on Sundays and lottery days which are held at the last day of every month. Each day, the prices change for better or for worse. However, if you don't sell them by the following Saturday, they'll all go bad and you lose everything. So no matter how horrible the prices are on Saturday, it's better to get 60% of what you spent back, than none. In order to see how much Nook will pay per Turnip, talk to him and select 'Other Things', then 'Turnip Prices?' Most of the time, Turnips are worth somewhere around how much Joan sells them for, highest on Monday and Tuesdays, and lowest on Fridays and Saturdays. But what you're really looking for are "boosts." Boosts are when Nook pays huge amounts of Bells for one Turnip. Boosts occur an average of once every five weeks. However, there is no known pattern to when they appear. Every boost is eight times the amount Joan sells Turnips for the previous Sunday.

Example: Joan sells her Turnips for 95 Bells each, if Nook has a boost within the next week, he'll buy them for 760 Bells a piece! Which gives you a total profit of 665 Bells each. (790-95)

The ranges for the cost of a Turnip are 70-137. If Nook had a boost during the week when Turnips are 137 Bells each, you would earn a profit of 959 Bells per Turnip (1096-959). Let's say you spent 411,000 Bells on Turnips for 137 each and you bought them in 100 bundles,

you
would have 30 bundles of Turnips. On Wednesday, Nook has a boost for 1,096 Bells per Turnip.
You have 3,000 individual Turnips for a total of 3,288,000 Bells minus 411,000 Bells for expense. That leaves you with 2,877,000 Bells profit! Of course, if you spent a bit more, those numbers would skyrocket.

Since boosts aren't very common, a lot of big investments will be destroyed. But don't worry, one successful boost can recover 9 weeks of failed boosts.

The first 1,000,000 Bells aren't too complicated, but after that, you realize time is of the essence. It's time consuming to buy hundreds of bundles of Turnips only purchasable one bundle at a time every time you talk to Joan. Not to mention the average acre only has 200 available spots on the ground to drop the Turnips. This means you'll have to find Joan more than once.
Another factor is carrying Bells. You can only carry a max of 849,999 Bells which includes stashing them into letters. This means you have to constantly drop and pick up things to save as much time as possible.

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~~b. Strategies~~
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REGULAR STRATEGY:

Here's my strategy to the regular way the Stalk Market is played if you're going to spend at least 840,000 Bells and have a savings account at the Post Office: Start playing Animal Crossing as early as 6:00 a.m., take out 840,000 Bells from the Post Office and find Joan. When you find her, drop all your Bells off in that acre in 30k bags. If you plan on spending more than that, and there are at least 200 spaces available without leaving the acre, go back to the Post Office before talking to Joan and get however many more Bells you wish to spend. If you talk to Joan, She'll leave that acre and you'll have to find her again. Next, keep 120,000 Bells with you and buy Turnips in bundles of 100 until you run out of Bells or fill up your inventory. Drop all the Turnips on the ground, pick up more Bells, and repeat. It takes longer than it seems, so move fast. When you run out of Bells, keep the Turnips there for now, leave the acre, and find Joan again. Repeat the strategy until you're done, or you run out of time. There is one important detail when you want to buy as many Turnips as possible before noon. If you are in the acre Joan is when the clock strikes noon, she'll stay there as long as you stay you that acre. This will give you more time to buy Turnips.

After you've bought all the Turnips from Joan, you can move them closer to Tom Nook's shop if

you'd like and check back every day for Turnip prices. If you do get lucky enough for a boost, bring 4-8 Turnip bundles at a time because each bundle will pay out more than 30,000 Bells. Sell them, deposit your money off at the Post Office, and repeat. It will take quite a long time to sell the Turnips as well, so make sure you don't start selling at 9:00 p.m.

MODIFIED (and better) STRATEGY:

The regular strategy to the Stalk Market is based on luck. However, there is another way which guarantees success and could pay out more than an 8x profit. Unfortunately, it's much more time consuming. The regular way is to stay in your own town and check back each day for a boost. But if you're careful, you can time travel, and visit other towns without exceeding seven days and spoiling the Turnips. This technique requires two memory cards with Animal Crossing towns on both. However, for this to work, you must be okay with time traveling on one of the memory cards.

Town A is the file that gets the money, most likely your main file. Town B will be the memory card you buy Turnips on. Make sure both memory cards have the same time for each.

The technique goes like this: First, check back every day until you find a boost in Town A. When you find one, put Town B's memory card in slot one, and Town A's in slot 2. On Town B, turn back time to the previous Sunday at 6:00 a.m. (Ex. the boost is on Thursday, July 19th, turn back time to Sunday, July 15th) Buy as many Turnips as you want using the method found in the regular strategy above. If you don't have enough money on Town B, just bring some over from Town A. Next, bring 15 bundles of Turnips with you to Town A (Turnips can't be put into letters)

Note: The Turnips won't spoil since you're going ahead of time less than seven days. But if you bring them back after visiting the other town, they will spoil since you're back in time. That's why people say you should never visit another town with Turnips, because if the town's times are even one second difference, you are going back in time either way. The game reads it as going 1 year into the future, which obviously will spoil the Turnips.

Next, drop 10-11 bundles outside Nook's store. Sell the 4-5 bundles to Nook and drop all of the 30k bags somewhere in the town. Do another 4-5 and repeat until all 15 are sold. Go back to Town A, grab another 15 bundles, and repeat. After you've sold every Turnip, save and put Town A's memory card back into slot one. Open a file, and put all the Bells into your bank account. This entire process could take along time, so be prepared.

Using the two memory card trick can give you more than a 15x profit; more than two regular stalk market boosts! Here's my real life example:

When I first thought of this trick, I had 900,000 Bells in my bank account. The very first day I began looking for boosts, Nook was buying Turnips at 992 Bells each! I went straight to work. First I brought 840,000 Bells from Town A on Town B. Next, I put town B's file in slot one and turned time to the previous Sunday. I picked up the Bell bags and looked for Joan. When I finally found her, she was selling Turnips for 72 Bells a piece! That's about a 14x profit when I end up selling them to Nook. I spent all the Bells for 116 bundles of Turnips. I brought them 15 at a time to town B and did the above method. After I finished selling everything, I earned 11,507,200 Bells! Subtract the 840,000 Bells I spent and I get a profit of 10,667,200 Bells! The cool thing was, the next day in the mail, I got two different letters from the Post Office: one with a Tissue Box, and the other with a Piggy Bank! Amazingly, it only took four hours to do!

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~~c. The L&F Trick~~
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Amazingly enough, there is a trick that can be done to preserve Turnips for as long as you want, it's called the L&F trick which is short for The Lost and Found Trick. The trick is to get the Turnips into the lost and found inside the Police Station before the week is up. If you can pull it off, then they'll never spoil as long as they stay there. The moment you pick the Turnips up from the station, its spoiling time will start ticking again. For example: you get the Turnips into the station in 5 days, the moment you pick the Turnips up, you'll have 2 days to sell them.

The only problem with this trick is that the lost and found can only hold 20 items. Any new things sent to the lost and found will replace the old things forever. (so empty out your Lost and Found before starting this trick) This means, there won't be a huge advantage for doing this trick. But don't get me wrong, 20 bundles of 100 Turnips each for 1000 Bells is still a lot. 2 million to be exact. Don't worry, Getting Turnips into the Police Station is easier than it sounds. There is a simple way to guarantee getting the Turnips before one week is up, or before one day is up! but you'll need at least one empty house that will be used for 10 minutes.

If you do, this will work wonderfully. First, empty out the lost and found and get your 20 bundles of Turnips. Next, drop them all in front of the train station. Now, start up a new character and go through the whole procedure of talking to Rover and answering the questions. When you finally arrive in your town with your new player, you'll notice all the Turnips that you dropped earlier are gone! That's because they were sent to the Police Station. But they won't disappear in any other acre.

If you have all four houses occupied, then another option would be using the Wishing Well. However, an event/holiday that is held at the Wishing Well needs to be coming up in the next week. The following is a list of such events:

January 1st -- New Year's Day
February 2nd -- Groundhog's Day
March 21st -- Sport's Fair #1
April 5th - April 7th-- Cherry Blossom Festival
July 25th - August 31st -- Aerobics
September 23rd -- Sport's Fair #2
November (fourth Thursday) -- Harvest Festival

Events also occur at the Lake. Those events are:

July 4th -- Independence Day
December 31st -- New Year's Eve

I know the Summer and Fall Fishing Tournaments occur at the Lake, but they start on Sundays the same time Joan comes, so they wouldn't work since the Turnips would be spoiled by the time the next Sunday comes.

If an event is coming up soon, empty out the lost and found, get 20 bundles of Turnips and drop them all near the Well/Lake. As soon as the event starts, the Turnips will go straight to the Police Station.

If no events held at the Wishing Well or Lake are coming up, the only other option is to put Turnips around signs and hope for the best that someone will use that sign. And the most you can even get into the lost and found this way is nine. Check back every day for Turnip prices, and the moment Nook is having a boost, get all of those Turnips and sell them before it is too late.

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~~5. Updates~~
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11/8/06: Wrote the Stalk Market Guide
11/13/06: Sent the guide in to Neoseeker (v.1.0)
12/02/06: Fixed some spelling errors and added a tiny bit of info I forgot to mention (v.1.2)
12/03/06: Fixed the Title. (v.1.3)
5/4/08: Fixed some mistakes and resent it to fix the alignment issue. (v.2.0)

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~~6. Acknowledgements~~
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I don't have too many acknowledgements, but it still deserves a section.

I would like to thank:
Neoseeker for an awesome website to discuss any game out there including Animal Crossing

and Nintendo, for making the amazing game, Animal Crossing. Without Nintendo, where would we be in Video Games right now?

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~~7. Contact~~
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If you'd like to contact me, my email is brian_mp16@yahoo.com
If you're wondering why you should contact me, there are many reasons. One, you can give me information that I'm missing or you believe is incorrect. Also, I want to make this guide as perfect as possible, so email me any spelling error, or something that doesn't make sense to you so I can clarify and make it easier to understand. I'll accept anything, and will reply to everyone, so don't hesitate to email me.

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~~8. Legal Info~~
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