**ANIMAL CROSSING: NEW HORIZONS** is an open-ended life simulation game where players can explore a deserted island, create and customize it into their own paradise, and build a booming community from scratch using the island’s wealth of natural resources. The game features real-time settings where the time of day and season match the player’s location and players have the ability to visit other people’s islands.

**THEMES**

**CREATIVITY**
Animal Crossing: New Horizons is a “sandbox” game where players have the space to customize their character, collect materials to construct furniture and tools, and use what they make to personalize their home, decorations, and landscape.

**GOAL SETTING**
Animal Crossing: New Horizons invites players to set their own goals. Surrounded by a world brimming with possibility, players can prioritize the objectives they want to pursue.

**CURIOSITY**
The open, deserted island that players purchase from Tom Nook at the start of the game is loaded with many things to do. Players have space to explore, craft and discover opportunities that contribute to their community.

**DISCUSSION PROMPTS**
Animal Crossing: New Horizons starts off with a hair-raising question: ‘If you could only bring one thing with you to a deserted island, what would it be?’ and you’re given four options: a sleeping bag, a lamp, some food and something to kill time. What did you choose? Why?

What have you crafted so far that you are most proud of? How long did it take and what purpose did it serve?

What activities do you engage in to make Bells, the main currency in the game?

Animal Crossing: New Horizons is a slow-time game. What has the game taught you about patience so far?

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**AGE**: 10+ YEARS  
**DEVICE/PLATFORM**: NINTENDO SWITCH  
**LINKS/RESOURCES**: ANIMAL-CROSSING.COM/NEW-HORIZONS

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