



















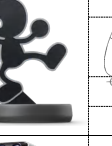









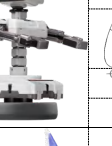







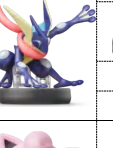





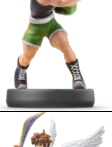








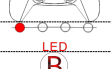

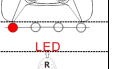

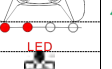


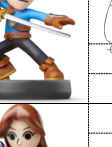

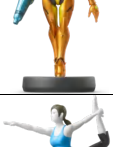
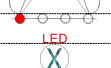

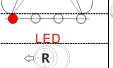

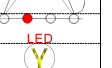


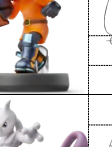


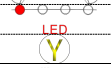

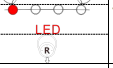
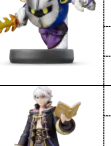
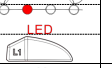







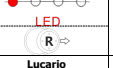

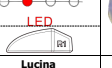
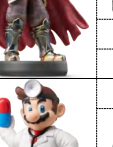

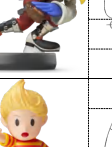




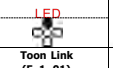
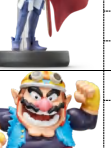
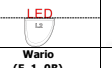

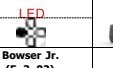



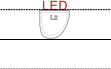
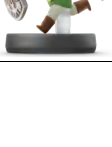
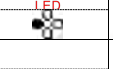
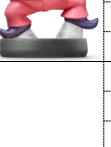
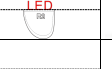
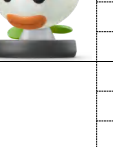

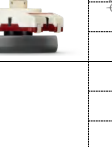















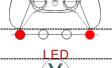

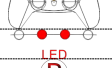
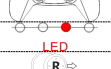
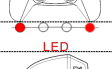

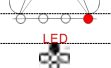

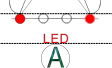

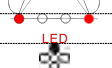

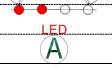





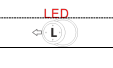
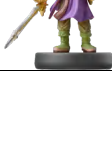
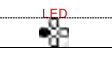

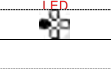


## Catalogue

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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>									
	<b>Mario</b> (F_0_00)   LED		<b>Marth</b> (F_0_0B)   LED DS		<b>Sheik</b> (F_1_02)   LED		<b>Charizard</b> (F_1_0C)   LED L		<b>Olimar</b> (F_2_05)   LED
	<b>Peach</b> (F_0_01)   LED		<b>Zelda</b> (F_0_0C)   LED L		<b>Ike</b> (F_1_03)   LED		<b>Ness</b> (F_1_0D)   LED L		<b>Mr. Game &amp; Watch</b> (F_2_04)   LED A
	<b>Yoshi</b> (F_0_02)   LED		<b>Diddy Kong</b> (F_0_0D)   LED L		<b>Shulk</b> (F_1_04)   LED A		<b>Pac-Man</b> (F_1_0E)   LED L		<b>R.O.B.(NES)</b> (F_2_05)   LED B
	<b>Donkey Kong</b> (F_0_03)   LED		<b>Luigi</b> (F_0_0E)   LED L		<b>Sonic</b> (F_1_05)   LED B		<b>Greninja</b> (F_1_0F)   LED L		<b>Duck Hunt</b> (F_2_06)   LED X
	<b>Link</b> (F_0_04)   LED A		<b>Little Mac</b> (F_0_0F)   LED L		<b>Mega Man</b> (F_1_06)   LED X		<b>Jigglypuff</b> (F_1_10)   LED R		<b>Mii Brawler</b> (F_2_07)   LED Y
	<b>Fox</b> (F_0_05)   LED B		<b>Pit</b> (F_0_10)   LED R		<b>Mega Man - Gold Edition</b> (F_4_00)   LED		<b>Palutena</b> (F_1_11)   LED R		<b>Mii Swordfighter</b> (F_2_08)   LED L1
	<b>Samus</b> (F_0_06)   LED X		<b>Captain Falcon</b> (F_0_11)   LED R		<b>King Dedede</b> (F_1_12)   LED Y		<b>Dark Pit</b> (F_1_12)   LED R		<b>Mii Gunner</b> (F_2_09)   LED R1
	<b>Wii Fit Trainer</b> (F_0_07)   LED Y		<b>Rosalina</b> (F_0_12)   LED R		<b>meta Knight</b> (F_1_07)   LED L1		<b>Zero Suit Samus</b> (F_1_13)   LED R		<b>Mewtwo</b> (F_2_0A)   LED L1
	<b>Villager</b> (F_0_08)   LED L1		<b>Bowser</b> (F_0_13)   LED R		<b>Robin</b> (F_1_09)   LED R1		<b>Ganondorf</b> (F_2_00)   LED		<b>Falco</b> (F_2_0B)   LED DS
	<b>Pikachu</b> (F_0_09)   LED R1		<b>Lucario</b> (F_1_00)   LED		<b>Lucina</b> (F_1_0A)   LED		<b>Dr. Mario</b> (F_2_01)   LED		<b>Lucas</b> (F_2_0C)   LED L
	<b>Kirby</b> (F_0_0A)   LED L1		<b>Toon Link</b> (F_1_01)   LED		<b>Wario</b> (F_1_0B)   LED R1		<b>Bowser Jr.</b> (F_2_02)   LED		<b>R.O.B.(Famicom)</b> (F_2_0D)   LED L

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">  <p>Central RGB: Orange Bottom LED indicator</p> </div> <div style="text-align: center;"> <h3>Super Smash Bros. series(2)</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>							
	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 L2		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_06)  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_0_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_0_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_0_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_0_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_0_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_0_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_0_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_2_00) 		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 R		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_00) 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		Tulin (A_7_0E) LED L
	Guardian (A_5_0B) LED R		Revali - Rito Champion (A_6_02) LED L		Daruk - Goron Champion (A_6_0D) LED L		Zelda (A_7_04) LED A		Yunobo (A_7_0F) LED L
	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		Sidon (A_7_10) LED R
	Guardian (A_5_0D) LED L		Revali - Rito Champion (A_6_04) LED A		Urbosa - Gerudo Champion (A_6_0F) LED L		Zelda (A_7_06) LED X		Riju (A_7_11) LED R
	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		Revali - Rito Champion (A_6_06) LED X		Urbosa - Gerudo Champion (A_6_11) LED R		Zelda (A_7_08) LED L		
	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 R		
	Link - Twilight Princess (A_5_11) LED R		Revali - Rito Champion (A_6_08) LED L		Wolf Link (A_6_13) LED R		Zelda & Loftwing - Skyward Sword (A_7_0A) LED L		
	Link - Rider (A_5_12) LED R		Mipha - Zora Champion (A_6_09) LED R		Zelda (A_7_00) LED L		Link - Tears of The Kingdom (A_7_0B) LED R		
	Link - Rider (A_5_13) LED R		Mipha - Zora Champion (A_6_0A) LED L		Zelda (A_7_01) LED L		Zelda - Tears of The Kingdom (A_7_0C) LED L		
	Revali - Rito Champion (A_6_00) LED L		Mipha - Zora Champion (A_6_0B) LED R		Zelda (A_7_02) LED L		Ganon - Tears of The Kingdom (A_7_0D) LED L		







 <p><b>LED</b></p> <p>Central RGB: Orange      Bottom LED indicator</p> <p><b>BOXBOY! series</b></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><b>Qbby</b> <b>(F_3_13)</b></p>  <p><b>LED</b></p> 								

 <p><b>Chibi-Robo! series</b></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><b>Chibi-Robo (F_5_02)</b></p> 								






















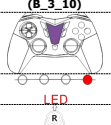




























 <p><b>Metroid series</b></p> <p>(1) Check the listed light/button combination for the character.                  (2) Use "T" and "~" to change the central RGB light color as applicable to the character.                  (3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.                  (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><b>Samus Aran</b> (F_0_06)</p>  <p>LED X</p>		<p><b>Metroid</b> (F_4_02)</p>  <p>LED +</p>		<p><b>Samus</b> (F_6_0F)</p>  <p>LED L &lt;</p>		<p><b>E.M.M.I.</b> (F_6_10)</p>  <p>LED R</p>		
	<p><b>Samus (Metroid Prime 4)</b> (A_7_12)</p>  <p>LED R</p>		<p><b>Samus &amp; Vi-O-La</b> (A_7_13)</p>  <p>LED R &lt;</p>		<p><b>Sylux</b> (F_7_11)</p>  <p>LED &lt; R</p>				



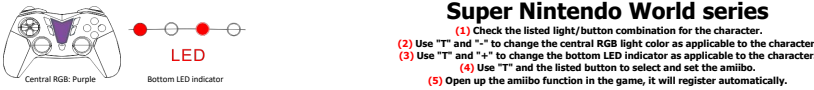





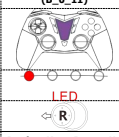



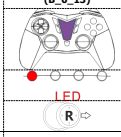



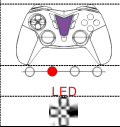

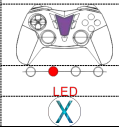

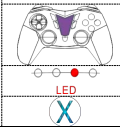
 <p><b>Monster Hunter Stories series</b></p> <p>(1) Check the listed light/button combination for the character.                  (2) Use "T" and "-" to change the central RGB light color as applicable to the character.                  (3) Use "T" and "+" to change the bottom LED indicator as applicable 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>									
	One-Eyed Rathalos and Rider - Girl <b>(B_3_10)</b>  LED R		One-Eyed Rathalos and Rider - Boy <b>(B_3_0B)</b>  LED R		Navirou <b>(B_3_0E)</b>  LED L		Rathian and Cheval <b>(B_3_13)</b>  LED R →		Barioth and Ayuria <b>(B_3_0D)</b>  LED ← L
	Qurupeco and Dan <b>(B_3_12)</b>  LED R		Ena <b>(B_2_0C)</b>  LED L		Razewing Ratha <b>(B_2_0B)</b>  LED L		Tsukino <b>(B_2_0D)</b>  LED ← L		Rudy <b>(B_5_0D)</b>  LED ← L
	Rather <b>(B_5_0E)</b>  LED L		Rather-V <b>(B_5_0F)</b>  LED L						





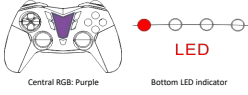




 <p><b>Super Nintendo World series</b></p> <p>(1) Check the listed light/button combination for the character.                  (2) Use "T" and "-" to change the central RGB light color as applicable to the character.                  (3) Use "T" and "+" to change the bottom LED indicator as applicable 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><b>Mario Power-Up Band (B_0_0F)</b></p>  <p>LED L</p>	 <p><b>Luigi Power-Up Band (B_0_10)</b></p>  <p>LED R</p>	 <p><b>Peach Power-Up Band (B_0_11)</b></p>  <p>LED R</p>	 <p><b>Daisy Power-Up Band (B_0_12)</b></p>  <p>LED R</p>	 <p><b>Toad Power-Up Band (B_0_13)</b></p>  <p>LED R</p>						
 <p><b>Yoshi Power-Up Band (B_1_00)</b></p>  <p>LED X</p>	 <p><b>Golden Power-Up Band (B_1_03)</b></p>  <p>LED X</p>	 <p><b>Donkey Kong Power-Up Band (B_1_06)</b></p>  <p>LED X</p>	 <p><b>Diddy Kong Power-Up Band (B_2_06)</b></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>							
	<b>Asana Mutsuba</b> <b>(B_5_00)</b>  LED (A)		<b>Gakuto Sogetsu</b> <b>(B_5_01)</b>  LED (A)		<b>Nail Saionji</b> <b>(B_5_02)</b>  LED (A)		<b>Roa Kirishima</b> <b>(B_5_03)</b>  LED (A)		<b>Romin Kirishima</b> <b>(B_5_04)</b>  LED (A)
	<b>Tatsuhisa "Luke" Kamijo</b> <b>(B_5_05)</b>  LED (B)		<b>Yuga Ohdo</b> <b>(B_5_06)</b>  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.

	<b>Isabelle</b> (C_0_00)		<b>Redd</b> (C_0_08)		<b>Cheri</b> (C_1_02)		<b>Kiki</b> (C_1_0D)		<b>Octavian</b> (C_2_04)
	<b>Tom Nook</b> (C_0_01)		<b>Saharah</b> (C_0_0C)		<b>Kyle</b> (C_1_03)		<b>Deli</b> (C_1_0E)		<b>Winnie</b> (C_2_05)
	<b>DJ KK</b> (C_0_02)		<b>Luna</b> (C_0_0B)		<b>AI</b> (C_1_04)		<b>Alli</b> (C_1_0F)		<b>Knox</b> (C_2_06)
	<b>Sable</b> (C_0_03)		<b>Tortimer</b> (C_0_0E)		<b>Renée</b> (C_1_05)		<b>Kabuki</b> (C_1_10)		<b>Sterling</b> (C_2_07)
	<b>Kapp'n</b> (C_0_04)		<b>Lyle</b> (C_0_0F)		<b>Lopez</b> (C_1_06)		<b>Patty</b> (C_1_11)		<b>Bonbon</b> (C_2_08)
	<b>Resetti</b> (C_0_05)		<b>Lottie</b> (C_0_10)		<b>Jambette</b> (C_1_07)		<b>Jitters</b> (C_1_12)		<b>Punchy</b> (C_2_09)
	<b>Joan</b> (C_0_06)		<b>Bob</b> (C_0_11)		<b>Rasher</b> (C_1_08)		<b>Gigi</b> (C_1_13)		<b>Opal</b> (C_2_0A)
	<b>Timmy</b> (C_0_07)		<b>Fauna</b> (C_0_12)		<b>Tiffany</b> (C_1_09)		<b>Quillion</b> (C_2_00)		<b>Poppy</b> (C_2_0B)
	<b>Digby</b> (C_0_08)		<b>Curt</b> (C_0_13)		<b>Sheldon</b> (C_1_0A)		<b>Marcie</b> (C_2_01)		<b>Limberg</b> (C_2_0C)
	<b>Pascal</b> (C_0_09)		<b>Portia</b> (C_1_00)		<b>Bluebear</b> (C_1_0B)		<b>Puck</b> (C_2_02)		<b>Deena</b> (C_2_0D)
	<b>Harriet</b> (C_0_0A)		<b>Leonardo</b> (C_1_01)		<b>Bill</b> (C_1_0C)		<b>Shari</b> (C_2_03)		<b>Snake</b> (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>							
	<b>K.K.</b> (C_5_00)  LED		<b>Don</b> (C_5_0B)  LED		<b>Fuchsia</b> (C_6_02)  LED		<b>Kidd</b> (C_6_0D)  LED		<b>Carmen</b> (C_7_04)  LED A
	<b>Reese</b> (C_5_01)  LED		<b>Isabelle</b> (C_5_0C)  LED L		<b>Harry</b> (C_6_03)  LED		<b>Phoebe</b> (C_6_0E)  LED L		<b>Rodney</b> (C_7_05)  LED B
	<b>Kicks</b> (C_5_02)  LED		<b>Blanca</b> (C_5_0D)  LED L		<b>Gwen</b> (C_6_04)  LED A		<b>Egbert</b> (C_6_0F)  LED L		<b>Scoot</b> (C_7_06)  LED X
	<b>Labelle</b> (C_5_03)  LED		<b>Nat</b> (C_5_0E)  LED L		<b>Coach</b> (C_6_05)  LED B		<b>Cookie</b> (C_6_10)  LED R		<b>Whitney</b> (C_7_07)  LED Y
	<b>Copper</b> (C_5_04)  LED A		<b>Chip</b> (C_5_0F)  LED L		<b>Kitt</b> (C_6_06)  LED X		<b>Sly</b> (C_6_11)  LED R		<b>Broccolo</b> (C_7_08)  LED L1
	<b>Booker</b> (C_5_05)  LED B		<b>Jack</b> (C_5_10)  LED R		<b>Tom</b> (C_6_07)  LED Y		<b>Blaire</b> (C_6_12)  LED R		<b>Coco</b> (C_7_09)  LED R1
	<b>Katie</b> (C_5_06)  LED X		<b>Poncho</b> (C_5_11)  LED R		<b>Tipper</b> (C_6_08)  LED L1		<b>Avery</b> (C_6_13)  LED R		<b>Groucho</b> (C_7_0A)  LED L1
	<b>Tommy</b> (C_5_07)  LED Y		<b>Felicity</b> (C_5_12)  LED R		<b>Prince</b> (C_6_09)  LED R1		<b>Nana</b> (C_7_00)  LED		<b>Wendy</b> (C_7_0B)  LED R1
	<b>Porter</b> (C_5_08)  LED L1		<b>Ozzie</b> (C_5_13)  LED R		<b>Pata</b> (C_6_0A)  LED L1		<b>Peck</b> (C_7_01)  LED		<b>Alfonso</b> (C_7_0C)  LED L
	<b>Lella</b> (C_5_09)  LED R1		<b>Tia</b> (C_6_00)  LED		<b>Vladimir</b> (C_6_0B)  LED		<b>Olivia</b> (C_7_02)  LED		<b>Rhonda</b> (C_7_0D)  LED L
	<b>Shrunk</b> (C_5_0A)  LED L1		<b>Lucha</b> (C_6_01)  LED		<b>Savannah</b> (C_6_0C)  LED L		<b>Cesar</b> (C_7_03)  LED		<b>Butch</b> (C_7_0E)  LED L



<div style="display: flex; justify-content: space-between; align-items: center;">  <div style="text-align: center;"> <p><b>Animal Crossing Cards - Series 3(1-55)</b></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 +		 Timmy (D_0_0B) LED +		 Del (D_1_02) LED +		 Marina (D_1_0D) LED L		 Mac (D_2_04) LED A
	 Blathers (D_0_01) LED +		 Digby (D_0_0C) LED L		 Paula (D_1_03) LED +		 Spark (D_1_0E) LED L		 Eloise (D_2_05) LED B
	 Tom Nook (D_0_02) LED +		 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 +		 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 +		 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 +		 Genji (D_2_0C) LED L
	 Cyrus (D_0_09) LED R1		 Kody (D_1_00) LED +		 Canberra (D_1_0B) LED L1		 Drago (D_2_02) LED +		 Greta (D_2_0D) LED L
	 Grams (D_0_0A) LED L1		 Miranda (D_1_01) LED +		 Colton (D_1_0C) LED L		 Tangy (D_2_03) LED +		 Wolfgang (D_2_0E) LED L



		<h3>Animal Crossing Cards - Series 4(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 amibo.                  (5) Open up the amibo function in the game, it will register automatically.</p>							
	Isabelle (D_5_00)		Shrunk (D_5_0B)		Katt (D_6_02)		Erik (D_6_0D)		Naomi (D_7_04)
	Breester (D_5_01)		Pave (D_5_0C)		Graham (D_6_03)		Dotty (D_6_0E)		Peeewe (D_7_05)
	Katrina (D_5_02)		Gulliver (D_5_0D)		Peaches (D_6_04)		Pierce (D_6_0F)		Tammy (D_7_06)
	Phineas (D_5_03)		Redd (D_5_0E)		Diszy (D_6_05)		Queenie (D_6_10)		Olaf (D_7_07)
	Celeste (D_5_04)		Zipper (D_5_0F)		Penelope (D_6_06)		Fang (D_6_11)		Lucy (D_7_08)
	Tommy (D_5_05)		Goldie (D_5_10)		Boone (D_6_07)		Frita (D_6_12)		Elmer (D_7_09)
	Gracie (D_5_06)		Stitches (D_5_11)		Broffina (D_6_08)		Tex (D_6_13)		Puddles (D_7_0A)
	Lellani (D_5_07)		Pinky (D_5_12)		Croque (D_6_09)		Melba (D_7_00)		Rory (D_7_0B)
	Resetti (D_0_08)		Mott (D_5_13)		Pashmina (D_6_0A)		Bones (D_7_01)		Elise (D_7_0C)
	Timmy (D_5_09)		Mallary (D_6_00)		Shep (D_6_0B)		Anabelle (D_7_02)		Walt (D_7_0D)
	Lottie (D_5_0A)		Rocco (D_6_01)		Lolly (D_6_0C)		Rudy (D_7_03)		Mira (D_7_0E)



### 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_0B) たぬき 11/23	 LED R ⇨	 Isabelle (E 5_0C) しずえ 12/29	 LED L ⇨	 Orville (E 2_0A) しずえ 10/2	 LED L ⇨	 Wilbur (E 5_0D) しずえ 1/4	 LED L ⇨
 Blathers (E 3_06) フーダ 9/24	 LED X ⇨	 Celeste (E 3_07) フーコ 11/23	 LED Y ⇨	 Mabel (E 5_0E) さゆよ 11/22	 LED L ⇨	 Sable (E 3_08) あさみ 11/22	 LED L ⇨	 Label (E 3_09) ここの 10/21	 LED R ⇨
 K.K. (E 3_0A) こたけけ 8/23	 LED L ⇨	 C.J. (E 5_07) シズ 9/7	 LED Y ⇨	 Flick (E 5_0B) シズ 9/7	 LED L ⇨	 Daisy Mae (E 5_0F) シズ 9/7	 LED L ⇨	 Kicks (E 5_09) シズ 9/7	 LED R ⇨
 Saharah (E 5_10) ローラン 11/10	 LED R ⇨	 Harvey (E 5_0A) シズ 9/7	 LED L ⇨	 Gulliver (E 5_11) シズ 9/7	 LED L ⇨	 Wisp (E 2_0B) シズ 9/7	 LED L ⇨	 Lottie (E 2_0C) シズ 9/7	 LED L ⇨
 Niko (E 5_12) シズ 9/7	 LED R ⇨	 Wardell (E 5_13) シズ 9/7	 LED R ⇨	 Tom Nook (Coat) (E 2_0D) たぬき 11/23	 LED L ⇨	 Isabelle (Sweater) (E 2_0E) しずえ 12/29	 LED L ⇨	 Sherb (F 6_11) シズ 9/7	 LED R ⇨
 Megan (E 2_0F) シズ 9/7	 LED L ⇨	 Dom (E 2_10) シズ 9/7	 LED R ⇨	 Audie (E 2_11) シズ 9/7	 LED R ⇨	 Cyd (E 2_12) シズ 9/7	 LED R ⇨	 Judy (E 2_13) シズ 9/7	 LED R ⇨
 Raymond (E 3_0B) シズ 9/7	 LED R ⇨	 Renleigh (E 3_0C) シズ 9/7	 LED L ⇨	 Sasha (E 3_0D) シズ 9/7	 LED L ⇨	 Lone (F 6_12) シズ 9/7	 LED R ⇨	 Tiansheng (E 3_0E) シズ 9/7	 LED L ⇨
 Shino (F 6_13) シズ 9/7	 LED R ⇨	 Marlo (E 3_0F) シズ 9/7	 LED L ⇨	 Petri (F 7_00) シズ 9/7	 LED L ⇨	 Cephalobot (F 7_01) シズ 9/7	 LED L ⇨	 Quinn (E 3_10) シズ 9/7	 LED R ⇨
 Chabwick (E 3_11) シズ 9/7	 LED R ⇨	 Zoe (E 3_12) シズ 9/7	 LED R ⇨	 Ace (F 7_02) シズ 9/7	 LED L ⇨	 Rio (E 3_13) シズ 9/7	 LED R ⇨	 Frett (E 4_10) シズ 9/7	 LED R ⇨
 Azalea (F 7_03) シズ 9/7	 LED L ⇨	 Roswell (E 4_11) シズ 9/7	 LED R ⇨	 Faith (E 4_12) シズ 9/7	 LED R ⇨				



















