



By @yuecrossing and ooraloo#0360

New Horizons



# ultimate Friendship Handbook

Guide to becoming BFFs!





# Friendship Tiers

## Friendship Handbook Part 1 of 7

### Introduction to ACNH Friendship Mechanics

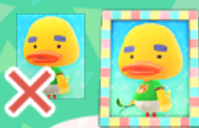
Villager friendship is based on a points system. When a villager first moves in, they start with 25 points. As you earn more friendship points and become closer to the villagers in your town, you can unlock various special interactions with them!



### Unlocked Interactions

Lvl.1	They can give you gifts!
Lvl.2	You can give them gifts daily! ☆
Lvl.3	They can sell items to you
Lvl.4	You can change their catchphrase
Lvl.5	You can change their greeting
Lvl.6	Chance of obtaining their photo! ☆
Lvl.6	They can approach you to buy items

read part 3



Framed!  
(not a poster!)



### Tiers

#### New Friends



Level 1: 0-29 points  
Level 2: 30-59 points

#### Good Friends



Level 3: 60-99 points  
Level 4: 100-149 points

#### Best Friends



Level 5: 150-199 points  
Level 6: 200+ points





# Friendship Points

## Friendship Handbook Part 2 of 7



### Increasing Points



First conversation of the day  
(No bonus for consecutive days)



Selling an item to them when they ask to buy it in a conversation



Catching a flea on them! 



Daily gifts, birthday presents, quest completion (parts 3, 4, 5) 



### Decreasing Points



Pushing them or hitting them with a bug net until they get upset.






When you make the villager upset, you have a 20% chance of earning back those points by apologizing!



If they are happy with your apology and display a good mood, you get a bonus +3 points for being sincere.

### No Effect on Points

The following actions/events do not impact friendship points:

- Sending them letters 
- Ignoring them 
- Talking to them too much (until they do not want to talk anymore)
- Hitting them with an axe/shovel 
- When they fall into a pitfall seed



# Daily Gifts



## Friendship Handbook Part 3 of 7



### Base Points



The friendship points earned depends on the item you gift to your villager.

+3	Any furniture
+2	Flowers, bugs/fish, net, watering can, fishing rod, favourite music*, umbrellas**, preferred clothing
+1	Non-preferred clothing, any other items not mentioned above
-2	Garbage, spoiled turnips



Bonus if gift is wrapped!



\*Favourite music = song that is played in their house!  
\*\*Umbrellas only reward +1 points for frog villagers!



### Villager's Response



The villager can give you something back in return, which depends on how many bells you would get if you sold the gift to Nookling's ("sell value").

Sell Value	Response
1-249	Nothing
250-2499	50% chance of bells 50% chance of an item
2500+	Always an item



If they give you an item, you get bonus points based on your friendship tier!

+1 bonus	New friends
+2 bonus	Good friends
+3 bonus	Best friends



Each villager has 2 clothing styles and 2 colours that they prefer. Use this simple app to help verify if they like the clothing item you want to gift!

[nubleh.github.io/favchecker](http://nubleh.github.io/favchecker)









# Birthday Gifts


## Friendship Handbook Part 4 of 7





### Gift Tiers

Birthday gifts are ranked as follows:

Trash	Lost items, spoiled turnips, garbage, weeds
Tier 1	 that sell for 1-500 bells
	Any other items that sell for 1-125 bells
Tier 2	 that sell for 501-1999 bells
	Any other items that sell for 126-499 bells Items or clothing that they already own Any clothing you are wearing
Tier 3	Turnips, fruits, cake, mushrooms 
	 that sell for 2000+ bells Any other items that sell for 500+ bells

 = Bugs, fishes, fossils, sea shells, or wasp nests (honeycombs)

 Cake can be: birthday cake, birthday cupcake, or mom's homemade cake!

The easiest way to get 8 points is to give them wrapped fruit! 

### Points Earned

Trash	-5 points
Tier 1	+3 points (+1 wrapping bonus)
Tier 2	+4 points (+2 wrapping bonus)
Tier 3	+5 points (+3 wrapping bonus)



Phoebe

I don't wanna be rude but...you didn't bring me anything, did you?



# Quests I



## Friendship Handbook Part 5 of 7



### Quests & Points

Your villagers can give you various quests. The amount of friendship points earned for completing the quest depends on your friendship tier.

Tier	Base points earned
New friends	+1 point
Good friends	+1 point [50% chance] +2 points [50% chance]
Best friends	+2 points



### Quest: Treasure Hunt

The villager will ask you to find a buried treasure. The treasure hunt is easy if you have 6 minutes. The treasure hunt is hard if you have 3 minutes.



Bonus for completing a hard treasure hunt OR if the villager approaches you first to start the treasure hunt.

If you fail to find the treasure within the time limit, you can still gain +1 friendship point if you find it first before talking to them to end the quest. If not, you will lose -1 friendship point.



### Quest: Sickness

The villager will be sick in their home and you need to help them by bringing them medicine!



Bonus point if you meet 2 conditions. Another villager must tell you about the sick villager first AND you must bring medicine to the sick villager when you first talk to them.



You will lose 1 point if you tell the sick villager that you have medicine and you don't actually have it in your inventory.







# Quests II



## Friendship Handbook Part 6 of 7



### Quest: Bug or Fish



The villager will ask you for a bug or fish.



Bonus point if they ask you for a specific critter OR if the critter sells for 2000 bells or more OR if the villager approaches you first to start the quest.

### Quest: Lost Item



The villager will ask you to find a lost item dropped on the ground. If you are good friends or best friends with the owner of the item, investigating the item in your inventory will give you a hint to it belongs to.



Bonus point if you return it to the correct villager without showing it to someone else first OR if the villager approaches you first to help them find a lost item.



Bonus points if you return the lost item to the owner before they ask you to find it.



### Special Quest: Delivery

Delivery quests have different point rules than normal quests.

In delivery quests, there is a quest giver and a recipient. The quest giver will ask you to give a wrapped gift to the recipient by the end of the day or the following day.

Upon successfully completing the delivery:

+3 points (giver)*	successful delivery
+3 points (recipient)	gift is wrapped
+1 point (recipient)	gift is unwrapped



If you fail to complete the delivery on time, you will lose points with the quest giver only.

-1 point (giver)	unopened item in inventory
-2 points (giver)	opened item in inventory
-3 points (giver)	item not in inventory at all



# Road to BFFs!

## Friendship Handbook Part 7 of 7



### Obtaining Villager Photos




At friendship level 5 with a villager, you have a chance of receiving a framed photo from them. You can obtain this in exchange for a daily gift or a tier 2/3 birthday gift that they do not already own. It can also be a reward for a successful delivery or a quest completion if you earned a bonus point.

Your chances of obtaining a photo from those interactions increase as you earn more friendship points. This caps out at 10.2% chance when you have maximum friendship with the villager (255 points)!

### Cheer them up!

+3

Very rarely, your villager will be in an angry or sad mood. You will earn +3 points if you cheer them up through encouragement!

Thanks for reading! 

Guide: @yuecrossing and #ooraloo0360

Research: Ninji#1624, Alexis#8717, Stoney#9215, astronomyfortwo#4112, Burandii#7476, and FCFCQQQ#0033

Special thanks: @kamirose, nubleh#3491, mixolydiA97#6066, and you! 





# Clarifications

## Ultimate Friendship Handbook



### How do I make my villager move out?

**Q:** So you're telling me I should just hit my villager with a bug net to make them move?  
Bullying or abusing your villagers will not make them move out faster. The game first decides that a villager will move out, then chooses which villager will move out. Villagers with higher friendship have a SLIGHTLY lower likelihood of asking to move out, but it is still random. This means your focus should be improving friendship with villagers who you want to stay, and not decreasing friendship with villagers you gone.

**Q:** How do I make X move out then?  
Time travelling, amiibo, campsites. Please google/youtube other guides. The Ultimate Friendship Handbook is not a guide for that. I will not make a guide on how to do it, because they already exist.

### Companion Guide Inconsistencies

The official companion guide (CG) has some wrong information written in it. This is not new. In the past, there have been other official guides that will say things that are false. (e.g. Pokemon, esp. shinies)

Here's some things that the companion guide (CG) incorrectly states. Be careful!

1. CG will tell you that talking to your villager for consecutive days gives bonus points.
2. CG will tell you that sending mail to your villager gives points.
3. CG will tell you that attending a birthday party boosts friendship points.
4. CG will tell you that not accepting or failing a quest will decrease friendship points. Nothing in the eventflow files indicate that you lose friendship points for these.

**Note:** There is evidence of code for #1 and #2 in the game files, but tests debunked it.

Keep in mind that all this information is consistent up to update 1.2.0. Future patches may update the code! I will try to keep you guys updated if anything changes.



# Reactions



Learning to express yourself!

# Welcome to Animal Crossing

## Learning Reactions

Your island villagers will approach you to teach you new reactions sometimes! This can begin as early as day 3 of playing.

The first time you learn reactions, you will obtain delight, greetings, joy, and surprise. After that, each villager personality type have a set of reactions for you to unlock!

You will see them call your name with a speech bubble as they run up to you. Make sure you talk to your villagers when this happens to maximize your chances of learning a new reaction!



Villagers will only teach you **special reactions** if you are at friendship level 5+ with them.

Check out my [Friendship Guide](#) for tips on how to become best friends with your villagers!

[yuexr.github.io/acnh](http://yuexr.github.io/acnh)

type	initial	regular reactions				special
cranky						
		agreement	bewilderment	sheepishness	worry	inspiration
jock						
		distress	encouraging	shocked	sneezing	flourish
lazy						
	delight	bashfulness	mistaken	shyness	sorrow	pride
smug						
	greetings	dozing	heartbreak	resignation	smirking	showmanship
big sister (uchi)						
	joy	apologetic	cold chill	disagreement	laughter	confident
peppy						
	surprise	aggravation	curiosity	happiness	sleepy	mischief
snooty						
		amazed	intense	thought	sighing	love
sweet (normal)						
		fearful	glee	pleased	sadness	daydreaming

