






















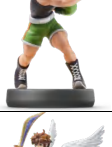







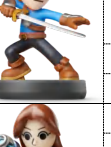
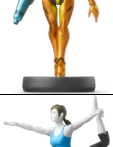






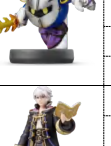









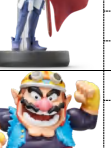



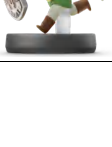


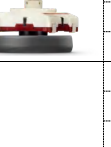











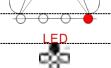
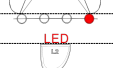
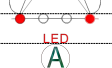

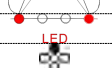
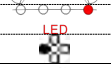




Catalogue

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<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">  <p>Central RGB: Orange</p> </div> <div style="text-align: center;">  <p>Bottom LED Indicator</p> </div> <div style="text-align: center;"> <h3>Super Smash Bros. series(1)</h3> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "*" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p> </div> </div>									
	Mario (F_0_00) LED		Marth (F_0_0B) LED		Sheik (F_1_02) LED		Charizard (F_1_0C) LED		Olimar (F_2_05) LED
	Peach (F_0_01) LED		Zelda (F_0_0C) LED		Ike (F_1_03) LED		Ness (F_1_0D) LED		Mr. Game & Watch (F_2_04) LED
	Yoshi (F_0_02) LED		Diddy Kong (F_0_0D) LED		Shulk (F_1_04) LED		Pac-Man (F_1_0E) LED		R.O.B.(NES) (F_2_05) LED
	Donkey Kong (F_0_03) LED		Luigi (F_0_0E) LED		Sonic (F_1_05) LED		Greninja (F_1_0F) LED		Duck Hunt (F_2_06) LED
	Link (F_0_04) LED		Little Mac (F_0_0F) LED		Mega Man (F_1_06) LED		Jigglypuff (F_1_10) LED		Mii Brawler (F_2_07) LED
	Fox (F_0_05) LED		Pit (F_0_10) LED		Mega Man - Gold Edition (F_4_00) LED		Palutena (F_1_11) LED		Mii Swordfighter (F_2_08) LED
	Samus (F_0_06) LED		Captain Falcon (F_0_11) LED		King Dedede (F_1_07) LED		Dark Pit (F_1_12) LED		Mii Gunner (F_2_09) LED
	Wii Fit Trainer (F_0_07) LED		Rosalina (F_0_12) LED		meta Knight (F_1_08) LED		Zero Suit Samus (F_1_13) LED		Mewtwo (F_2_0A) LED
	Villager (F_0_08) LED		Bowser (F_0_13) LED		Robin (F_1_09) LED		Ganondorf (F_2_00) LED		Falco (F_2_0B) LED
	Pikachu (F_0_09) LED		Lucario (F_1_00) LED		Lucina (F_1_0A) LED		Dr. Mario (F_2_01) LED		Lucas (F_2_0C) LED
	Kirby (F_0_0A) LED		Toon Link (F_1_01) LED		Wario (F_1_0B) LED		Bowser Jr. (F_2_02) LED		R.O.B.(Famicom) (F_2_0D) LED

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	Roy (F_2_0E)  LED L		Ridley (F_3_04)  LED A		Pichu (F_3_0E)  LED L		Banjo & Kazooie (F_6_02)  LED +
	Ryu (F_2_0F)  LED L		Young Link (F_3_05)  LED B		Snake (F_3_0F)  LED L		Terry (F_6_0A)  LED L
	Cloud (F_2_10)  LED R		Daisy (F_3_06)  LED X		Ivysaur (F_3_10)  LED R		Bylieth (F_6_03)  LED +
	Cloud - Player 2 (F_2_11)  LED R		Isabella (F_3_07)  LED Y		Squirtle (F_3_11)  LED R		Min Min (F_7_04)  LED A
	Corrin (F_2_12)  LED R		Chrom (F_3_08)  LED L1		Incineroar (F_6_06)  LED X		Steve (F_7_05)  LED B
	Corrin - Player 2 (F_2_13)  LED R		King K. Rool (F_3_09)  LED R1		Simon (F_6_09)  LED R1		Alex (F_7_06)  LED X
	Bayonetta (F_3_00)  LED +		Ice Climbers (F_3_0A)  LED L1		Dark Samus (F_6_04)  LED A		Sephiroth (F_6_00)  LED +
	Bayonetta - Player 2 (F_3_01)  LED +		Piranha Plant (F_3_0B)  LED DS		Richter (F_6_08)  LED L1		Pyra (F_4_04)  LED A
	Wolf (F_3_02)  LED +		Ken (F_3_0C)  LED L		Joker (F_6_07)  LED Y		Mythra (F_4_05)  LED B
	Inkling (F_3_03)  LED +		Pokémon Trainer (F_3_0D)  LED L		Hero (F_6_05)  LED B		Kazuya (F_6_01)  LED +
	Sora (F_4_01)  LED +						

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">  <p>Central RGB-Red</p> </div> <div style="text-align: center;">  <p>Bottom LED indicator</p> </div> <div style="text-align: center;"> <h3>The Legend of Zelda series(1)</h3> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "*" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p> </div> </div>									
Breath of the Wild limits you to read an amiibo one time per day. The copies register differently so you can read the amiibo multiple times within a day.									
	Link - Majora's Mask (A_0_00) 		Link - Majora's Mask (A_0_0B) 		Link - Skyward Sword (A_1_01) 		Link - The Legend of Zelda (A_1_0C) 		Link - Archer (A_2_03) 
	Link - Majora's Mask (A_0_01) 		Link - Majora's Mask (A_0_0C) 		Link - Skyward Sword (A_1_02) 		Link - The Legend of Zelda (A_1_0D) 		Link - Archer (A_2_04) 
	Link - Majora's Mask (A_0_02) 		SSB-Young Link (A_1_0D) 		Link - Skyward Sword (A_1_03) 		Link - The Legend of Zelda (A_1_0E) 		Link - Archer (A_2_05) 
	Link - Majora's Mask (A_0_03) 		SSB-Young Link (A_1_0E) 		Link - Skyward Sword (A_1_04) 		Link - The Legend of Zelda (A_1_0F) 		Link - Archer (A_2_06) 
	Link - Majora's Mask (A_0_04) 		Link - Link's Awakening (A_3_13) 		Link - Skyward Sword (A_1_05) 		Link - The Legend of Zelda (A_1_10) 		Link - Ocarina of Time (A_2_07) 
	Link - Majora's Mask (A_0_05) 		SSB-Toon Link (A_1_0F) 		Link - Skyward Sword (A_1_06) 		Link - The Legend of Zelda (A_1_11) 		Link - Ocarina of Time (A_2_08) 
	Link - Majora's Mask (A_0_06) 		SSB-Toon Link (A_1_10) 		Link - Skyward Sword (A_1_07) 		Link - The Legend of Zelda (A_1_12) 		Link - Ocarina of Time (A_2_09) 
	Link - Majora's Mask (A_0_07) 		SSB-Toon Link (A_1_11) 		King Dedede (A_1_08) 		Link - The Legend of Zelda (A_1_13) 		Link - Ocarina of Time (A_2_0A) 
	Link - Majora's Mask (A_0_08) 		Took Link-The Wind Waker (A_1_12) 		Link - Skyward Sword (A_1_09) 		Link - Archer (A_2_00) 		Link - Ocarina of Time (A_2_0B) 
	Link - Majora's Mask (F_0_09) 		Took Link-The Wind Waker (A_1_13) 		Link - The Legend of Zelda (A_1_0A) 		Link - Archer (A_2_01) 		Link - Ocarina of Time (A_2_0C) 
	Link - Majora's Mask (A_0_0A) 		Link - Skyward Sword (A_1_0D) 		Link - The Legend of Zelda (A_1_0B) 		Link - Archer (A_2_02) 		Link - Ocarina of Time (A_2_0D) 

The Legend of Zelda series(2)



- (1) Check the listed light/button combination for the character.
- (2) Use "T" and "-" to change the central RGB light color as applicable to the character.
- (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
- (4) Use "T" and the listed button to select and set the amiibo.
- (5) Open up the amiibo function in the game, it will register automatically.

Breath of the Wild limits you to read an amiibo one time per day. The copies register differently so you can read the amiibo multiple times within a day.

	Link - Ocarina of Time (A_2_0E) LED L		SSB-Ganondorf (A_3_05) LED B		Zelda - The Wind Waker (A_3_10) LED R		SSB-Zelda (A_4_08) LED L		SSB-Zelda (A_4_13) LED R
	Bokoblin (A_2_0F) LED L		SSB-Ganondorf (A_3_06) LED X		Zelda - The Wind Waker (A_3_11) LED L		SSB-Zelda (A_4_09) LED R		Guardian (A_5_00) LED R
	Bokoblin (A_2_10) LED R		SSB-Ganondorf (A_3_07) LED Y		Zelda - The Wind Waker (A_3_12) LED R		SSB-Zelda (A_4_0A) LED L		Guardian (A_5_01) LED R
	SSB-Sheik (A_2_11) LED R		SSB-Ganondorf (A_3_08) LED L		SSB-Zelda (A_4_00) LED R		SSB-Zelda (A_4_0B) LED L		Guardian (A_5_02) LED R
	SSB-Sheik (A_2_12) LED R		SSB-Ganondorf (A_3_09) LED R		SSB-Zelda (A_4_01) LED R		SSB-Zelda (A_4_0C) LED L		Guardian (A_5_03) LED R
	SSB-Sheik (A_2_13) LED R		Zelda - The Wind Waker (A_3_0A) LED L		SSB-Zelda (A_4_02) LED R		SSB-Zelda (A_4_0D) LED L		Guardian (A_5_04) LED A
	SSB-Ganondorf (A_3_0B) LED R		Zelda - The Wind Waker (A_3_0B) LED L		SSB-Zelda (A_4_03) LED R		SSB-Zelda (A_4_0E) LED L		Guardian (A_5_05) LED B
	SSB-Ganondorf (A_3_01) LED R		Zelda - The Wind Waker (A_3_0C) LED L		SSB-Zelda (A_4_04) LED A		SSB-Zelda (A_4_0F) LED L		Guardian (A_5_06) LED X
	SSB-Ganondorf (A_3_02) LED R		Zelda - The Wind Waker (A_3_0D) LED L		SSB-Zelda (A_4_05) LED B		SSB-Zelda (A_4_10) LED R		Guardian (A_5_07) LED Y
	SSB-Ganondorf (A_3_03) LED R		Zelda - The Wind Waker (A_3_0E) LED L		SSB-Zelda (A_4_06) LED X		SSB-Zelda (A_4_11) LED R		Guardian (A_5_08) LED L
	SSB-Ganondorf (A_3_04) LED A		Zelda - The Wind Waker (A_3_0F) LED L		SSB-Zelda (A_4_07) LED Y		SSB-Zelda (A_4_12) LED R		Guardian (A_5_09) LED R









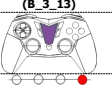



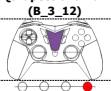






The Legend of Zelda series(3)

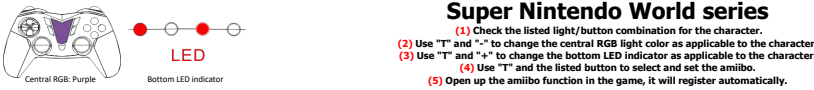





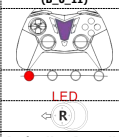



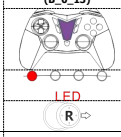







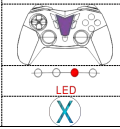


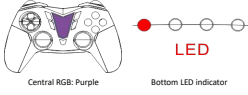
- (1) Check the listed light/button combination for the character.
- (2) Use "T" and "-" to change the central RGB light color as applicable to the character.
- (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
- (4) Use "T" and the listed button to select and set the amiibo.
- (5) Open up the amiibo function in the game, it will register automatically.

Breath of the Wild limits you to read an amiibo one time per day. The copies register differently so you can read the amiibo multiple times within a day.

	Guardian (A 5_0A) LED L		Revali - Rito Champion (A 6_01) LED L		Daruk - Goron Champion (A 6_0C) LED L		Zelda (A 7_03) LED L		
	Guardian (A 5_0B) LED R		Revali - Rito Champion (A 6_02) LED L		Daruk - Goron Champion (A 6_0D) LED L L		Zelda (A 7_04) LED A		
	Guardian (A 5_0C) LED L		Revali - Rito Champion (A 6_03) LED L		Daruk - Goron Champion (A 6_0E) LED L		Zelda (A 7_05) LED B		
	Guardian (A 5_0D) LED L L		Revali - Rito Champion (A 6_04) LED A		Urbosa - Gerudo Champion (A 6_0F) LED L L		Zelda (A 7_06) LED X		
	SSB-Link (A 5_0E) LED L		Revali - Rito Champion (A 6_05) LED B		Urbosa - Gerudo Champion (A 6_10) LED R		Zelda (A 7_07) LED Y		
	SSB-Link (A 5_0F) LED L L		Revali - Rito Champion (A 6_06) LED X		Urbosa - Gerudo Champion (A 6_11) LED R R		Zelda (A 7_08) LED L1		
	Link - Twilight Princess (A 5_10) LED R		Revali - Rito Champion (A 6_07) LED Y		Wolf Link (A 6_12) LED R		Zelda (A 7_09) LED R1		
	Link - Twilight Princess (A 5_11) LED R R		Revali - Rito Champion (A 6_08) LED L1		Wolf Link (A 6_13) LED R R		Zelda & Lothwing - Skyward Sword (A 7_0A) LED L1		
	Link - Rider (A 5_12) LED R		Mipha - Zora Champion (A 6_09) LED R1		Zelda (A 7_00) LED L1		Link - Tears of The Kingdom (A 7_0B) LED R1		
	Link - Rider (A 5_13) LED R R		Mipha - Zora Champion (A 6_0A) LED L1		Zelda (A 7_01) LED L1		Zelda - Tears of The Kingdom (A 7_0C) LED L1		
	Revali - Rito Champion (A 6_00) LED L1		Mipha - Zora Champion (A 6_0B) LED R1		Zelda (A 7_02) LED L1		Ganon - Tears of The Kingdom (A 7_0D) LED L1 L1		

		<h3>Monster Hunter Stories series</h3> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "-" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p>							
	One-Eyed Rathalos and Rider - Girl (B_3_10)  LED R		One-Eyed Rathalos and Rider - Boy (B_3_0B)  LED R		Navirou (B_3_0E)  LED L		Rathian and Cheval (B_3_13)  LED R ⇨		Barioth and Ayuria (B_3_0D)  LED ⇨ L
	Qurupeco and Dan (B_3_12)  LED R		Ena (B_2_0C)  LED L		Razewing Ratha (B_2_0B)  LED ⇨		Tsukino (B_2_0D)  LED ⇨ L		
















 <p>Super Nintendo World series</p> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "-" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p>										
 <p>Mario Power-Up Band (B_0_0F)</p>  <p>LED L</p>	 <p>Luigi Power-Up Band (B_0_10)</p>  <p>LED R</p>	 <p>Peach Power-Up Band (B_0_11)</p>  <p>LED R</p>	 <p>Daisy Power-Up Band (B_0_12)</p>  <p>LED R</p>	 <p>Toad Power-Up Band (B_0_13)</p>  <p>LED R</p>						
 <p>Yoshi Power-Up Band (B_1_00)</p>  <p>LED X</p>	 <p>Golden Power-Up Band (B_1_03)</p>  <p>LED X</p>	 <p>Donkey Kong Power-Up Band (B_1_06)</p>  <p>LED X</p>	 <p>Diddy Kong Power-Up Band (B_2_06)</p>  <p>LED X</p>							



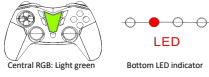
Super Mario Cereal series

- (1) Check the listed light/button combination for the character.
- (2) Use "T" and "-" to change the central RGB light color as applicable to the character.
- (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
- (4) Use "T" and the listed button to select and set the amiibo.
- (5) Open up the amiibo function in the game, it will register automatically.

	<p>Super Mario Cereal (B_0_02)</p>								

		<h3 style="text-align: center;">Yu-Gi-Oh! Rush Duel Saikyo Battle Royale series</h3> <p style="text-align: center;"> (1) Check the listed light/button combination for the character. (2) Use "T" and "-" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically. </p>							
	Asana Mutsuba (B_5_00)  LED A		Gakuto Sogetsu (B_5_01)  LED A		Nail Saionji (B_5_02)  LED A		Roa Kirishima (B_5_03)  LED A		Romin Kirishima (B_5_04)  LED A
	Tatsuhisa "Luke" Kamijo (B_5_05)  LED B		Yuga Ohdo (B_5_06)  LED X						

Animal Crossing Cards - Series 1(1-55)



- (1) Check the listed light/button combination for the character.
- (2) Use "T" and "+" to change the central RGB light color as applicable to the character.
- (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
- (4) Use "T" and the listed button to select and set the amiibo.
- (5) Open up the amiibo function in the game, it will register automatically.

	Isabelle (C_0_00)		Redd (C_0_08)		Cheri (C_1_02)		Kiki (C_1_00)		Octavian (C_2_04)
	Tom Nook (C_0_01)		Saharah (C_0_0C)		Kyle (C_1_03)		Deli (C_1_0E)		Winnie (C_2_05)
	DJ KK (C_0_02)		Luna (C_0_0B)		AI (C_1_04)		Alli (C_1_0F)		Knox (C_2_06)
	Sable (C_0_03)		Tortimer (C_0_0E)		Renée (C_1_05)		Kabuki (C_1_10)		Sterling (C_2_07)
	Kapp'n (C_0_04)		Lyle (C_0_0F)		Lopez (C_1_06)		Patty (C_1_11)		Bonbon (C_2_08)
	Resetti (C_0_05)		Lottie (C_0_10)		Jambette (C_1_07)		Jitters (C_1_12)		Punchy (C_2_09)
	Joan (C_0_06)		Bob (C_0_11)		Rasher (C_1_08)		Gigi (C_1_13)		Opal (C_2_0A)
	Timmy (C_0_07)		Fauna (C_0_12)		Tiffany (C_1_09)		Quillion (C_2_00)		Poppy (C_2_0B)
	Digby (C_0_08)		Curt (C_0_13)		Sheldon (C_1_0A)		Marcie (C_2_01)		Limberg (C_2_0C)
	Pascal (C_0_09)		Portia (C_1_00)		Bluebear (C_1_0B)		Puck (C_2_02)		Deena (C_2_0D)
	Harriet (C_0_0A)		Leonardo (C_1_01)		Bill (C_1_0C)		Shari (C_2_03)		Snake (C_2_0E)

		<h3>Animal Crossing Cards - Series 2(1-55)</h3> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "+" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p>							
	 K.K. (C_5_00) LED +		 Don (C_5_0B) LED +		 Fuchsia (C_6_02) LED +		 Kidd (C_6_0D) LED L		 Carmen (C_7_04) LED A
	 Reese (C_5_01) LED +		 Isabelle (C_5_0C) LED L		 Harry (C_6_03) LED +		 Phoebe (C_6_0E) LED L		 Rodney (C_7_05) LED B
	 Kicks (C_5_02) LED +		 Blanca (C_5_0D) LED L		 Gwen (C_6_04) LED A		 Egbert (C_6_0F) LED L		 Scoot (C_7_06) LED X
	 Labelle (C_5_03) LED +		 Nat (C_5_0E) LED L		 Coach (C_6_05) LED B		 Cookie (C_6_10) LED R		 Whitney (C_7_07) LED Y
	 Copper (C_5_04) LED A		 Chip (C_5_0F) LED L		 Kitt (C_6_06) LED X		 Sly (C_6_11) LED R		 Broccolo (C_7_08) LED L1
	 Booker (C_5_05) LED B		 Jack (C_5_10) LED R		 Tom (C_6_07) LED Y		 Blaire (C_6_12) LED R		 Coco (C_7_09) LED R1
	 Katie (C_5_06) LED X		 Poncho (C_5_11) LED R		 Tipper (C_6_08) LED L1		 Avery (C_6_13) LED R		 Groucho (C_7_0A) LED L1
	 Tommy (C_5_07) LED Y		 Felicity (C_5_12) LED R		 Prince (C_6_09) LED G1		 Nana (C_7_00) LED +		 Wendy (C_7_0B) LED R1
	 Porter (C_5_08) LED L1		 Ozzie (C_5_13) LED R		 Pata (C_6_0A) LED L1		 Peck (C_7_01) LED +		 Alfonso (C_7_0C) LED L
	 Lella (C_5_09) LED R1		 Tia (C_6_00) LED +		 Vladimir (C_6_0B) LED +		 Olivia (C_7_02) LED +		 Rhonda (C_7_0D) LED L
	 Shrunk (C_5_0A) LED L1		 Lucha (C_6_01) LED +		 Savannah (C_6_0C) LED L		 Cesar (C_7_03) LED +		 Butch (C_7_0E) LED L

<div style="display: flex; justify-content: space-between; align-items: center;">  <div style="text-align: center;"> <p>Animal Crossing Cards - Series 3(1-55)</p> <p>(1) Check the listed light/button combination for the character. (2) Use "T" and "+" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.</p> </div> </div>									
	 Rover (D_0_00) LED L		 Timmy (D_0_0B) LED L		 Del (D_1_02) LED L		 Marina (D_1_0D) LED L		 Mac (D_2_04) LED A
	 Blathers (D_0_01) LED L		 Digby (D_0_0C) LED L		 Paula (D_1_03) LED L		 Spark (D_1_0E) LED L		 Eloise (D_2_05) LED B
	 Tom Nook (D_0_02) LED L		 Don (D_0_0D) LED L		 Ken (D_1_04) LED A		 Freckles (D_1_0F) LED L		 Wart Jr. (D_2_06) LED X
	 Pelly (D_0_03) LED L		 Isabelle (D_0_0E) LED L		 Mitzi (D_1_05) LED B		 Bam (D_1_10) LED R		 Hazel (D_2_07) LED Y
	 Phyllis (D_0_04) LED A		 Franklin (D_0_0F) LED L		 Rodeo (D_1_06) LED X		 Friga (D_1_11) LED R		 Beardo (D_2_08) LED L1
	 Pete (D_0_05) LED B		 Jingle (D_0_10) LED R		 Bubbles (D_1_07) LED Y		 Ricky (D_1_12) LED R		 Ava (D_2_09) LED R1
	 Mabel (D_0_06) LED X		 Lily (D_0_11) LED R		 Cousteau (D_1_08) LED L1		 Deirdre (D_1_13) LED R		 Chester (D_2_0A) LED L1
	 Leif (D_0_07) LED Y		 Anchovy (D_0_12) LED R		 Velma (D_1_09) LED G1		 Hans (D_2_00) LED L		 Merry (D_2_0B) LED R1
	 Wendell (D_0_08) LED L1		 Tabby (D_0_13) LED R		 Elvis (D_1_0A) LED L1		 Chevre (D_2_01) LED L		 Genji (D_2_0C) LED L
	 Cyrus (D_0_09) LED R1		 Kody (D_1_00) LED L		 Canberra (D_1_0B) LED L		 Drago (D_2_02) LED L		 Greta (D_2_0D) LED L
	 Grams (D_0_0A) LED L1		 Miranda (D_1_01) LED L		 Colton (D_1_0C) LED L		 Tangy (D_2_03) LED L		 Wolfgang (D_2_0E) LED L

									
Animal Crossing Cards - Series 4(1-55)									
(1) Check the listed light/button combination for the character. (2) Use "T" and "+" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amibo. (5) Open up the amibo function in the game, it will register automatically.									
	Isabelle (D_5_00) LED L		Shrunk (D_5_0B) LED L		Katt (D_6_02) LED L		Erik (D_6_0D) LED L		Naomi (D_7_04) LED A
	Breester (D_5_01) LED L		Pave (D_5_0C) LED L		Graham (D_6_03) LED L		Dotty (D_6_0E) LED L		Pee-wee (D_7_05) LED B
	Katrina (D_5_02) LED L		Gulliver (D_5_0D) LED L		Peaches (D_6_04) LED A		Pierce (D_6_0F) LED L		Tammy (D_7_06) LED X
	Phineas (D_5_03) LED L		Redd (D_5_0E) LED L		Dizzy (D_6_05) LED B		Queenie (D_6_10) LED R		Olaf (D_7_07) LED Y
	Celeste (D_5_04) LED A		Zipper (D_5_0F) LED L		Penelope (D_6_06) LED X		Fang (D_6_11) LED R		Lucy (D_7_08) LED L1
	Tommy (D_5_05) LED B		Goldie (D_5_10) LED R		Boone (D_6_07) LED Y		Frita (D_6_12) LED R		Elmer (D_7_09) LED R1
	Gracie (D_5_06) LED X		Stitches (D_5_11) LED R		Broffina (D_6_08) LED L1		Tex (D_6_13) LED R		Puddles (D_7_0A) LED L3
	Lellani (D_5_07) LED Y		Pinky (D_5_12) LED R		Croque (D_6_09) LED L1		Melba (D_7_00) LED L		Rory (D_7_0B) LED R2
	Resetti (D_0_08) LED L1		Mott (D_5_13) LED R		Pashmina (D_6_0A) LED L3		Bones (D_7_01) LED L		Elise (D_7_0C) LED L
	Timmy (D_5_09) LED R1		Mallary (D_6_00) LED L		Shep (D_6_0B) LED L		Anabelle (D_7_02) LED L		Walt (D_7_0D) LED L
	Lottie (D_5_0A) LED L		Rocco (D_6_01) LED L		Lolly (D_6_0C) LED L		Rudy (D_7_03) LED L		Mira (D_7_0E) LED L

		Animal Crossing Cards - Series 4(56-100)																																																																																							
				(1) Check the listed light/button combination for the character. (2) Use "T" and "+" to change the central RGB light color as applicable to the character. (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character. (4) Use "T" and the listed button to select and set the amiibo. (5) Open up the amiibo function in the game, it will register automatically.																																																																																					
	Pietro (D_7_0F) LED L		Peggy (D_8_04) LED A		Tank (D_8_0D) LED L		Hippeux (D_8_02) LED L		Cranston (D_9_0B) LED L		Aurora (D_7_10) LED R		Ribbet (D_8_05) LED B		Becky (D_8_0E) LED L		Margie (D_8_03) LED L		Frobert (D_9_0C) LED L		Papi (D_7_11) LED R		Annalise (D_8_06) LED X		Rizzo (D_8_0F) LED L		Lucky (D_9_04) LED A		Grizzly (D_9_0D) LED L		Apple (D_7_12) LED R		Chow (D_8_07) LED Y		Sydney (D_8_10) LED R		Rosie (D_8_05) LED B		Cally (D_9_0E) LED L		Rod (D_7_13) LED R		Sylvia (D_8_08) LED L		Barold (D_8_11) LED R		Rowan (D_9_06) LED X		Simon (D_9_0F) LED L		Purri (D_8_00) LED L		Jacques (D_8_09) LED R		Nibbles (D_8_12) LED R		Maele (D_9_07) LED Y		Iggy (D_9_10) LED R		Static (D_8_01) LED L		Sally (D_8_0A) LED L		Kevin (D_8_13) LED R		Bruce (D_9_08) LED L		Angus (D_9_11) LED R		Celia (D_8_02) LED L		Doc (D_8_0B) LED L		Gloria (D_9_00) LED L		O'Hare (D_9_09) LED L		Twiggy (D_9_12) LED R		Zucker (D_8_03) LED L		Pompom (D_8_0C) LED L		Lobo (D_9_01) LED L		Gayle (D_9_0A) LED L		Robin (D_9_13) LED R

Animal Crossing Cards - Series 5



Central RGB: Blue



Central RGB: Orange



Bottom LED Indicator

- (1) Check the listed light/button combination for the character.
- (2) Use "T" and "-" to change the central RGB light color as applicable to the character.
- (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
- (4) Use "T" and the listed button to select and set the animbo.
- (5) Open up the animbo function in the game, it will register automatically.

 Tom Nook (E 4_13) たぬき 11/23	 LED R	 Timmy & Tommy (E 5_08) たぬき 11/23	 LED R	 Isabelle (E 5_0C) しずえ 11/29	 LED L	 Orville (E 2_0A) しずえ 11/29	 LED L	 Wilbur (E 5_0D) しずえ 11/29	 LED L
 Blathers (E 3_06) フクロ 9/24	 LED X	 Celeste (E 3_07) フクロ 9/24	 LED Y	 Mabel (E 5_0E) さゆよ 11/29	 LED L	 Sable (E 3_08) あさみ 11/22	 LED L	 Label (E 3_09) あさみ 11/22	 LED R
 K.K. (E 3_0A) たぬき 8/23	 LED L	 C.J. (E 5_07) しずえ 11/29	 LED Y	 Flick (E 5_08) しずえ 11/29	 LED L	 Daisy Mae (E 5_0F) しずえ 11/29	 LED L	 Kicks (E 5_09) しずえ 11/29	 LED R
 Saharah (E 5_10) ローラン 11/10	 LED R	 Harvey (E 5_0A) しずえ 11/29	 LED L	 Gulliver (E 5_11) しずえ 11/29	 LED R	 Wisp (E 2_0B) しずえ 11/29	 LED L	 Lottie (E 2_0C) しずえ 11/29	 LED L
 Niko (E 5_12) たぬき 1/7	 LED R	 Wardell (E 5_13) しずえ 11/29	 LED R	 Tom Nook (Coat) (E 2_0D) たぬき 11/23	 LED L	 Isabelle (Sweater) (E 2_0E) しずえ 11/29	 LED L	 Sherb (F 6_11) しずえ 1/8	 LED R
 Megan (E 2_0F) しずえ 1/8	 LED L	 Dom (E 2_10) しずえ 11/29	 LED R	 Audie (E 2_11) しずえ 11/29	 LED R	 Cyd (E 2_12) しずえ 11/29	 LED R	 Judy (E 2_13) しずえ 1/8	 LED R
 Raymond (E 3_0B) しずえ 10/1	 LED L	 Renigh (E 3_0C) しずえ 1/8	 LED L	 Sasha (E 3_0D) しずえ 5/7	 LED L	 Lone (F 6_12) しずえ 5/7	 LED R	 Tiansheng (E 3_0E) しずえ 5/7	 LED L
 Shino (F 6_13) しずえ 10/1	 LED R	 Marlo (E 3_0F) しずえ 10/1	 LED L	 Petri (F 7_00) しずえ 10/1	 LED L	 Cephalobot (F 7_01) しずえ 4/9	 LED L	 Quinn (E 3_10) しずえ 1/20	 LED R
 Chabwick (E 3_11) しずえ 12/24	 LED R	 Zoe (E 3_12) しずえ 2/7	 LED R	 Ace (F 7_02) しずえ 5/7	 LED L	 Rio (E 3_13) しずえ 9/7	 LED R	 Frett (E 4_10) しずえ 10/20	 LED R
 Azalea (F 7_03) しずえ 12/7	 LED L	 Roswell (E 4_11) しずえ 2/7	 LED R	 Faith (E 4_12) しずえ 2/7	 LED R				

Animal Crossing x Sanrio Cards series







(1) Check the listed light/button combination for the character.

(2) Use "T" and "-" to change the central RGB light color as applicable to the character.

(3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.

(4) Use "T" and the listed button to select and set the animbo.

(5) Open up the animbo function in the game, it will register automatically.

Character	Code	Central RGB	Bottom LED	Animbo Button
	Rilla (E_3_00)	Blue	LED	None
	Marty (E_3_01)	Blue	LED	None
	Frankie (E_3_02)	Blue	LED	None
	Chai (E_3_03)	Blue	LED	None
	Chelsea (E_3_04)	Blue	LED A	None
	Toby (E_3_05)	Blue	LED B	None

