

# Doubutsu no Mori (Import) FAQ/Walkthrough

by PunchyW

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Doubutsu No Mori (Animal Forest) FAQ  
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Comments? Questions? Corrections? Send them to [punchyout@gmail.com](mailto:punchyout@gmail.com)!

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\*\* A) Introduction \*\*

\*\*\*\*\*

Doubutsu no Mori (or DnM) is a game made by Nintendo for the N64 and it was released on April 14, 2001.

DnM is similar to Animal Crossing (AC). If you're not familiar with AC: In this game you talk with animals, make chores, write letters, collect bugs, etc.

If you want to get this game please take in mind that DnM uses the Japanese language a lot.

The game might come with a Controller Pak. With this, you can save letters and visit a friend's town.

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\*\* B) Starting... \*\*

\*\*\*\*\*

Controls:

Analog Stick- Move

C Buttons- Change view

A- Accept

- B- Cancel and pick up weeds
- Z- Run
- R- Map

After you press start, you meet Totakeke and asks you if you want to change the time. Then one of your villagers(one that you already met) appears and asks you if you're ready.

--Villager's Menu:--

- 1) I'm ready to go
  - Who are you?
- 2) Before I go...
  - 2a) Sound Settings
    - 2aa) Sound?
      - I. Stereo
      - II. Mono
      - III. Headphones
    - 2ab) Animal speak?
      - I. Animalese
      - II. Bebese
      - III. Silence
    - 2ac) Happy?
      - I. That's fine!
      - II. Um, hang on!
    - 2b) Other Things
      - 2ba) Demolish a house
        - Whose?
      - 2bb) Build a new town
        - Are you sure?
          - I. Maybe not...
          - II. Yes
      - 2bc) Set Time
      - 2bd) Never mind
    - 2c) Never mind

When you are moving into a village, you will meet Mishiranuneko(Rover in AC)in the train. You have to type your character's name and your town's name(you only have 6 spaces!).

Then you meet Tanuki. He will give you a house, but since you don't have enough money you need to do some jobs for him.

--Tanuki's jobs:--

- 1) Plant flowers around the shop.
- 2) Meet your town's villagers.
- 3) Deliver furniture.
- 4) Write a letter.
- 5) Deliver carpet.
- 6) Deliver an axe.
- 7) Advertise on the Keijiban(or Bullleting Board)

Once you finish with these jobs, you're free! Well, sorta...since you still have to pay off your debt.

\*\*\*\*\*  
\*\* C) Furniture \*\*  
\*\*\*\*\*

There are 436 furniture pieces available in DnM.

--Series(Each series has 10 furniture pieces)--

Aoi (Blue in AC)  
Rizo-to or Ressor (Cabana in AC)  
Rogu (Cabin in AC)  
Shikku (Classic in AC)  
Ajia or Asia (Exotic in AC)  
Midori (Green in AC)  
Karafuru or Colorful (Kiddie in AC)  
Riburi (Lovely in AC)  
Monokuro (Modern in AC)  
Kantori (Ranch in AC)  
Roiyaru (Regal in AC)  
Harowin or Halloween (Spooky in AC)

--Themes--

"Chess" in AC  
"Classroom" in AC  
"Construction" in AC  
"Mossy Garden" in AC  
"Rock Garden" in AC  
"Space" in AC  
Sentou -Translates to "Public Bath"- (11 pieces)  
Wafuu -Translates to "Japanese"- (6 pieces)

Furniture removed or redesigned in AC

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**\*\*Classroom theme\*\***

Gakkou no getabako "School's Shoe Rack" - 2200 bells - (Letter Cubby) Redesigned in AC - Classroom theme  
Gotsui gakkou no isu "School's ? Chair" - 1200 bells - Classroom theme  
Gakkou no isu "School's Chair" - 800 bells - Classroom theme  
Zoukin no isu "Towel's Chair" - 1200 bells - Classroom theme  
Chourei dai "Assembly Stand" - 1800 bells - Classroom theme - From Tsuneki(Reed)  
Gakkou no tsukue "School's Desk" - 1200 bells - (School Desk) Redesigned in AC - Classroom theme  
Rakugaki no tsukue "Scribble's Desk" - 1200 bells - Classroom theme  
Zoukin no tsukue "Towel's Desk" - 1200 bells - Classroom theme

**\*\*Construction theme\*\***

Barikedo "Barricade" - 1200 bells - Construction theme  
Fensu "Fence" - 1200 bells - Construction theme  
Bini-rutsuki fensu "Vinyl ? Fence" - 1400 bells - Construction theme  
Ukai kanban "Detour Signboard" - 1400 bells - Construction theme  
Temae no kanban "-Here-?Sign" - 800 bells - Construction theme

**\*\*Public Bath theme\*\***

Oke "Bucket" - 600 bells - Sentou theme  
Ofuro Matto "Bath Mat" - 600 bells - Sentou theme  
Yubune "Bathtub" - 2340 bells - Sentou theme - From Tsuneki(Reed)  
Tsuitate "Screen" - 1500 bells - Sentou theme  
Massa-ji isu "Massage Chair" - 1600 bells - Sentou theme  
Sentou no rokka "Public Bath's Locker" - 2000 bells - Sentou theme

Gyuunyuu ke-su "Milk Case" - 1900 bells - Sentou theme

**\*\*Japanese theme\*\***

Saihoubako "Sew? Rack" - 1400 bells - Wafuu theme - From Tsuneki (Redd)

Andon "Paper Lantern" - 800 bells - Wafuu theme

Chabudai "Tea table" - 1000 bells - Wafuu theme

Hibachi "Brazier" - 1200 bells - Wafuu theme

Chadansu "Tea Board" - 1600 bells - Wafuu theme

Irori "Hearth" - 1600 bells - Wafuu theme

**\*\*Other\*\***

Okai jihanki - 1700 bells - Redesigned in AC

Manekineko "Lucky Cat" - 1700 bells - Lucky Cat Set

Kuroi Manekineko "Black Lucky Cat" - 1700 bells - Lucky Cat set

Daruma "Dharma" - 1200 bells - Sharma set

Hisshou daruma "Victory? Dharma" - 1600 bells - Dharma set

Naga Chouzubachi "? Basin" - 1980 bells

Pinku no kotatsu "Pink Heater Table" - 1600 bells

Aoi kotatsu "Blue Heater Table" - 1600 bells

Kuzukago "Waste Basket" - 1400 bells

Pe-ru "Trash can" - 1100 bells

Kiri dansu "? Dresser" - 1300 bells

Basutei "Bus Stop" - 850 bells - Redesigned in AC

Buji kaeru "Lucky Frog" - 1350 bells

Tokonoma "Alcove" - 2500 bells

Kadomatsu - 2580 bells

Kagamimochi - 1800 bells

Famicon - (NES) Redesigned in AC

**\*Exclusive DnM64 items**

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**\*\* D) Famicom \*\***

\*\*\*\*\*

Called NES in AC. You can play classic Nintendo games with them!

All of them appear with the same name (Famicom) in the catalog, so here's their list so you can know which game has each one.

Famicom with Orange cartridge - Kuru Kuru Rando "Clu Clu Land" - From Tsuneki

Famicom with Red cartridge - Donki Kongu "Donkey Kong" - From Tsuneki

Famicom with White cartridge - Baru-n Faito "Balloon Fight" - From Tanuki's Lottery

Famicom with Yellow cartridge - Pinba-ru "Pinball" - From Tsuneki

Famicom with Sky Blue cartridge - Gorufu "Golf" - From Tanuki's Lottery

If you want to quit playing, just press L, R and Z at the same time.

\*\*\*\*\*

**\*\* E) Wallpapers and Carpets \*\***

\*\*\*\*\*

Wallpapers removed or redesigned in AC

-----  
Sentou no kabe "Sentou's Wall" - NA/1500 - Sentou theme - From Seiichi (Wendell)

Boroi tsuchi kabe "Profitable Wall" - 800/200 - Wafuu theme

Carpets removed or redesigned in AC

-----  
Ofuroba tairo no yuka "Bath Floor"- NA/1700 - Sentou theme - From Ro-ran  
(Saharah)

Furui itama no yuka "Old Floor" - 880/220 - Wafuu theme

\*\*\*\*\*  
\*\* F) Clothes \*\*  
\*\*\*\*\*

Shirts removed or redesigned in AC

-----  
\*N kyu-bu na fuku "N Logo shirt" - 64 bells/16 bells - Replaced by G Logo shirt  
- Bisu wears it.

\*Airabu 64 no fuku "I <3 64 shirt" - 380 bells/95 bells

W no fuku "W shirt" - 350 bells/88 bells - Mu- wears it.

Tomato jusu no fuku "Tomato Juice Shirt" - Torako wears it.

\*Exclusive DnM64 shirts.

\*\*\*\*\*  
\*\* G) Music \*\*  
\*\*\*\*\*

Here's the list of airchecks available in DnM (all of the ones in AC). All of  
them sell for only 1 bell!

Words between two \*s are written in katakana.

ke ke san bi ka  
ke ke \*ma - chi\*  
ke ke \*wa ru tsu\*  
ke ke \*su u >small i> n gu\*  
ke ke \*ja(ji with small ya) zu\*  
ke ke \*fu <small yu> - jo(ji with small yo) n  
ke ke no \*e chu(chi with small yu) - do  
ke ke \*ra ra ba i\*  
ke ke \*ma ri a\*  
ke ke \*sa n ba\*  
ke ke \*bo s(small tsu) sa  
ke ke \*ka ri pu so\*  
ke ke \*sa ru sa\*  
ke ke \*ma n bo\*  
ke ke \*re ge e\*  
ke ke \*su ka\*  
ke ke \*ta n go\*  
\*ha i sa i\* ke ke  
\*a ro ha\* ke ke  
\*pe ru -\* no u ta  
\*ko sa k(small tsu) ku\* so n gu  
ke ke \*cha(chi with small ya) i na\*  
\*to ru ko\* so n gu  
ke ke \*a fu ro\*  
ke ke mi n yo u  
ke ke \*ro k(small tsu) ku\*  
ke ke no \*ro ke n ro - ru\*  
\*ra gu ta i mu\*  
\*nyu(ni with small yu) - o ri n zu\* so n gu  
ke ke \*fu <small a> n gu\*  
ke ke \*go su be ru\*

ke ke \*so u ru\*  
\*a - ba n\* ke ke  
ke ke \*ra <u with "> so n gu\*  
\*do ra mu n be - su\*  
\*te gu no bi - to\*  
\*ya - ro bi - to\*  
\*o n ri - mi -\*  
ke ke \*ka n to ri -\*  
\*e re ki\* so n gu  
ke ke \*ba ra d(small tsu) do\*  
sho(shi with small yo) u wa ke ke ka yo u  
ke ke e n ka  
yu ke ! ke ke \*ra i da -\*  
ko wa i u ta  
ke ke \*u <small e> su ta n\*  
ke ke se n se i  
ke ke \*pa ri\*  
ke ke \*pa re - to\*  
\*se nyo(ni with small yo) - ru\* ke ke

You can only obtain these 3 by request:

ke ke \*so n gu\*  
da i su ki  
o to to i

\*\*\*\*\*  
\*\* H) Other items \*\*  
\*\*\*\*\*

Stationery removed or redesigned in AC Updated! (ver. 1.8)

-----  
Jougatsu na binsen "New Year's Stationery" - Redesigned for AC (New Year's Card)  
Omikuji binsen "Written Oracle Paper" - Redesigned for AC (Fortune Paper)

\*\*\*\*\*  
\*\* I) Fish \*\*  
\*\*\*\*\*

There are 32 fishes available in DnM.

"Row(1-4)-Column(1-8) AC Name, DnM Name, Price, Where to catch."

-----  
1-1 Crucian Carp, fu na, 120 bells, River-Pond  
-----

1-2 N/A, he ra bu na, 300 bells, Pond  
-----

1-3 Carp, ko i, 300 bells, River-Pond  
-----

1-4 Koi, ni shi ki go i, 2000 bells, River-Pond  
-----

1-5 Barbel Steed, ni go i, 200 bells, River-Pond  
-----

1-6 Dace, u gu i , 200 bells, River-Pond  
-----

1-7 Catfish, na ku zu, 200 bells, River- Pond  
-----

1-8 Giant Catfish, o o na ku zu, 3000 bells, Pond  
-----

2-1 Pale Chub, o i ka wa, 200 bells, River-Pond  
-----  
2-2 Bitterling, ta na go, 1300 bells, River-Pond  
-----  
2-3 Loach, do jo u, 300 bells, River-Pond  
-----  
2-4 Bluegill, bu ru - gi ru, 120 bells, River-Pond  
-----  
2-5 Small Bass, chi i sa i ba su, 200 bells, River-Pond  
-----  
2-6 Bass, fu tsu u no ba su, 300 bells, River-Pond  
-----  
2-7 Large Bass, o o ki i ba su, 3000 bells, River-Pond  
-----  
2-8 Giant Snakehead, ra i go, 6500 bells, Pond  
-----  
3-1 Eel, u na gi, 2000 bells, River-Pond  
-----  
3-2 Freshwater Goby, do n ko, 300 bells, River-Pond  
-----  
3-3 Pond Smelt, wa ka sa gi, 300 bells, Pond  
-----  
3-4 Sweetfish, a yu, 1300 bells, River-Pond  
-----  
3-5 Cherry Salmon, ya ma me, 1300 bells, River-Pond  
-----  
3-6 Rainbow Trout, ni ji ma su, 650 bells, River-Pond  
-----  
3-7 Large Char, o o i wa na, 10000 bells, Waterfall  
-----  
3-8 Stringfish, i to u, 15000 bells, River-Pond  
-----  
4-1 Salmon, sa ke, 650 bells, River Mouth-River  
-----  
4-2 Goldfish, ki n go, 1300 bells, River-Pond  
-----  
4-3 Popeyed Goldfish, de me ki n, 1300 bells, River-Pond  
-----  
4-4 Guppy, gu p pi -, 1300 bells, River-Pond  
-----  
4-5 Angelfish, e n ze ru fi s shu, 300 bells, River-Pond  
-----  
4-6 Piranha, pi ra ni a, 6500 bells, River-Pond  
-----  
4-7 Arowana, a ro wa na, 10000 bells, River-Pond  
-----  
4-8 Coelacanth, shi - ra ka n su, 15000 bells, Ocean  
(when it's raining)  
-----

The "Herabuna" doesn't appear in AC.

\*\*\*\*\*  
\*\* J) Insects \*\*  
\*\*\*\*\*

There are 32 bugs in DnM.

"Row(1-4)-Column(1-8) AC Name, DnM Name, Price, Where to catch."

-----  
1-1 Common Butterfly, mo n shi ro cho u, 80 bells, Anywhere  
-----  
1-2 Yellow Butterfly, mo n ki cho u, 120 bells, Anywhere  
-----  
1-3 Tiger Butterfly, a ge ru cho u, 200 bells, Anywhere  
-----  
1-4 Purple Butterfly, o o mu ra sa ki, 2000 bells, Anywhere  
-----  
1-5 Brown Cicada, a bu ra ze mi, 200 bells, Trees  
-----  
1-6 Robust Cicada, mi n mi n se mi, 300 bells, Trees  
-----  
1-7 Walker Cicada, tsu ku tsu ku ho u shi, 400 bells, Trees  
-----  
1-8 Evening Cicada, hi gu ra shi, 850 bells, Trees  
-----  
2-1 Red dragonfly, a ki a ka ne, 80 bells, Anywhere  
-----  
2-2 Darner dragonfly, Shi o ka ra to n bo, 130 bells, Anywhere  
-----  
2-3 Common dragonfly, gi n ya n ma, 130 bells, Anywhere  
-----  
2-4 Banded dragonfly, o ni ya n ma, 4500 bells, Anywhere  
-----  
2-5 Cricket, 130 bells, ko o ro gi, Grass  
-----  
2-6 Grasshopper, 130 bells, ki ri gi ri su, Grass  
-----  
2-7 Pine Cricket, 100 bells, ma tsu mu shi, Grass  
-----  
2-8 Bell Cricket, 430 bells, su zu mu shi, Grass  
-----  
3-1 Ladybug, ra n to u mu shi, 130 bells, Flowers  
-----  
3-2 Spotted Ladybug, na na ho shi ra n to u, 200 bells, Flowers  
-----  
3-3 Mantis, ka ma ki ri, 430 bells, Flowers  
-----  
3-4 Long locust, sho u ryo u ba tta, 200 bells, Grass  
-----  
3-5 Migratory Locust, to no sa ma ba tta, 1350 bells, Grass  
-----  
3-6 Cockroach, go ki bu ri, 5 bells, Trees  
-----  
3-7 Bee, ha chi, 4500 bells, Trees  
-----  
3-8 Firefly, de n ji bo ta ru, 250 bells, Pond  
-----  
4-1 Drone Beetle, ka na bu n, 80 bells, Trees  
-----  
4-2 Longhorn Beetle, bo ma da ra ka mi ki ri, 200 bells, Trees  
-----  
4-3 Jewel Beetle, ta ma mu shi, 3000 bells, Trees  
-----  
4-4 Dinastyd Beetle, ka bu to mu shi, 1350 bells, Trees  
-----  
4-5 Flag Stag Beetle, hi ra ta ku wa ga ta, 2000 bells, Trees  
-----  
4-6 Saw Stag Beetle, no ko gi ri ku wa ga ta, 2000 bells, Trees

-----  
4-7 Mountain Beetle, mi ya ma ku wa ga ta, 2000 bells, Trees  
-----

4-8 Giant Beetle, o o ku wa ga ta, 10000 bells, Trees  
-----

\*\*\*\*\*  
\*\* K) Calendar \*\*  
\*\*\*\*\*

Holidays were changed in AC.

Since Tortimer doesn't appear in DnM, you don't get special furniture(mementos and models) in holidays.

-----  
January(ichigatsu) Updated! Ver. 1.8  
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1 to 3- New Year's Festival

The new year festival, "Shogatsu", is a very important japanese holiday.

A lot of things happen in these days:

-Tanuki will sell fukubukuro(sgrab bags) on 1st, 2nd and 3rd of January. Each fukubururo has 3 random items.

-Your "mom" will send you a letter with 10000 bells!

-At the Oyashiro(Shrine), starting at 6AM, some of the villagers will be there doing...um, something( depositing coins in the shrine?).

-You can read your fortune with Hakkemii(Katrina).

2 to February 23- Kamakura

One of your villagers builds an igloo. You can play games with him/her and win furniture!

-----  
February(nigatsu)  
-----

14- Barentain de-

Female animals will send letters with presents to male humans.

20 to March 3

Tanuki sells Hinaningyous in his shop. In Japan, these dolls are displayed in the house during the Girl's Festival(March 3).

-----  
March(sangatsu)  
-----

3 to 5- Ohanami

In Japan, at this time of the year, people celebrate with hanami picnics under the cherry blossom trees. The trees in your town will turn pink and the villagers will make a party at the Oyashiro(Shrine)

14- Howaito de-

Male animals will send letters with presents to female humans.

-----  
April(shigatsu)  
-----

20- Undoukai(Spring)

Your villagers participate in different sport activities:

9AM - Rajio Tai Sou

11AM - Tokyou Sou

1PM - Tamaire Tai Kai  
3PM - Tsunahiki Tai Kai

20 to May 5

Tanuki sells Yoroi Kabutos (Samurai Suits) in his shop. In Japan, these are displayed in the house during the Boy's festival(May 5).

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May(gogatsu)

---

1 to 5-

Carp streamers appear in your town. In Japan, these are displayed during the Boy's Festival(May 5) and simbolize strenght.

----

June(rokugatsu)

----

Every Sunday- Tsuru tai kai(Summer)

"Fishing tourney" in AC. Catch the biggest bass to get a prize.

----

July(shichigatsu)

----

25 to August 31- Rajio Tai Sou (6AM)

Go to the Oyashiro(Shrine) to see some of your villagers making exercises.

-----

August(hachigatsu)

-----

Every Saturday - Hanabi tai kai

Go to the lake to see the fireworks. Tsuneki(Reed) will sell gyroids(hanawi), music or fruit.

-----

September(kyuugatsu)

-----

Random- Juugoya no Otsukimi(6PM)

Go to the lake to see the moon.

-----

October(juugatsu)

-----

Random- Juusanya no Otsukimi(6PM)

Go to the lake to see the moon.

2nd Monday- Aki no Taiundoukai

See "Undoukai(Spring)".

? - Mashitake

From 8AM to 9AM, 4 or 5 mushrooms will appear in your town. You can sell them for 5,000 bells.

31 - Harowin (or Halloween)

Some weeks before this day, Tanuki sells candy at his store. On Halloween, your villagers will be disguised as Panpukingu(Jack) and you have to have to find the real one. If you find him and you give him candy, he will give you a special piece of furniture from the "Harowin"(Spooky in AC) series.

Here's the list of the "Harowin" furniture:

"Beddo" Bed

"Kurokku" or Clock  
"Kurozetto" or Closset  
"Sofa"  
"Tansu" or Chest  
"Chea" or Chair  
"Te-buru" or Table  
"Doressa-" or Dresser  
"Rakku" or Rack  
"Ranpu" or Lamp

All of them sell for 10310 bells

-----

November(juuichigatsu)

-----

Every Sunday- Aki no Tsuritaikai(Fall)  
See "Tsuru tai kai(Summer)"

-----

December(juunigatsu)

-----

1 to 24

Tanuki sells Kawaii Xmasutsuri-s and Ookina Xmasutsuri-s in his shop.

24-? Christmas eve(23AM)

Jinguru(Jingle) visits your town.

25 to 30

Tanuki sells Kadomatsus and Kagamimochis in his shop. Both are used as decorations for New Year in Japan.

31- Kauntodaun

Go to the lake to see the giant countdown clock.

\*\*\*\*\*

\*\* L) Characters \*\*

\*\*\*\*\*

Villagers

\*\*\*\*\*

The villager personalities are the same as AC (sweet-nice-snobby for girls and jock-sleepy-mean for boys).

Just as in AC, villagers will ask you to deliver something, bring them an item, fish, bugs, plant flowers, etc.

Some animations for villager emotions are different.

Special characters

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Ekiin san

-----

Potter in AC. He's the attendant of the station.

-----

Omawarisan A

-----

Office Cooper in AC. You can find him at the Kouban(Police Station).

-OmawaRisan A Menu-

- 1) Any goings on?
- 2) Anything lost?
- 3) What's this?
- 4) Nothing

-----  
Omawarisan B  
-----

Office Booker in AC. He's inside of the Kouban(Police station).

-----  
Tanuki  
-----

Tom Nook in AC. Owner of the shop, he will sell you a house at the beginning.

-Tanuki's Menu-

- 1) Turnip Prices
- 2) I'd like to sell
- 3) See my catalog
- 4) Nevermind

-----  
Haniwa kun  
-----

Gyroid in AC. You can find him next to your house.

-His Menu-

- 1) Set message
- 2) Store an item
- 3) Save
- 4) Nevermind

If you talk to other people's haniwakun:

- 1) Stored items
- 2) Nevermind

-----  
Periko and Perimi  
-----

Pelly and Phyllis in AC. They work at the post office(Periko at 7AM and Perimi at 7PM).

-Their menu-

- 1) Send a letter.
- 2) Deposit
- 3) Save a letter
- 4) Nevermind

-----  
Risetto san  
-----

Mr. Resetti in AC. He appears when you reset the game.

Sometimes you have to type a long message for him (like: koredesaigonishimasu), and it's a bit hard if you're not good in japanese.

Visitors

\*\*\*\*\*

-----

Uomasa

-----

Comes: Fishing Tourney Sundays

(Chip in AC)

-----

Kaburiba

-----

Comes: Every Sunday.

(Joan in AC)

Sells turnips.

-----

Gure-su

-----

Comes: Random day.

(Gracie in AC)

If you wash her car, she will give you an expensive and rare shirt. To wash her car, just tap A really fast.

-----

Seiichi

-----

Comes: Random day.

(Wendell in AC)

If you give him fish, he will give you an expensive and rare wallpaper. Most of these wallpapers are used for themes.

-----

Jinguru

-----

Comes: on Christmas Eve -12/24-

(Jingle in AC)

-----

Joni-

-----

Comes: Random day every week.

(Gulliver in AC)

You will find him lying on the beach. When you "save" him, he will give you a piece of furniture as a reward.

Oh, and he knows English, so sometimes he will say things like "Good bye" or "Please, help me".

-----

Tsuneki

-----

Comes: Random day.

(Redd in AC)

In his shop, he sells different pieces of furniture. Some of these furniture are expensive and rare and you can't find them at Tanuki's shop. He also sells ordinary furniture(that you can find at Tanuki's shop), but with high prices too!

-----  
Totakeke  
-----

Comes: Every Sunday at 8PM.  
Talk to him and he will play a song. Then, he will give you an aircheck of the song that he played for you.  
You can check the full list of his songs in the "Music" section.

-----  
Hakkemii  
-----

Comes: Random day.  
(Katrina in AC)  
If you visit her tent, you can pay 50 bells to read your fortune.

-----  
Panpukingu  
-----

Comes: On Halloween -10/31-  
(Jack in AC)

-----  
Ro-ran  
-----

Comes: Random day.  
(Saharah in AC)  
She will give you an expensive and rare carpet if you give her some bells and an ordinary carpet.

\*\*\*\*\*  
\*\* M) Places \*\*  
\*\*\*\*\*

-----  
Omise  
-----

"Mise" translates to shop.  
This is Tanuki's shop. Here, you can buy furniture, clothes, wallpapers, carpets, etc.  
If you buy and sell a lot at his shop, he will upgrade it and sell more items than before.  
-The building was redesinged in AC-  
=The names of the shop were changed.  
=Tanuki wears different uniforms

Characters found here: Tanukichi.

-----  
Oyashiro  
-----

A "yashiro" is a shrine. It was replaced by a well in AC.  
Some events like Ohanami are held at the Oyashiro.

-Menu-

- 1) How are things?
- 2) Apologize
- 3) What's this?
- 4) Nothing

Characters found here: None.

-----  
Gomisuteba  
-----

Translates to garbage dump.  
You can drop items here.

-The sign was redesigned in AC-  
=Two symbols written on it were changed for the word "DUMP"

Characters found here: None.

-----  
Yuubinkyoku  
-----

The Post Office. You can mail letters, deposit money and save letters here.

-The building was redesigned in AC-  
=A big red "te" symbol that appears in the building was removed.

Characters found here: Periko and Perimi.

---  
Eki  
---

"Eki" translates to station. You can visit your friend's town by talking to the little monkey standing there (using the Controller Pak).

Characters found here: Ekiin san.

\*\*\*\*\*  
\*\* N) Misc. Info and Differences \*\*  
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Writing a message  
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The typing system of DnM is different than the one of AC.

Controls:

- Control Stick- Point a symbol
- A- Select
- B- Delete
- Z- Change the group of symbols
- R- Modify a symbol

Groups:

- 1st- Hiragana (Main japanese alphabet)
- 2nd- Kigou (Symbols)
- 3rd- Katakana (Japanese alphabet used to write foreign words and names)
- 4th- Eigo (English language)
- 5th- Suuji (Numbers)

Instead of a keyboard, a dial that contains the symbols(letters, numbers or punctuation marks...depending of the group that you selected) appears on the screen. Using the control stick, point the symbol that you want to use(move the control stick down to see more symbols), then press A and the symbol will appear in your message.

If you're using the Hiragana or the Katakana group, the characters a, ka, sa, ta, na, ha, ma, ya and wa are displayed in the dial. If you point one of these and press A, a red dial appears and shows more characters.

-----  
Nintendo!  
-----

In DnM, before the title screen shows up, the N64 logo appears with the same sound that plays when you drop a furniture in your house and with a voice of a random animal saying "Nintendo!".

-----  
Joni- (Gulliver)  
-----

In AC, DnM+ and DnMe+, when you "save" him you will receive a Special furniture piece.

In DnM, he just gives you a random furniture.

-----  
Dressers, Wardrobes, etc.  
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In DnM, you can only put ONE item in these furniture!

-----  
Stereos  
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You can only store one aircheck in a stereo.

-----  
...Sama?  
-----

In Japan, there are different ways to refer to someone. In DnM, your Haniwa (Gyroid) refers to you as -sama (master). Some characters like Tanuki and Omawarisan A will refer to you as -san (it's like Mr.). And some of your villagers will refer to you as -kun, -chan or -san.

Some characters have these words in their name, like Risetto san(Mr. Reset).

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Famicon  
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In the catalog, all of the NES games appear with the name "Famicon".

-----  
Kasa  
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In AC, there's a section in the catalog called "Handhelds" where you can find all of the umbrellas, pinwheels, fans, balloons and tools.

In DnM, this section is called "Kasa" (translates to "Umbrella") and here you can only find umbrellas. So that means that pinwheels, fans and balloons are not available in this game...and that you can't order tools.

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Fishing Tourney  
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In DnM, a bass is measured in centimeters (cm).

-----  
Jumpfish

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When you release a fish, it hops until it gets to the water!

-----  
Feng Shui Updated! 1.8  
-----

-Put orange furniture in the north of your house.  
-Put green furniture in the south of your house.  
-Put red furniture in the east of your house.  
-Put yellow furniture in the west of your house.  
If you arrange your furniture like this, you might get some extra luck with money!

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\*\* O) Updates and Coming Soon \*\*  
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Updates:

Version 1.8

+New info in the "Calendar" section.  
+New info about Stationery "removed or redesigned in AC"  
+New random info in the "Misc. Info and Differences" section.  
+Corrections.

Version 1.7

+Added a new section called "Famicom".  
+New info in the list for "Fish" and "Bugs".  
+New info about Furniture "removed or redesigned in AC".  
+New random info in the "Misc. Info and Differences" section.  
+Some corrections.

Version 1.3

+Added the list of airchecks in the "Music" section.  
+New info about the characters "Totakeke" and "Uomasa".  
+New info in the "Calendar" section.  
+New info about Furniture, Shirts and Stationery "removed or redesigned in AC".  
+New random info in the "Misc. Info and Differences" section.

Version 1.0

+The first version.

Coming Soon, in the next version:

More info about...

-Furniture  
-Fish  
-Bugs  
-Calendar  
-Misc. Info and Differences

\*\*\*\*\*  
\*\* P) Thanks \*\*  
\*\*\*\*\*

Credit and special thanks to:

-The people of the DnMe+ Board in Gamefaqs. They inspired me to write this FAQ. Also, they provided a lot of help. Thank you!!

-NitendoMom and NintendoDad!

-Nintendo, for making a great game!

-[www.japan-guide.com](http://www.japan-guide.com). Here, I found info about some japanese events.

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