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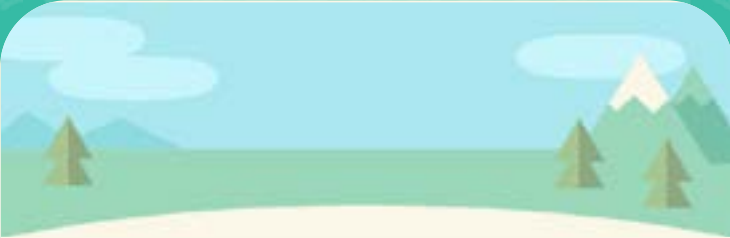
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Intro / Credits



Like the cover page of this guide suggests, this is an extensive yet simplified guide to AC:PC (Animal Crossing: Pocket Camp). I've done my best to explain + cover most, if not everything in the game itself. Certain areas i have gone into detail, while others i have not. This is due to there being wikis and other resources available carrying this information.

I am in no way an "expert" on ACPC. Simply a player that's been playing since soft-release (10/25/2017) and would consider himself well experienced. Many people are as equally knowledgable as I.

This guide was created by me, but a lot of the information here was compiled together with help from those in the /r/ACPocketCamp Discord.



Special thanks to bluesun, Cubie, Elae, IcyPhoenix, Euphory, Z, Bare, Miranda, Drisley, Takeshi, Delpolo, AKRK, GrokNotMock and many others on the Discord for their contributions to data, as well as early experimentation during soft-release.

An additional note is that this guide has been made to be somewhat interactive. You can click on the name on any of the topics in Table of Contents to be taken to the page in this PDF with that info. As well, there are various buttons you may see on some pages, linking to gamepedia/reddit containing more information on the subject. As well as most of the Patch Log buttons redirecting to the reddit thread with that patch's info, and the Useful Resource buttons all linking to those websites.

Patch Log

0.9.0

c8nZd
10/25/2017

0.9.5

O6wFg
11/16/2017

1.0.0

lwO34
11/20/2017

1.0.1

QZHCL
11/25/2017

1.0.2

QZHCL
11/25/2017

1.0.3

uF4Av
12/02/2017

1.1.0

rV2Va
12/17/2017

1.1.1

cTsvV
12/21/2017

1.1.1b

AxvjS
12/27/2017

1.1.2

3CDy2
01/09/2018

1.1.2b

2J5Bl
01/11/2017

1.1.3

e82OF
01/17/2018

1.1.3b

bK2ZW
01/20/2017

1.1.4

mY1fd
01/27/2018

1.1.5

mt0em
01/30/2018

Choosing your Theme

The game begins with you choosing your theme. This holds no influence in regards to your game as a whole, but simply which villager your automatically start with, as well as your base starting furniture. You are still able to get the other 3 starting villagers and the furniture associated with them.



Goldie



Natural

Apollo



Cool

Jay



Sporty

Rosie



Cute

Post-Tutorial

Now that you've completed the tutorial, the real game starts. You should have a rough grasp as to how to play the game. From here on out, the game is in your hands. Choose to play however you want. A recommendation to start with having completed the tutorial is aiming to craft all the furniture required to invite the 4 villagers available in spawn



Player

You as a player make progress in many ways throughout the game. There's experience to gain, allowing you to progress in levels and unlock more things, your catalog to complete if you so choose to, and many other things.

Experience / Rewards / Progress

Every level you gain as a player unlocks various things. Experience is acquired by leveling up the happiness of a villager. Every happiness level from a villager is 1 exp to you as a player.

From Lv. 1-36 you will be unlocking villagers until you've unlocked the current roster of Villagers. There are also landmark levels such as 5, 10, 15, which will reward you with things such as Request Tickets, Calling Cards, Market Box Expansions, Inventory Expansions, and much more.

Catalog

The Catalog, a feature in all Animal Crossing games, details all the furniture, clothing, amenities, and special furniture you can gain. If you so choose, you can aim to 100% it by collecting/crafting every single item there is as of now.

Extras

Aside from leveling up and completing your catalog, you as a player can choose whatever else you want to do as an objective to completing the game. You can choose to "true" 100%, as in buying all the extra features available to say you've attained everything. Such as Extra Camper Paint Jobs, Loans, Market Box Expansion, Inventory Expansion, and more.



Villagers

Villagers are an integral part of the Animal Crossing franchise. They're the Animal in Animal Crossing after all.

Within ACPC, you're able to do requests for your villagers, hold simple conversations, and even invite them into your campground. Villagers are also integral to you leveling up yourself.

As your level up in player level, you will unlock more and more villagers. Though it is random what villagers you unlock, they are still unlocked in specific tiers.

Tier 1



Tier 2



Tier 3



Tier 4



Tier 5



Tier 7





The times on the chart are listed in 24hr time format

Requests

You can have up to 8 villagers in your campsite at a time, and 4 that will randomly appear in the 4 “explore” locations on the map.

Outside in the 4 exploring locations, a random villager will appear. Villagers in your campsite are not in the pool of villagers that can appear outside. The villagers outside will remain in their location for 3 hours, which is until the next rotation, where it will cycle them out and place another 4 villagers there.

The items for the 4 villagers can be found at any of the 4 locations. If at any moment you can't find what you need, you can always turn to the market box of those on your friends list in hopes of them having what you need. The next page has a chart of what each location provides, as well as Spawn Chance %'s, where applicable.

Seeing 00:00-24:00 essentially means that these fish/bugs are available 24/7



The Football Fish is the only fish/bug that isn't available 24/7. As listed above, it's only available during 19:00-02:00 (7pm-2am) in your timezone. Basically, evening/night.

The Shells share a different spawn % from the fishes on the beaches naturally, as they spawn in different areas. Though when using a net, they're clumped together.



Progress / Rewards

Your end-goal with villagers is to invite every single one that you can into your campsite, and level them all up to their max level of 20. Completing requests and doing specific conversation missions will reward you varying amounts of experience from 1-3. As your villagers' happiness level increases, you will receive certain rewards when hitting certain milestone points.

Spawn Rate • Spawn Time • NPC Value (Bells) • Requested by Villagers



Breezy Hollow

-  n/a • n/a • 10 🪙 • Yes
-  n/a • n/a • 10 🪙 • Yes
-  n/a • n/a • 10 🪙 • Yes
-  n/a • n/a • 10 🪙 • Yes
-  n/a • n/a • 10 🪙 • Yes



Saltwater Shores

-  n/a • n/a • 10 🪙 • Yes
-  33.3333% • 00:00-24:00 • 10 🪙 • Yes
-  33.3333% • 00:00-24:00 • 10 🪙 • Yes
-  33.3333% • 00:00-24:00 • 10 🪙 • Yes
-  31.4231% • 00:00-24:00 • 10 🪙 • Yes
-  31.4231% • 00:00-24:00 • 10 🪙 • Yes
-  31.4231% • 00:00-24:00 • 10 🪙 • Yes
-  4.3142% • 00:00-24:00 • 100 🪙 • Yes
-  0.5795% • 00:00-24:00 • 1,500 🪙 • No
-  0.5795% • 19:00-02:00 • 3,000 🪙 • No
-  0.2576% • 00:00-24:00 • 5,000 🪙 • No








Sunburst Island

-  n/a • n/a • 10 🪙 • Yes
-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  4.3338% • 00:00-24:00 • 100 🪙 • Yes
-  0.4528% • 00:00-24:00 • 1,500 🪙 • No
-  0.2587% • 00:00-24:00 • 2,500 🪙 • No
-  0.2587% • 00:00-24:00 • 3,000 🪙 • No



Lost Lure Creek

-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  31.5653% • 00:00-24:00 • 10 🪙 • Yes
-  4.3338% • 00:00-24:00 • 100 🪙 • Yes
-  0.6468% • 00:00-24:00 • 1,500 🪙 • No
-  0.3234% • 00:00-24:00 • 4,000 🪙 • No

Inviting Villagers

As you progress through the game, you'll want to eventually invite every single villager to your campsite. This does not mean they will all reside within your campsite, but that you'll be able to freely invite and send them home as you choose. This becomes more important later on in regards to micromanaging to level quickly / efficiently, or farm resources.

To invite a villager to your camp, you must finish their requests, which entail crafting + placing specific furniture, as well as getting them to a certain happiness level. Once both these requirements are met, you may invite them to your campsite. You can have a max of 8 villagers in your campsite at a time, but you can freely swap them in + out with any other villager you own at any time.

To swap villagers, simply enter your campsite and then click on the cat-face icon on the right-hand side. In that menu, select any villager and then select send home. From there, click on the + sign where the villager used to be. You'll be taken to another menu that shows all the villagers you've invited to your campsite, but aren't currently in your campsite. Select whomever you want, invite them, and then hit confirm.

Campsite Rotations

Campsite villagers will offer a varying amount of requests / conversation depending on how many villagers you have in your campsite. This refreshes every 3 hours, and that timer starts after you've had your first interaction for a villager. The villagers in your campsite that get a conversation or request is random.

Villager Count in Campsite • # of Conversations Available • % Chance of that Conversation Amount Appearing

🐼x1 • 1 • 100%

🐼x2 • 1 • 50%

🐼x2 • 2 • 50%

🐼x3 • 1 • 40%

🐼x3 • 2 • 40%

🐼x3 • 3 • 20%

🐼x4 • 1 • 33%

🐼x4 • 2 • 33%

🐼x4 • 3 • 33%

🐼x5 • 1 • 20%

🐼x5 • 2 • 40%

🐼x5 • 3 • 20%

🐼x5 • 4 • 20%

🐼x6 • 2 • 60%

🐼x6 • 3 • 20%

🐼x6 • 4 • 20%

🐼x7 • 2 • 40%

🐼x7 • 3 • 40%

🐼x7 • 4 • 20%

🐼x8 • 2 • 33%

🐼x8 • 3 • 33%

🐼x8 • 4 • 33%



- The amount of conversations you can have are dependent on how many villagers you have in your camp
- Depending on the amount of villagers you have, there's still a range of conversations you could possibly have in said rotation. These are weighed by a % of chance of occurring.
 - For instance, if you have 5 Villagers in your campsite, there is a 40% chance that on the rotation you will have 2 conversations available, vs a 20% chance for 1, 20% chance for 3, or 20% chance for 4
- Animal reactions will appear in the "speech bubble" alongside available conversations.
 - These are rolled separately from conversations and not included in that. Thus, you may seem to have more conversations than you should with said animal count, but in reality that is just you also having animals that are going to have a cutscene-reaction to a furniture/amenity
- Animal Requests within the campsite do not appear on the "speech bubble"
- You will only ever get 1 request per campsite rotation. One random animal will offer 1 request every campsite rotation. It will only ever be a single animal with a single request, be it you have 1 animal, or 8 in your campsite

Micromanaging Villagers

Micromanaging your Campsite:

To fully optimize your gameplay, and efficiently / quickly level, you can utilize the campsite and a few tricks to micromanage and level quickly.

Cycle Planning:

This involves rotating in and out of your camp before and after a rotation. You'll first want to place any animals that you either have that are maxed, or not beneficial to you currently within your campsite. Do this roughly 5-10 minutes before an Exploration Rotation. After the rotation has occurred, check and see who's appeared outside in the 4 exploration zones. With that in mind, adjust whom you have in your campsite with your remaining villagers from the pool of villagers you've invited. This can be done to maximize EXP gains, or to farm a specific craft material. It's all dependent on what you currently need or want.

Craft Material Farming:

Have your campsite set up to have villagers to provide a specific craft material or essence.

Organizing Furniture in Campsite:

In regards to optimizing your campsite to your benefit. Many players have either organized 8 chairs in a row, or 8 intractable objects (lamps) in a row. This allows you to easily talk to each villager rather than having to search for them across your whole campsite if you've covered it in furniture.



Game Timers

There are a decent amount of cooldowns / timers you'll want to keep track of while playing ACPC. These are those, timers.

Fruit trees

Every 3 hours; Cooldown starts ticking down for each tree the moment you've picked from said tree

Campsite Villager Conversations

Every 3 hours; Cooldown starts ticking down for all villagers within the campsite once you've had your conversation quest done with 1 villager

Campsite Requests

Every 3 hours; Cooldown starts ticking down once you've done your request with 1 villager



🕒 Timers are in UTC



Crafting

Unlike other Animal Crossing games, to attain furniture in here you can purchase a select few from the Marketplace, but the rest you must craft. When unlocking a villager, you unlock the ability to craft a set of furniture that coincides with that villager.

Amenities

- All animals start with a Level cap of 7. You must craft the amenity associated to their nature to raise their max level. All animals of that nature will have their max level raised, regardless of being in your camp or not.
- Crafting the Lv. 1 Amenity of each tier will raised the max level. The other levels are simply filler levels to climb through until you unlock the last tier.

- You do not need to have the amenity displayed in your campsite to have the max level raised. Once crafted, that max level is raised permanently. You start with your Basic Tent, which has a sole level of 1.

- The last level (3/5) of each amenity tier, has the visual appearance of the amenity change a bit. Adding in a bit more to the look of the amenity.

- When an amenity is unveiled, it will choose 5 random animals from your camp to receive free additional exp. Animals that appear will receive +5 exp, but if their Nature matches that of the amenity, they will receive +10 exp

- If you do not have at least 5 people in your campsite, the amenity will pull animals that are directly on your map to the unveiling





Cool Tent

1-3

Lv.5

Cool Lv. Max raised to 10



Street Set

1-5

Lv.10 + Cool Tent Lv.3

Cool Lv. Max raised to 15



Rock Stage

1-3

Lv.10 + Street Set Lv.5

Cool Lv. Max raised to 20



Cute Tent

1-3

Lv.5

Cute Lv. Max raised to 10



Tree Swing

1-5

Lv.10 + Cute Tent Lv.3

Cute Lv. Max raised to 15



Merry-go-Round

1-3

Lv.10 + Tree Swing Lv.5

Cute Lv. Max raised to 20





Natural Tent

1-3

Lv.5

Natural Lv. Max raised to 10



Picnic Set

1-5

Lv.10 + Natural Tent Lv.3

Natural Lv. Max raised to 15



Tree House

1-3

Lv.10 + Picnic Set Lv.5

Natural Lv. Max raised to 20



Sporty Tent

1-3

Lv.5

Sporty Lv. Max raised to 10



Half-Pipe

1-5

Lv.10 + Sporty Tent Lv.3

Sporty Lv. Max raised to 15



Pool Set

1-3

Lv.10 + Half-Pipe Lv.5

Sporty Lv. Max raised to 20





Rustic Tent

1-3

Lv.5

Rustic Lv. Max raised to 10



Canvas Hammock

1-5

Lv.10 + Rustic Tent Lv.3

Rustic Lv. Max raised to 15

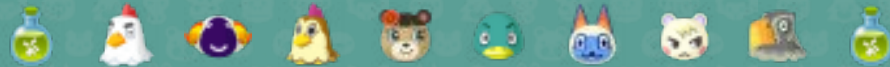


Hot-Air Balloon

1-3

Lv.10 + Canvas Hammock Lv.5

Rustic Lv. Max raised to 20



Mush Tent

1-3

Lv.5

Hip Lv. Max raised to 10



Patchwork Ghost Sofa

1-5

Lv.10 + Mush Tent Lv.3

Hip Lv. Max raised to 15



Bouncy Cake

1-3

Lv.10 + Patchwork Ghost Sofa Lv.5

Hip Lv. Max raised to 20





Furniture

Furniture is essential to craft in ACPC. Every villager requests you craft and place specific furniture to invite them into your campsite. Once you've invited them, you can remove the furniture if you so choose. As well, at lv. 10/15, villagers will provide a special request, each of them unlocking a new furniture for you to craft. Crafting these will provide great rewards.

Clothing Crafting

Clothing Crafting is a feature that was added later down the road, and this allows you to craft a certain number of pieces of clothing. These are not required by any villager to invite them, but simply there for you to craft for your own aesthetic pleasure, as well as completing your catalog.



Sparkle Stones

Sparkle Stones are the rarest obtainable crafting material in the game. Currently, there are only limited ways to obtain these, and only certain crafts require them. Though the game states you can get them via animal requests at times, as well as the game data suggesting so, there has been no proof of such as of yet.



Sparkle Stones Earned

| | | |
|--------|------------------|------|
| x1 per | Animal Lv. 7 | [61] |
| x1 per | Animal Lv. 9 | [61] |
| x1 per | Animal Lv. 20 | [61] |
| x3 | Stretch Goals | [03] |
| | | |
| x1 | Christmas Event | [01] |
| x1 | New Year's Event | [01] |

Total:

188 sparkle stones earned once hitting Lv. 85
186 if you haven't done any of the events

Sparkle Stones Required

| | | |
|--------|-----------------------|-------|
| x2 per | Spc. Req. Furni (59) | [118] |
| x3 per | Spc. Req. Furni (2) | [06] |
| x2 per | Floorings (3) | [06] |
| x2 per | Wall/Screens (4) | [08] |
| x2 per | Wallpapers (10) | [10] |
| x1 | Clothing Crafting (1) | [01] |

Total:

149 Sparkle Stones to be spent currently
39 excess Sparkle Stones once hitting Lv. 85
37 if you haven't done any of the events



Camp Layout

Your campsite is one of your main attractions. Friends visiting you see this foremost, and your villagers interact with it. Decorate it however you please! You can always visit your friends to get ideas as to how you want to decorate it. There is a limit of 40 furniture pieces allowed on your campsite at any given time.



Friends

You're able to add other players as Friends in ACPC. The max amount you can have is 100, and you can either add them through their Friend Code, finding random people on the "exploration" maps and sending them a friend request, or through connecting Facebook and/or Twitter. The benefits to adding friends are as follow:

- Having a larger pool of players to send Quarry Help Requests too so you can get your 1 free sessions a day done
- Wider variety of Market Boxes to view to attain any fish, bugs, or fruits you may urgently need to fulfill a villager request at that time
- Making money from selling goods in your Market Box to your friends, as well as earning 100/10 Bells from "Lending a Hand" to those that request Quarry Help from you

Market Box

The Market Box is your own personal shop for you to sell any fish, bugs, or fruit you may have. Common practiced etiquette by a large portion of the community is to sell everything at the lowest price possible, or a fairly low price. This is due to the fact that you're still making a profit over just selling it to the system itself.

Note:

All 1 star & 2 stars are items that are requested by villagers. 3 stars, as of yet, are not requested by villagers. Even Lv. 20 Villagers do not request them.

The sole use that these 3 stars have currently is to be added into your catalog.



★
20-50 🍯
3-10 in a stack



★
20-50 🍯
3-10 in a stack



★
20-50 🍯
3-10 in a stack



★
20-50 🍯
3-10 in a stack



★
20-50 🍯
3-10 in a stack



★
20-50 🍯
3-10 in a stack



★★
200-500 🍯
1-3 in a stack



★★
200-500 🍯
1-3 in a stack



★★
200-500 🍯
1-3 in a stack



★★★
n/a
Has no current use



★★★
n/a
Has no current use



★★★
n/a
Has no current use

Recommend Priority for Quarry Reward:
Event Materials -> Essences -> Craft Materials -> Bells



Quarry

The Quarry is essentially a "mining" mini-game that has its rewards refresh every 3 hours, coinciding with the 4 exploration zone villager rotations. The rewards can differ from player to player. You can do 1 free session a day by getting 5 friends to help. Any sessions after that costs 20 Leaf Tickets per session.

When lending a hand to someone in a quarry, you also do earn something in return,


100 Bells in Mailbox;

This means the person you lent a hand to went into the quarry and did a quarry run.

10 Bells in Mailbox;


This means the person you lent a hand to did not go into the quarry that day. You will only see the 10 Bells appear after a Daily Refresh




 6 materials & 100 🪵 [33% for +2 materials & 50 🪵]

 4 materials & 50 🪵 [33% for +2 materials & 50 🪵]




 4 materials & 100 🪵 [33% for +2 materials & 50 🪵]

 2 materials & 50 🪵 [33% for +2 materials & 50 🪵]

  300 🪵 [50% for +200 🪵]



 2 materials & 100 🪵 [33% for +1 material & 50 🪵]

 1 material & 50 🪵 [33% +1 material & 50 🪵]

  300 🪵 [50% for +200 🪵]



 1300 🪵 [50% for +500 🪵]

 600 🪵 [50% for +500 🪵]

  300 🪵 [50% for +200 🪵]



Gardening

The Garden is a feature and a part of your campsite that you can access at Lv.3. Here you can grow various flowers and harvest them, and then exchange them for various furniture and clothing.

Planting

Your first start to Gardening is planting seeds. There are 20 plots of soil in total for you to plot seeds in. Simply clicking on a plot of soil will ask you to plant a seed, and then ask you which seed.

Watering

Freshly planted / recently watered plants take 1 hour for their to dry up. Once dry, it takes another 2 hours for the plant itself to wilt. Once wilted, said plant will halt its progression to blooming. Watering it will continue progress from where it stopped.

Since flowers either take 3/4 hours to bloom, only the 4 hour flowers need to be watered. This is due to the fact that the 3 hour flowers will bloom before having the chance to wilt.

Watering a friend's garden will also yield Friend Powder. Though, you will only get 1 Friend Powder for watering their garden, be it 1 of their flowers, or all of them.

Harvesting

Once your flowers have bloomed, you're ready to harvest them. Simply click on each one and choose harvest to pick them. Then you're free to plant a new seed in its place.

Cross-Pollination

Cross-pollination is how one acquires various other seeds. This involves you using flowers you've harvested and cross-pollinating with other flowers in your garden, or a friend's, that have bloomed.

With cross-pollinating, there are a lot of intricacies involved. Firstly, there is a chance you may fail at cross-pollinating. When cross-pollinating, you will either get a seed of that flower in the ground, or a seed of the flower in your hand. There are also mixed and pure genes to consider, which can affect the types of seeds you'll get from cross-pollinating.

For a guide on cross-pollinating tulips, click the button on the upper-left.

For a guide on cross-pollinating pansies, click the button on the bottom-left.



When cross-pollinating at a friend's garden, they will also receive varying amounts of friend powder.

It is common practice to attempt to keep a few pure gene flowers in your garden, namely of rare flowers, for friends to cross-pollinate with. This will allow you to accumulate more friend powder.

Buying Seeds / Fertilizing

Lloid himself in your garden sells limited types of seeds for bells. Lloid will also fertilize your garden for 1 Leaf Ticket per hour to pass per flower.

Redeeming for Rewards

To obtain Flower Furniture + Clothing, talk to Lloid and exchange various amounts of various flowers for the corresponding rewards.

Loans

As in Most Animal Crossing games, there are loans to pay off in here as well. Luckily, Tom Nook is not in charge of it this time. Rather, the 3 brothers running OK Motors are. Each loan is to provide an expansion to your camper. You can pay your loan through the "More -> Loans" menu.

| | | |
|---------------------|-------|-----------|
| 1st Floor Expansion | 8x12 | 10,000 🏠 |
| 1st Floor Expansion | 8x8 | 30,000 🏠 |
| 2nd Floor Expansion | 8x12 | 50,000 🏠 |
| 1st Floor Expansion | 10x12 | 100,000 🏠 |
| 1st Floor Expansion | 10x16 | 150,000 🏠 |
| 2nd Floor Expansion | 10x12 | 200,000 🏠 |
| 2nd Floor Expansion | 10x16 | 250,000 🏠 |



Goals

Within the game, you'll see both Timed & Stretch Goals.

Stretch goals are "long-term" goals for you to accomplish. Each rewarding you with various goodies from crafting materials to leaf tickets. You'll complete these just by playing and progressing normally so there's no need to avidly focus on completing them all.

Timed Goals refresh each day. Every day you're given a new set of 3 timed goals, each with a different task and varying rewards. These differ from other players.

Events also have timed goals, which tend to last for the duration of the event. These specific Timed Goals are the same for everyone and reward various event items.



Leaf Tickets

Leaf Tickets are your Cash Shop currency in ACPC. You can attain Leaf Tickets by using real life cash (\$\$). Leaf Tickets are used to:

- Speed up the crafting process on furniture / amenities
- Cover the cost of missing materials when going to craft a piece of furniture / amenity
- Purchase Request Tickets / Calling Cards
- Purchase Nets, Honey, and Fertilize
- Purchase certain Special Camper paint jobs
- Purchase Special Furniture
- Expand your Market Box count & Inventory count even further
- Attain 2 extra Crafting Slots

In regards to both Calling Cards & Request Tickets, there are certain restrictions to them.

- Calling Cards;

Can only be used once every 3 hours per map location. The timers for the animals summoned here are independent to the global map timer. Thus, you'll only be able to utilize 32 Calling Cards per day, if you were to use 4 every time on cooldown.

- Request Tickets;

Can only be used 3 timers per villager per day. Essentially, once you've used 3 on a villager, you must wait until the new Daily Refresh to use them again. This limits you to 132 Request Tickets per day, if you were to use 3 on each animal in one day cycle.



Prioritization

In regards to being a Free-to-Play player, you're limited to a small pool of Leaf Tickets. Due to that, there are certain things that are recommended to purchase prior to using your Leaf Tickets on anything else.

2 Extra Crafting Slots – 80 Leaf Tickets each (Total: 160 Leaf Tickets)

100 Extra Inventory Slots – 20 Leaf Tickets per 5 slots (Total: 400 Leaf Tickets)

20 Extra Market Box Slots – 10 Leaf Tickets each (Total: 200 Leaf Tickets)

You may choose what order you wish to purchase these in, but it's generally recommended to get all of this, or at least most. People tend to prioritize inventory or market over one another as well, so that choice is yours too.



My Nintendo

After having linked your MyNintendo Account to your ACPC game, you'll see there are missions and rewards available. There are a certain set of 1 time missions, and 3 weekly missions. The weekly missions require you to complete "x" amount of requests that week.

Your MyNintendo points can be used to exchange for OK Motors Clothing, Bells, and Crafting Materials.



Tips & Tricks

Below is a list of Tips & Tricks to utilize to make your life in ACPC easier and more enjoyable. As well as some points where you can attempt to micromanage and optimize your gameplay to progress quicker / more efficiently at certain points.

- **Start crafting Amenities** the moment you unlock them at Lv. 5; Amenities are the only way to raise the level cap of your villagers. Do your best to always have one crafting so you can eventually raise the level cap of all your villager typings to 20. Try and level all your Amenities evenly so you don't get a certain typing stuck at a level cap for too long.
- **Crafting Furniture**; It's best to try and keep all your crafting slots occupied at all times. This is to efficiently progress by always crafting something new. It's understandable this may not be possible always as certain crafting materials are harder to attain than others.
- **Lost Lure Creek Trees**; The 2 trees in Lost Lure Creek hold a duplicate of a fruit that would appear in Breezy Hollow. The combination of these trees differs for everyone.
- **Bells from Trees**; Shake every tree that doesn't carry a fruit once per day. Bells will drop from 1 of those trees, once per day. The amount of bells that will drop ranges from 300-1,000 bells.
- **Dropping Fruits from Trees**; When shaking trees, you can leave the fruit has dropped from them on the ground to collect later. They do not disappear until you collect them.

Commonly Asked Q's

What is the max number of friends you can have?

The max number of friends you can have is 100.

What is the current Max Level?

The current max level is 85 based off of calculation. This may increase in a future update.

How many Villagers are in the game currently?

There are currently 61 Villagers in the game. This may increase in a future update.

What is the max amount Inventory Slots?

You can get to 150 for free, and then you can purchase an extra 100 with Leaf Tickets to total 250.

What is the max amount Market Box Slots?

You can get to 12 for free, and then you can purchase an extra 20 with Leaf Tickets to total 32.

What is the max amount of Crafting Slots?

You get 1 for free, and then you can purchase the next 2 for 80 Leaf Tickets each to total 3 Crafting Slots.

How many free Leaf Tickets do you get through playing the game?

You get 1165 free Leaf Tickets. (Excluding promotions & LogIn Bonuses). 840 from leveling up (10 per level, 85 levels), 50 from My Nintendo Rewards, and 370 from Stretch Goals.

Can i change my name? Can i change my gender?

No, you can't change your name.

Yes, you can change your gender now. Simply go to More -> Settings -> Edit Character

Can i wear any clothing piece?

Yes, clothing in ACPC, as well as any AC game is unisex.

How many furniture pieces can i place in my campsite?

You can place a max of 40 furniture pieces at a time in your campsite.

Do Nook & KK do anything in my campsite? Can i have them both there at the same time?

Nook will simply sleep in his chair. KK will strum a very basic tune on his guitar.

You can place both of their basic furnitures in your campsite, but only 1 of them will appear at a time.

Do i have to keep my furniture in the campsite after having invited a villager? Will they leave if i remove it?

No, you don't have to keep the furniture in the campsite after having invited a villager. You are free to remove it with no worry of that villager leaving your campsite. The furniture is simply a 1-time gate to have them want to enter your campsite whenever you choose.

Does Kudos do anything?

Kudos has no use currently, aside from being needed to be done to complete Timed Goals at times.

What does "Moving In" on the map mean?

Essentially, there are 4 locations where you can talk to villagers for requests in the wild. There will be 1 villager in each location. These locations are also where you gather fish, bugs, and fruit. These locations "rotate" every 3 hours, meaning every 3 hours those villagers leave and a new set appears (depending on how many villagers you've unlocked).

If i finish a T2 Lv. 3 Cool and then go and Craft a T2 Lv. 1 Natural over it. Will i lose the progress on the T2 Lv. 3 Cool amenity?

Nope. Once you've finished crafting an amenity, that progress is there permanently.

Do i need to keep an amenity in my campsite to keep the level cap raised?

No, the level cap raise for your villagers is permanently unlocked one you've crafted the associated Amenity.

How to get Friend Powder?

Friend Powder is obtained from Timed Goals, watering at a friend's garden, and a friend cross-pollinating at your garden.

How to get Sparkle Stones?

Sparkle Stones are obtained through reaching certain milestones, and you can currently only obtain a certain amount. These would be getting villagers to certain levels, completing certain stretch goals, and sometimes even rewards from events.

Is there a limit to how much furniture someone can hold?

There indeed is. The limit to how much furniture a player can hold is 1,000. The game itself will tell you when you can't hold anymore furniture.

Is there a limit to how many clothing someone can hold?

Like furniture, there is a limit. Currently that number isn't known, but it's safe to presume it may be 1,000 as well.

Useful Resources

/r/ACPocketCamp
Reddit



/r/ACPocketCamp
Twitter



/r/ACPocketCamp
Discord



Seasons
Timeline



Animal Resources &
Game Timers Infographic



Content / Event
Dates



AC:PC Gamepedia
Wiki



ACPocketNews
Twitter



ACPocketNews
Discord



Fish Sizes
Infographic



Pansy Cross-Pollination
Infographic



Tulip Cross-Pollination
Infographic



ACPC English
Official Twitter



ACPC English
Official Website



ACPC Japanese
Official Twitter



ACPC Japanese
Official Website



Spain



Belgium



Austria



France



Switzerland



Italy



Germany



Portugal



Netherlands

