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Help out your animal friends
Wikipedia

[Animal Crossing: Wild World Hints LXVIII \(DS\)](#)

Something to help your little animals

Animal Crossing: Wild World features a very minimal plot. The objective of the game is to pay off a debt to Tom Nook, who allows the player to move into a house he owns. If the mortgage is paid off, the player's house will expand until upstairs, left, right, center and back rooms are included.

This is slightly different from the Nintendo Gamecube version, in which the finished house only consisted of a basement, a main room and an attic. While paying off the debt, players can do a variety of optional tasks, including interacting with other villagers and filling the catalog of the things they have, like furniture, fish, clothes and stationery.

Animal Crossing: Wild World makes use of several of the Nintendo DS' features, including the touch screen, dual screens and internal clock. The touch screen is used for menu navigation and interacting with the surrounding area, including movement, using tools, talking to other villagers, entering buildings, picking up items, etc. The dual screens are used to display the overworld on the touch screen and the sky on the top screen, which varies depending on the circumstances.

HINTS

References

Legend Of Zelda series

In the back of Katrina's tent there is a trident. Tom Nook and Redd will sometimes sell items such as the Triforce and the Master Sword. Moreover, neighbors will, at times, have objects of great value, for example the Blue Falcon. Give these characters shells and talk to them until they are willing to hand the items to you.

Note: It might be in the recycling.

Here's a video of this popular game: