

LC's Guide to

Tarantula Island (Rare DAL Mystery Tour Island)

How to get

1. Make sure the Nintendo Switch system clock is set between November - April (Northern Hemisphere) or May - October (Southern Hemisphere) ~~at the time~~ These are the months that tarantulas spawn depending on the hemisphere you picked for your island at the beginning of the game. Also make sure ~~the time is~~ the time is ~~set~~ set between 7:00 PM - 4:00 AM. This is the time at night tarantulas and scorpions spawn. They only spawn at night.
2. Grind up a lot of Nook miles if you don't have a lot so you can purchase a lot of Nook miles tickets. (They cost 2,000 miles each.) I recommend buying a lot of Nook miles tickets because it's a rare mystery tour island that you can visit only once per night.
3. ~~When~~ When you get the island via mystery tour, you'll recognize it right away. The island's shape is an octagon shaped piece of land that the tarantulas spawn on. It's surrounded by a thin river that you can jump over without a vaulting pole. Tarantulas spawn and despawn every half-minute or so. There's always another tarantula to take the place of ~~the~~ the despawned one.

4. WARNING/IMPORTANT INFO

4. ~~NO~~ Before you jump over the river, put away your net and turn down the volume all the way on your switch so that it's on mute. I recommend ~~putting~~ ~~the~~ putting the volume on mute because when the Tarantulas skitter around, they make a heavy noise. They also hiss at you when they raise their front legs when you're slowly approaching one to catch it or when it's chasing you. Unlike scorpions, they jump every few seconds when chasing you. If one starts chasing you, jump ~~off~~ over the river, as the tarantula will jump and fall in, causing it to despawn and die. A tarantula or scorpion ~~is~~ chasing you won't stop until it stings you, falls into a body of water, or you enter a building which causes it to despawn. Put away your net because when a tarantula or scorpion sees you with your net out, it'll immediately start chasing you. Also walk slowly when near one, as running around near it will cause it to get angry and they'll start chasing you.

5. How to catch a tarantula/scorpion

To catch a tarantula or scorpion, you have to learn their body language. When you see one, take out your net when they're sort of close to you, but DON'T take out your net when you're across

the river on tarantula island because when you jump over the river the tarantula will start chasing you. Take your net out once you've jumped over the river. Once you have your net out slowly creep up on the tarantula. By slowly creeping up, I mean slowly approach with your net raised, which you can do by pressing and holding the A button. Continue creeping up on it, but stop when the tarantula has it's front legs raised, that means if you continue moving it'll sting you. But don't stop for too long because if you wait too long when it has it's legs down, it'll run up and sting you. Continue creeping up on it when it puts it's legs back down. Stop again when it puts it's legs back up. Continue moving forward again when it puts ~~its~~ its legs back down. Repeat the process until you're close enough to swing your net to catch it. If you swing your net and you're not close enough to it it'll sting you. You swing your net by letting go of the A button. When it raises it's front legs continue holding A. As letting go of A when it does this will cause the tarantula to sting you. Once you catch the tarantula, go back to your island and donate it to the museum. Once donated, it'll appear in the cage in the bug lab area, ~~and~~ and the cage is filled with forest foliage. It's next to the desert cage that holds the Dung

Beetle and scorpion, during the day, it'll sleep in the back of the cage, hidden among the foliage. At night, it'll scurry around restlessly at the front of the cage.

6. DON'T WORRY IF A TARANTULA STINGS YOU AND YOU FAINT ON TARANTULA ISLAND. YOU'LL WAKE UP NEXT TO WILBUR and he'll message ORVILLE, cancelling code Red. Wilbur will tell you that he WAS WORRIED THAT YOU'VE "FOUGHT THE BARN." He'll tell you to "KEEP AN EYE ON YOUR SIX" and he'll let you keep exploring. If you keep getting stung by tarantulas, the scene with Wilbur will keep happening every time, and you'll never be sent home unless you tell Wilbur to do so.

I hope this guide was helpful! Good luck catching a tarantula on Tarantula Island!

— LAC

This took me an hour to write.

oof. I've written so much that now my hand hurts. ~~it~~ ^{is}