

Animal Crossing New Horizons Jump v. 1
By MouseHouseTrash

Welcome to the wonderful world of animal crossing. Here you'll find your own island in a peaceful land full of anthropomorphic animals. It's a perfect natural palette to design, build, socialize or make bells on. Simply take on a little loan from Tom Nook and move into your own house. Looks like you've earned 1000 Nook Miles (NM) for being a jumper so you might as well take those and buy yourself something nice.

Location

Choose your own location or start at an airport in front of two small tanukis who are finishing up the paperwork to take you to your new island home.

Flower

Which flower does your island start with? Roll 1d8 or pay 50NM to choose what your native flower is.

1.Cosmos
A flower with eight petals and a typical yellow center.

2.Hyacinths
A collection of flowers in a single stem.

3.Lilies
A flower with six petals and visible stamens.

4.Mums
A rather round flower.

5.Pansies
A flower with close petals and a yellow center.

6.Roses
A romantic flower.

7.Tulips
A flower grown from bulbs.

8.Windflowers
A flower with close petals and a black center.

Fruit

Your first source of food on your island, better make sure it's something you like. Roll 1d6 or pay 50NM to choose which fruit grows native on your island.

1.Apple
A hard red fruit.

2.Cherry
A soft red stone fruit.

3.Coconut
A hard fruit filled with water and pulp.

4.Orange
An orange fruit, it's where the color got its name.

5.Peach
A soft pink fruit with a pit inside.

6.Pear
A soft green fruit.

Age and Gender
Choose your starting age and gender for free.

Species

Human (Free)
You're one of the rare humans in a world of animals.

Villager (Free/100NM)
Hey jumper, looks like you're an anthropomorphic animal now. For free you can be any type of animal that a canon character already has. For 100NM you can be a unique animal.

Origins
What kind of island lifestyle do you prefer? All origins are free and can be a drop in, so you choose what best fits you.

Designer
So you prefer to spend yout time making your island look good, huh Jumper? You certainly have an eye for style. Whether you specialize in landscaping, fashion, or interior design, you have the know-how to hold down a job in any of them.

Collector
You are a collector of critters, fossils, or art. Regardless of what you specialize in, you are knowledgeable enough about all three to put Blathers to shame.

Crafter
Making things is your specialty. You know a thing or two about crafting, as long as you have a recipe and written instructions you can make anything you have the materials for correctly on the first try.

Socialite
Wow, Jumper, you sure are good at making friends! You are charismatic and have the know-how to use it to your advantage.

Money-maker
For you, it's all about the cash. You know how to manage money and can stick to a budget, as long as it's possible to do so.

Dual Type (300NM)
For 300NM choose another origin, you get a discount on perks and items for all origins you take.

Perks
For your origin(s), all 100NM perks are free and the rest of your origin perks are 50% off.

General Perks
No discounts apply to general perks.

Energy (Free)
Eating food gives you a pool of energy you can use to do feats of strength you wouldn't otherwise be capable of like digging up a whole tree or smashing a boulder.

Frugivore (100NM)
Now you can eat nothing but fruit and still get all the nutrients you need to stay healthy.

Stamina Boost (100NM)
You have the stamina to walk around all day doing chores or catching critters without needing a nap, and you can do it all again tomorrow.

It Has Pockets! (100NM)
You have an inventory with 20 slots that appears in your pockets or where your pockets would be. Can be upgraded from the nook stop.

Customize Me (200NM)
When you customize tools or furniture you also fix them up, fully restoring them to a brand new state. You'll still need customization kits, of course but I'm sure Nook’s has plenty.

Designer Perks
For designers, all 100NM perks are free and the rest are 50% off.

Design Sense (100NM)
Things designed by you whether they be room layouts, landscapes, or clothing always give off the feeling you wanted to create when designing them.

All in a Row (200NM)
You now have complete control over weeds growing, bugs coming, and flower breeding in areas you have decorated or designed. This does not let you decide what bugs will spawn only whether or not they will.

Rock Mover (300NM)
Now you can simply dig rocks up and move them wherever you want. Works for any rock that is smaller than a smart car.

Civic Planner (400NM)
Don't like how you laid out your town, want to move that house across the way? No worries, just draw out how you want it laid out. Once you're happy with your plan, your town will lay itself out to match overnight. Works with any properties or land you own or manage.

River Rerouter (600NM)
Aren't you sick of the way your rivers are laid out? Now you can change both the source and mouth of your river as easily as any other water source.

Collector Perks
For collectors, all 100NM perks are free and the rest are 50% off.

Quick (100NM)
You move quicker and are more coordinated, so catching bugs, fish, and sealife is easy for you.

Look What I Got (200NM)
Need a bag to store your fish or a cage to display your bug? How about a tank for that sealife? Now you always have whatever you need to display or store your catch.

Lucky (300NM)
You now have a sixth sense for rare items and creatures. If they're nearby you'll be the first to spot the signs. And for you they'll show up more often then they would for any unlucky sod. You also get another daily fossil on the island.

Out Of Season (400NM)
Rarely you can catch bugs, fish, or sealife that doesn't hang around in your current season. You must have caught a straggler.

Green Thumb (600NM)
All plants, even those not native to this world grow as quickly as if they were in this world. This happens regardless of what world they're in unless they would grow faster in that world. Just make sure whatever you've planted has enough room to grow or you might end up with a tree that never grows up.

Crafter Perks
For crafters, all 100NM perks are free and the rest are 50% off.

Skilled (100NM)
You take half the time to craft items as other people would.

Sturdy (200NM)
Everything you build is so sturdy that your tools and furniture now last twice as long. Your tools can be repaired to full durability without customization kits, but don't forget about those mile rewards for breaking tools.

Leaf it (300NM)
You can now turn furniture you create into leaves and back again regardless of what world you're in or what crafting method you used.

Star Trees (400NM)
Tired of waiting for shooting stars? Now you can plant trees that grow star fragments of any type by planting that type of fragment in the ground. Large star fragments grow more large star fragments, normal grow more normal and zodiac fragments grow more of that zodiac sign. Each fragment will produce a tree that grows three fragments. Once harvested they will not grow back but space is the only limit on how many you can plant. In other jumps you may even find new types of fragments based on that world's major constellations.

Double Resources (600NM)
Natural resources drop double crafting materials. Yes, this includes fruit, flowers, rocks and wood. It will also cover any natural resources in other worlds including rare ores.

Socialite Perks
For socialites, all 100NM perks are free and the rest are 50% off.

Friendly Greeting (100NM)
As long as you greet them nicely, people want to talk to you.

Making Friends (200NM)
People really seem to like you, so you have a much easier time making friends.

Celebrating Successes (300NM)
Instead of being jealous, people will be happy for you when you succeed and think better of you, even if it's just at something as simple as crafting a bug net.

It's The Thought That Counts (400NM)
People love getting gifts, even if you give them something they wouldn't usually like, they will just be happy you thought of them. You now gain friendship as if every gift were a loved gift.

Helper (600NM)
You will always get a reward for helping someone out, regardless of whether they asked for your help or not. It will always be an appropriate award for the amount of effort the task took. Do a little errand and you'll get a cute shirt, return a king his kingdom and become a noble or marry the princess, the world is your oyster, Jumper.

Money-Maker Perks
For money-makers, all 100NM perks are free and the rest are 50% off..

Trends (100NM)
You always know what items a shop will pay more for, as you get more familiar with the market, you will be better and better at predicting trends ahead of time.

Appraiser (200NM)
You always know the value of an item and how much people will pay for it. Does not let you spot forgeries if you don't have another way to do so, instead you'll see the price of the real article unless you know it's a fake.

On Trees (300NM)
Bells planted in shining soil will always give you max bells (3x what you bury up to 297,000 total.) Shining soil will also work with other currencies. And of course shinning soil will keep appearing in whatever world you're in.

Insider Trading (400NM)
You know whether a stock will go up or down in price this week. With practice and training you can extend this time frame.

Converting Currencies (600NM)
You can freely change one currency for another instantly at market value.

Items
For your origin(s), all 100NM items are free for the first purchase and the rest of your origin items are 50% off. Like items can be combined with like items; clothes with clothes, tools with tools, and phones with phones.

General Items
No discounts apply here.

Special Item Unlock (Free)
Instead of buying their amiibo you can unlock all items tied to specific characters. Includes the Sanrio items and posters.

All Fruits (50NM)
10 tree fruits of every type found here appear in your warehouse or mailbox once a year.

Crops (50NM)
2 seedlings of every crop found in this world appear in your warehouse or mailbox once a year.

Amiibo (50/400NM)
For 50NM you get an amiibo that can call a certain villager to come camping on a plot of land you own or manage or to Harv's Island. For 400NM you get every Amiibo and when you use them, that villager will give you a copy of their outfit.

Workbench (50NM)
A workbench appears in your warehouse so you'll always have a place to craft.

Photo of You (100NM)
Look Jumper, it's you! A framed photo of you will appear nearby wherever you were sleeping or in your mailbox or warehouse whenever you become close friends with someone. If you give it to them, they'll know you considered them a best friend and will react accordingly. Maybe they'll even give you a photo of themself.

Flower Crossbreeding Guide (100NM)
A guide on how to breed every color of every flower you can start your island with. Expands to include all flowers in a setting once you go there.

Cook (100NM)
Start with a portable camping stove and all the recipes for potage, and a new recipe for grilled fish. Comes with a rack of refilling spices.

Island (300NM)
Now you can take your island with you to other worlds. It either appears in your new world or stays attached to your warehouse. If it appears in the world, people will assume it was always there and they're just now hearing of it.

DIYs (500NM)
Every DIY recipe is added to your DIY Recipes app or delivered to your warehouse.

Designer Items

For designers, all 100NM items are free for the first purchase and the rest of your origin items are 50% off.

Magic Wand (100NM)
Lets you instantly change between ten outfits made wherever you actually store your clothes. Every decade you may change its appearance to any of the wands you wish. Returns to your warehouse or mailbox if lost.

Furniture Catalog (200NM)
A catalog of all the furniture that is commercially produced in this world. You can buy any of it and it will appear in your mailbox or warehouse the next day. Can be combined with the nook shopping app.

Flowers (300NM)
2 of every color and type of non-magic flower in the world. Delivered to your warehouse every year in the form of seeds.

Wardrobe (400NM)
A wardrobe containing one of every item of clothing in this world. Can either be attached to your warehouse or placed in your island home. Its space will expand to store your clothes from other worlds.

Crafter Items

For crafters, all 100NM items are free for the first purchase and the rest of your origin items are 50% off.

Iron Tools (100NM)
One of every one of the Iron tools, delivered to your warehouse or mailbox once a week.

Crafting Catalog (200NM)
A catalog containing man-made items needed for crafting such as books, cardboard boxes, and rusted parts. Expands to include items from new worlds. Simply call the number in the catalog and order what you need to be delivered to your mailbox or warehouse the next day. Can be combined with the Nook Shopping app.

Crafting Materials (300NM)
A 30 stack of each of branches, stones, softwood, hardwood, wood, iron, clay, bamboo pieces, bamboo shoots, glowing moss, vines, a 99 stack of weeds, and a ten stack of flowers, wasp nests, and seashells, plus half stacks of 15 of gold and pearls delivered once a month to either your mailbox or warehouse. You can change where it's delivered to every decade.

Forever Tools (400NM)
Tools that glow like star fragments and do not break. If lost they will return to your warehouse the next day. They function exactly like gold tools except they are unbreakable.

Socialite Items

For socialites, all 100NM items are free for the first purchase and the rest of your origin items are 50% off.

Calendar (100NM)
A calendar that automatically adds birthdays and other events to itself. Delivered yearly to your warehouse or island mailbox.

Profiles (200NM)
Once you meet a person their profile will appear in this book showing their likes, dislikes, birthday, and personality type if applicable. Can be combined with your nook phone contacts.

Party Supplies (300NM)
A large box filled to the brim with all the supplies you will ever need for any event from a child's birthday party to an expensive wedding. Does not include food or drinks. These items will automatically return to the box if you try to sell or trade them. When it's time to clean up you can have them return themselves to the box if you sing a song about cleaning up. The box itself will return to your warehouse the next day if lost.

Best Gift Ever (400NM)
An empty gift box that when opened by someone other than you will contain what they think of as the best gift they could realistically receive. Respawns weekly.

Money-Maker Items

For money-makers, all 100NM items are free for the first purchase and the rest of your origin items are 50% off.

Bells (100NM)
10,000,000 Bells delivered every decade to your warehouse or bank account.

Miles (200NM)
5,000,000 Miles delivered every decade straight to your nook miles app.

Coupons (300NM)
Every year you will get eight coupons for 10% off, four for 25% off, two for 50% off, and one for 100% off that can be used on any purchases you wish.

Regrowing Bell Tree (400NM)
A tree that grows three bags of 99,000 bells each and every day. If lost or destroyed it will appear in your warehouse or mailbox.

Nook Phone

For this section you get a stipend of 500NM.

Nook Phone (free)
A phone capable of calling or texting any other phone that has service. Includes fiat back service without need for towers. Can be combined with other phones.

Apps

Here's where that stipend will come in handy. While you can get most of these through normal gameplay, getting them here expands what they can do and fiat backs them.

Nook Miles (Free)
Will change to include activities and achievements from your current world.

Camera (Free)
Now includes the ability to print photos.

Best Friend List (Free)
Includes your contacts list.

Map (50NM)
Displays your island and its map or you can switch to a map of the local area, about the same size as your island. Does not work indoors.

Critterpedia (100NM)
Buy or sell any critter you have previously caught plus know the habits and habitat of any caught critters. Expands every world to include new critters, including mammals, birds, and reptiles.

DIY Recipes (100NM)
Scan any recipe to add it to the app plus share recipes between Nook phones. Automatically includes any recipes you already know.

Nook Shopping (100NM)
Expands to include furniture from other worlds.

Room Sketch (100NM)
Can use this to design rooms that will furnish themselves instantly as long as you have the furniture in storage or on your person.

Passport (100NM)
Acts as ID to get into any place you are allowed to get into.

Island Life 101 (200NM)
Now includes tips for your current world.

Chat Log (200NM)
Shows a record of conversations you've been near or had. Clears itself nightly unless you save said conversation.

Meteor Nook (200NM)
A weather app that at first can only tell you the daily weather. As it gains more data it will slowly be able to tell you the weather further and further in advance. Also covered events like rainbows and shooting stars. Works in whatever world you're in, though it resets every world and has to build its data back up.

Custom Designs (300NM)
Allows you to create clothing from nothing straight from your phone. Comes with all upgrades.

Call Resident (400NM)
Teleport a resident, follower, or companion to the closest out of sight location to you.

Island Designer (400NM)
Now works outside your island.

Rescue Service (500NM)
Will transport you from where you are to your island or to your home base, wherever that may be. No longer costs miles.

Happy Home Network (600NM)
Besides showing off your work, this app can now teleport you to any home you have designed in the current universe or attached to your warehouse.

Companions

Import (50NM/200NM)
Imported companions get 800NM to spend and cost 50NM per companion or 200NM for 8.

Export (Free/100NM)
Any villager who has given you their photo can come with you for free, otherwise they cost 100NM each.

Scenarios
Take up to one main scenario and as many minor scenarios as you want.

Main Scenarios

3 Star Island
Get your island rating to 3 stars to get the island item for free. Villagers will still be able to move in and out.

5 Star Island
Get your island rating to 5 stars to get the island item for free and have villagers be able to move in or out anywhere in the multiverse. Traveling merchants will also keep appearing every day. Traveling festivals will still come to your island, like Flick with the bug off or Zipper with Bunny Day.

Survive And Thrive
Requires the ‘Alone Without Shops,’ ‘Can't Leave,’ and ‘Extreme Weather' drawbacks. You start with a workbench and basic tools plus their recipes. Survive and get your island to the equivalent of 3 stars to complete this scenario. Uh oh Jumper, looks like you're the only one on a deserted island, if you can not only survive but carve out a life for yourself here, you get the island for free, resistance to both hot and cold temperatures, and an extra 600NM to spend here.

Minor Scenarios

All Dinos
Donate every fossil to the museum and get the ability to identify and appraise whatever fossils you dig up as if you were Blathers himself.

Art Gallery
Completely fill the art gallery in the museum and you'll always know if an item is a forgery or not, even if you don't know anything about the original.

Complete Critterpedia
Donate every sea critter, bug, and fish to the museum and if a creature exists in your current world, it's guaranteed you'll be able to find it, though depending on the critter it might not be easy.

Craft Every Item
Successfully craft one of every non food item and both Kappa's boat tours and the dodo airport will continue to be able to take you to new islands to gather materials and find campers.

Get Every Achievement
Get every nook miles achievement and get a permanent 50% discount on all nook miles redemptions.

Cook
Get and make every cooking recipe and anything you make will always be balanced and have the exact nutrients the person who is eating it needs.

Gyroid Collection
Get all 36 gyroids and you can choose to have gyroid fragments spawn in new worlds you go to. Gyroids also sell for 10x as many bells.

Biggest Fan
Collect all of K.K. Slider's songs to have him keep visiting your island or your warehouse once a week.

Drawbacks

Need a few more Nook Miles? You can take as many of the below drawbacks as you can stand to get more to spend on this document.

House Of My Own (Free)
Your companions have their own house(s) instead of sharing yours.

Other Players (Free)
Now there's other islands filled with animals and a human island representative or two. Maybe they'll even invite you to come visit and see their island.

Catchphrase (+50NM)
You have a catchphrase you just can't stop using, Jumper. No matter the context you end almost every sentence with it, Jumper.

No Hidden Furniture (+50NM)
Now shaking trees will never result in furniture leaves falling from them.

No Balloons (+100NM)
No longer is a secret benefactor releasing balloons with presents on them over the island. I guess Jump-chan decided you've got enough gifts already.

Stingers (+100NM)
This island is full of stinging and venomous creatures from wasps to scorpions, and they're clever little buggers. Expect to faint from their stings fairly regularly.

Extended Stay (+100NM)
Can be taken multiple times. For each time you take this, you stay 10 more years and get 100NM up to 5 times, after which you can still decide to stay longer, but gain no more NM.

It's Not Punny (+100NM)
Everytime you catch something whether it be bug, fish, or sealife, you make a pun or dad joke about it. Even if you usually enjoy hearing them, you will quickly get tired of these jokes. Despite that you won't be able to stop yourself from making them.

No Loans (+100)
Tom Nook will no longer offer you loans after you first 5000 mile loan. Instead you will have to pay upfront if you want a house or want it upgraded. Incompatible with ‘A Small Loan.’

Disparaging (+100/300NM)
Now visitors to your island will judge you for working hard and having nice things. Expect scorn for any achievements no matter how small. For 300NM they will also report any “unusual” things like moving rocks or star trees to the authorities causing them to be removed. And don't even think of just banning visitors from your island, they'll always find a way in.

Rainy (+200NM)
It's almost always raining or snowing or hailing here, making it unpleasant to be outside and hard to capture any critters that need clear skies.

Unfriendly (+200NM)
The friendly villagers are no longer so friendly, instead ranging from rude to downright mean. Expect to struggle making friends and getting along with your neighbors. Not compatible with the ‘Alone’ drawback.

Half Price (+200NM)
Everything you sell is only worth half as much.

X2 Price (+200NM)
It's hard getting supplies out to an island, now everything you buy costs twice as much.

I Sea Bass (+200NM)
About ninety percent of all fish you catch are sea bass. This amount also includes the fish in the river and on other islands. If you don’t fish, they might also pop out of trees and random rocks.

Why Aren't You Clapping (+200NM)
Now every time you successfully complete even a minor task, you expect people to remark on it or be proud of you in some way. When they don't, you lose that hit of satisfaction from getting something done. Just try not to pout about it.

Not Ready Yet (+200NM)
It seems like some things just aren't ready when you first come to this world. Holidays will suddenly start existing just days before their start date, suddenly mushrooms will appear in the fall and don't even think of swimming or catching sea critters until you're three months in.

Gyroids and Brewster don't even seem to exist until the second year. Eventually everything will be there, you just have to wait.

Small Inventory (+200/400NM)
For 200NM you have only 10 spaces in your inventory when you start. For 400NM this inventory cannot be upgraded until the jump is over. Requires ‘It Has Pockets!’

Lockout (+200/400/600/800NM)
For each one of companions, powers, warehouse, and items you lose access to for this jump gain 200NM.

Traumatized (+300NM)
Your time in the multiverse has left its scars on you and now you find it hard to relax. Island life feels like a cage to you and you spend your time waiting for the other shoe to drop and the horrors to start. Can be overcome with time and help.

Afraid Of Bugs (+300NM)
Just like Blathers, you're terrified of bugs. Good luck filling up your critterpedia like this, Jumper. Can be overcome with time and effort.

Realistic Fishing (+300NM)
Fishing just got much more difficult. Now you need bait and time to catch fish. Plus if your rod isn't strong enough, it may break if you try to reel in anything too big.

Modern Piracy (+300NM)
The seagull pirate Gullivarrr and his crew now willingly show up on your island, with the intent to pillage. They'll start with your bells, but if you don't have much, they'll move on to your best furniture instead. You can try to fend them off, you'll even get pirate furniture that way. If you fail, they'll take your stuff and leave you knocked out (they might be pirates, but they're not monsters.)

Afraid Of Anthropomorphic Animals (+400NM)
You're absolutely terrified of the villagers here. Can be overcome with time and effort.

Can't Leave (+400NM)
You can no longer leave the island to go to happy home’s resort, or any other islands including dream islands and Kappa's island tours. Since I'm no monster, Blathers will now contact Brewster directly so you can still have coffee.

Extreme Weather (+400NM)
Island life isn't easy, now you're in danger of tropical storms, tsunamis, lightning, and other extreme weather. At least once a year some extreme weather event will hit the island, making life difficult.

A Small Loan (+400NM)
Tom Nook is now more in line with his original appearance where he forces his loans for better housing on you. If you don't pay your loans back in a timely manner, he will send his mafia goons to collect the debt forcefully. Any money-based items from both this and other Jumps or items bought with said money cannot be used to pay off your debt. Incompatible with 'No Loans.'

Alone (+600/1000NM)
No villagers will move to your island or appear on other islands, and there are also no shopkeepers or Tom Nook but instead automated registers for you to use. You now start with the recipes for all basic tools, ladders, and vaulting poles and one of each tool. For 1000NM there are no villagers, no shopkeepers and no shops to buy things in, just you, your starting tools, and a deserted island.

Endings
Regardless of ending choice, you keep all your perks and items.

Go Home
Return to your home dimension.

Stay
Spend the rest of your days here on your island.

Newer Horizons
On to the next jump.