

# GAME REVIEW



Title: Animal Crossing: New Horizons

Age Rating: E

Gaming System: Nintendo Switch

Teen Difficulty Rating: 1/5

Teen Rating: 5/5

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## Description:

Animal Crossing: New Horizons is a relaxing game that simulates real life in a more fulfilling and stress-free way. You begin the game traveling to live on your own personal deserted island and build a life for yourself there, which creates an environment where you must cultivate a life that is fantastical while still requiring basic needs. In this world you communicate with cute animals whose role in the narrative can span from business vendors to neighbors, but you can interact with other human players by setting up multiplayer on your island or journeying to other people's islands. The formula that keeps you checking in on your island day after day is that it advertises new things to offer daily, and you have to consistently play and work at your island life to move forward. If you don't log in enough hours, don't expect the weeds to miraculously disappear from outside your house. The game also simulates real life by making you talk with your animal neighbors, called villagers. If you don't regularly check in on them the gaming experience loses some magic, because much of the fun rides on the things they say to you during conversation. All in all, Animal Crossing: New Horizons is a video game you can easily lose yourself in that prompts you to ask family "In real life, or the game?" when discussing their day at the dinner table.

## Favorite or Least Favorite Part:

My favorite part of Animal Crossing: New Horizons is seeing what my island's villagers say to me. Villagers come in different personality types, so every character tells me something different about their day. Whether it be a new pie recipe Norma the cow found in her kitchen or how Cranston the ostrich thinks the sky reminds him of a blueberry ice pop that morning, it's always fun to sign in and listen to them.

-Casey N.