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Help out your animal friends
Wikipedia

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

Something to help your small 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 to the Nintendo GameCube version, in which the finished house only consisted of a basement, a main room and an attic. While paying off a debt, the player can do a variety of optional tasks, including interacting with other villagers and filling the catalog of the things you have, like furniture, fish, clothes and stationary.

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

MONEY

Fish and bugs

A good way to get started in the game is to purchase a fishing rod or bug net. Set out to catch fish. If it is rare or at least worth 1,000 Bells, keep it. If not, throw it back. You can also collect seashells of the same value. If catching bugs, catch them by listening to their sounds or watch for their colors. You can also look for treasures or many other things to collect money.

Shake trees until a hive of bees appears. Then, take out your net and catch them. Each bee is worth 4,500 Bells.

Buy a Fishing Rod and fish at the ocean around night time when it snows or rains. When you see a giant fish shadow, it will be a living fossil fish worth 15,000 Bells.

When the Fishing Tourney arrives, turn in a huge fish for a good win. When you win, put the trophy in your dresser. Sell the clothes and paper if you do not like them. You will get them for breaking the record. Set the date back and win again. Do this repeatedly until you have six trophies. Sell five of them and keep one. You will get some Bells.

When you catch a rare fish, throw it back into the sea or river. It will become more common each time this is done.

Here's a video of this popular game: