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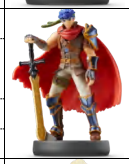
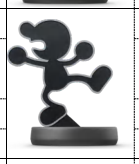
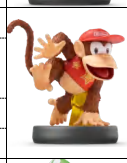
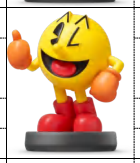
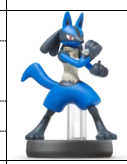
Super Smash Bros. series(1)

Central RGB: Orange

LED

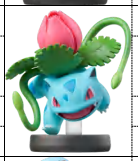
Bottom LED indicator

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

	Mario (F_0_00)		Marth (F_0_0B)		Sheik (F_1_02)		Charizard (F_1_0C)		Olimar (F_2_03)
	Peach (F_0_01)		Zelda (F_0_0C)		Ike (F_1_03)		Ness (F_1_0D)		Mr. Game & Watch (F_2_04)
	Yoshi (F_0_02)		Diddy Kong (F_0_0D)		Shulk (F_1_04)		Pac - Man (F_1_0E)		R.O.B.(NES) (F_2_05)
	Donkey Kong (F_0_03)		Luigi (F_0_0E)		Sonic (F_1_05)		Greninja (F_1_0F)		Duck Hunt (F_2_06)
	Link (F_0_04)		Little Mac (F_0_0F)		Mega Man (F_1_06)		Jigglypuff (F_1_10)		Mii Brawler (F_2_07)
	Fox (F_0_05)		Pit (F_0_10)		Mega Man - Gold Edition (F_4_00)		Palutena (F_1_11)		Mii Swordfighter (F_2_08)
	Samus (F_0_06)		Captain Falcon (F_0_11)		King Dedede (F_1_07)		Dark Pit (F_1_12)		Mii Gunner (F_2_09)
	Wii Fit Trainer (F_0_07)		Rosalina (F_0_12)		meta Knight (F_1_08)		Zero Suit Samus (F_1_13)		Mewtwo (F_2_0A)
	Villager (F_0_08)		Bowser (F_0_13)		Robin (F_1_09)		Ganondorf (F_2_00)		Falco (F_2_0B)
	Pikachu (F_0_09)		Lucario (F_1_00)		Lucina (F_1_0A)		Dr. Mario (F_2_01)		Lucas (F_2_0C)
	Kirby (F_0_0A)		Toon Link (F_1_01)		Wario (F_1_0B)		Bowser Jr. (F_2_02)		R.O.B.(Famicom) (F_2_0D)

Super Smash Bros. series(2)

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

	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		
	Cloud (F_2_10) LED R		Daisy (F_3_06) LED X		Ivysaur (F_3_10) LED R		Byleth (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		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		Simon (F_6_09) LED		Alex (F_7_06) LED X		
	Bayonetta (F_3_00) LED		Ice Climbers (F_3_0A) LED		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		Richter (F_6_08) LED		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								

The Legend of Zelda series(1)

Central RGB: Red

Bottom LED indicator

(1) Check the listed light/button combination for the character.
(2) Use "↑" and "-" to change the central RGB light color as applicable to the character.
(3) Use "↑" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "↑" 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 - 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_1_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.

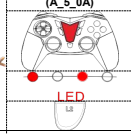
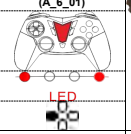
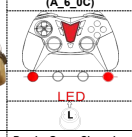
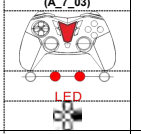
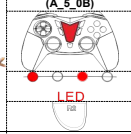
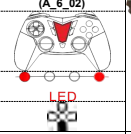
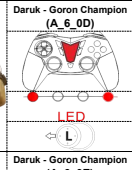
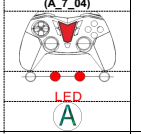
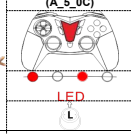
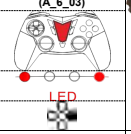
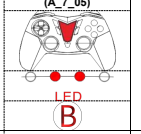
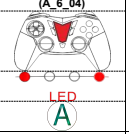
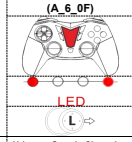
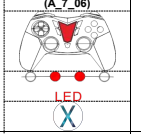
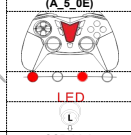
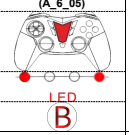
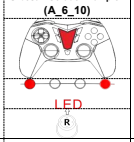
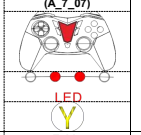
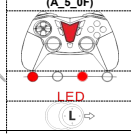
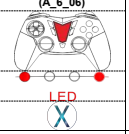
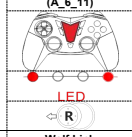
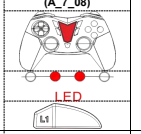
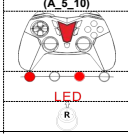
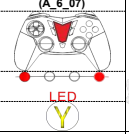
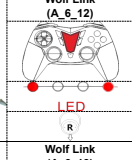
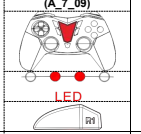
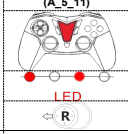
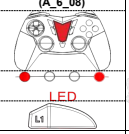
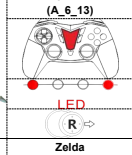
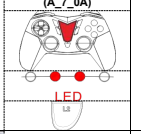
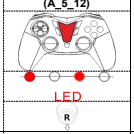
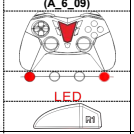
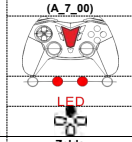
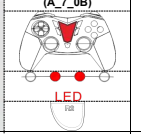
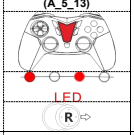
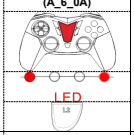
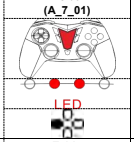
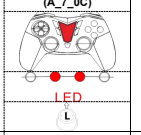
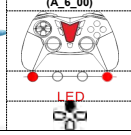
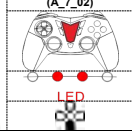
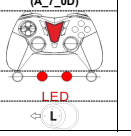
Breath of the Wild limits you to read an amiibo one time per day. The copies register differently so you can read the amiibo multiple times within a day.

	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 L1		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 R		SSB-Zelda (A_4_09) LED R1		Guardian (A_5_00) LED
	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 L2		Guardian (A_5_01) LED
	SSB-Sheik (A_2_11) LED R		SSB-Ganondorf (A_3_08) LED L1		SSB-Zelda (A_4_00) LED		SSB-Zelda (A_4_0B) LED R2		Guardian (A_5_02) LED
	SSB-Sheik (A_2_12) LED R		SSB-Ganondorf (A_3_09) LED R1		SSB-Zelda (A_4_01) LED		SSB-Zelda (A_4_0C) LED L		Guardian (A_5_03) LED
	SSB-Sheik (A_2_13) LED R		Zelda - The Wind Waker (A_3_0A) LED L2		SSB-Zelda (A_4_02) LED		SSB-Zelda (A_4_0D) LED L		Guardian (A_5_04) LED A
	SSB-Ganondorf (A_3_00) LED		Zelda - The Wind Waker (A_3_0B) LED R2		SSB-Zelda (A_4_03) LED		SSB-Zelda (A_4_0E) LED L		Guardian (A_5_05) LED B
	SSB-Ganondorf (A_3_01) LED		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		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		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 L1
	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 R1

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) 		**Revali - Rito Champion (A_6_01)** 		**Daruk - Goron Champion (A_6_0C)** 		**Zelda (A_7_03)** 		
	Guardian (A_5_0B) 		**Revali - Rito Champion (A_6_02)** 		**Daruk - Goron Champion (A_6_0D)** 		**Zelda (A_7_04)** 		
	Guardian (A_5_0C) 		**Revali - Rito Champion (A_6_03)** 		**Daruk - Goron Champion (A_6_0E)** 		**Zelda (A_7_05)** 		
	Guardian (A_5_0D) 		**Revali - Rito Champion (A_6_04)** 		**Urbosa - Gerudo Champion (A_6_0F)** 		**Zelda (A_7_06)** 		
	SSB-Link (A_5_0E) 		**Revali - Rito Champion (A_6_05)** 		**Urbosa - Gerudo Champion (A_6_10)** 		**Zelda (A_7_07)** 		
	SSB-Link (A_5_0F) 		**Revali - Rito Champion (A_6_06)** 		**Urbosa - Gerudo Champion (A_6_11)** 		**Zelda (A_7_08)** 		
	Link - Twilight Princess (A_5_10) 		**Revali - Rito Champion (A_6_07)** 		**Wolf Link (A_6_12)** 		**Zelda (A_7_09)** 		
	Link - Twilight Princess (A_5_11) 		**Revali - Rito Champion (A_6_08)** 		**Wolf Link (A_6_13)** 		**Zelda & Loftwing - Skyward Sword (A_7_0A)** 		
	Link - Rider (A_5_12) 		**Mipha - Zora Champion (A_6_09)** 		**Zelda (A_7_00)** 		**Link - Tears of The Kingdom (A_7_0B)** 		
	Link - Rider (A_5_13) 		**Mipha - Zora Champion (A_6_0A)** 		**Zelda (A_7_01)** 		**Zelda - Tears of The Kingdom (A_7_0C)** 		
	Revali - Rito Champion (A_6_00) 		**Mipha - Zora Champion (A_6_0B)** 		**Zelda (A_7_02)** 		**Ganondorf - Tears of The Kingdom (A_7_0D)** 		

Splatoon series

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

①Please reset the amiibo data before you use it in Splatoon 2/3. Go to Console Setting - amiibo - Reset the amiibo.
②Please ignore the error message when you read the amiibo in Spatoon 2. Just read it again.
③Please remove the Joy Cons from the Switch when you use it in Splatoon 3. Lite users disable the joycon function in the setting. Or the console will not recognize the amiibo data.

	Marie (B_4_00)		Callie (B_4_01)		Inkling Squid (B_4_02)		Inkling Girl (Lime Green) (B_4_03)		Inkling Boy (B_4_04)
	Octoling Octopus (B_4_05)		Octoling Girl (B_4_06)		Marina (B_4_07)		Inkling Squid (Neon Purple) (B_4_08)		Inkling Boy (Neon Green) (B_4_09)
	Inkling Boy (Purple) (B_4_0A)		Inkling Squid (Orange) (B_4_0B)		Inkling Girl (B_4_0C)		Octoling Boy (B_4_0D)		Inkling Girl (Neon Pink) (B_4_0E)
	Pearl (B_4_0F)		SmallFry (B_4_10)		OctolingBoy (B_4_11)		InkGirlYellow (B_4_12)		Big Man (B_4_13)
	Shiver (B_5_07)		Frye (B_5_08)						

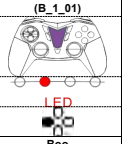
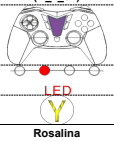
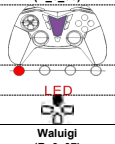
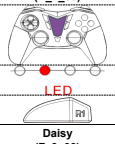
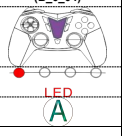
Central RGB: Purple

Central RGB: Orange

Bottom LED indicator

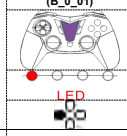
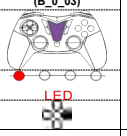
Super Mario series

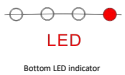
(1) Check the listed light/button combination for the character.
(2) Use "↑" and "-" to change the central RGB light color as applicable to the character.
(3) Use "↑" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "↑" and the listed button to select and set the amiibo.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

	Mario **(B_1_02)** 		**Luigi** **(B_1_05)** 		**Peach** **(B_1_12)** 		**Yoshi** **(B_1_0C)** 		**Toad** **(B_1_01)** 
	Bowser **(B_1_07)** 		**Mario - Gold Edition** **(B_0_06)** 		**Mario - Silver Edition** **(B_0_00)** 		**Donkey Kong** **(B_1_09)** 		**Boo** **(F_5_0B)**
	Rosalina **(B_1_04)** 		**Wario** **(B_0_0A)** 		**Waluigi** **(B_0_07)** 		**Daisy** **(F_3_06)** 		**Diddy Kong** **(B_0_09)**
	Goomba **(F_4_03)** 		**Koopa Troopa** **(B_3_02)** 		**Mario - Wedding Outfit** **(B_0_05)** 		**Peach - Wedding Outfit** **(B_0_08)** 		**Bowser - Wedding Outfit** **(B_0_04)** 
	Cat Mario **(B_6_04)** 		**Cat Peach** **(B_6_05)** 						

Super Mario Bros. 30th Anniversary series

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

	Mario - Classic Colors (B_0_01) 		Mario - Modern Colors (B_0_03) 					



BOXBOY! series

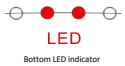
(1) Check the listed light/button combination for the character.
(2) Use "T" and "-" to change the central RGB light color as applicable to the character.
(3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "T" and the listed button to select and set the amiibo.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

	Qbby (F_3_13) 							

Chibi-Robo! series

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

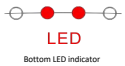
	Chibi-Robo (F_5_02) 								



Dark Souls series

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

	Solaire of Astora (B_7_0D) 								



Diablo series

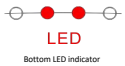
(1) Check the listed light/button combination for the character.
(2) Use "↑" and "-" to change the central RGB light color as applicable to the character.
(3) Use "↑" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "↑" and the listed button to select and set the amiibo.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

	Loot Goblin (B_7_0B) 								

Fire Emblem series

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

	Alm (B_2_00) 		Celica (B_2_05) 		Chrom (B_2_07) 		Tiki (B_2_01) 		



Kirby series

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

	Kirby (B_7_00) 		Meta Knight (B_7_02) 		King Dedede (B_7_01) 		Waddle Dee (B_7_04) 		

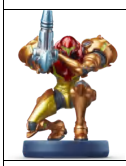
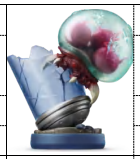
Mega Man series

(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.

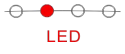
	Mega Man (F_1_06) X								

Metroid series

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

	Samus Aran (F_0_06) X		Metroid (F_4_02) ↑		Samus (F_6_0F) L		E.M.M.I. (F_6_10) R		

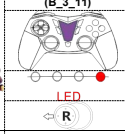
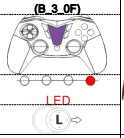
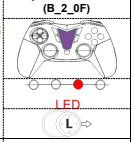
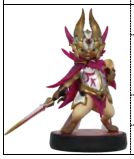
Central RGB: Purple



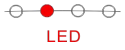
Bottom LED indicator

Monster Hunter Rise series

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

	Magnamalo (B_3_11) 		**Palamute (B_3_0C)** 		**Palico (B_3_0F)** 		**Malzeno (B_2_0E)** 		**"Canyne Malzeno" Palamute (B_2_0F)** 
	**"Felyne Malzeno" Palico (B_2_10)** 								

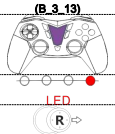
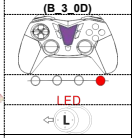
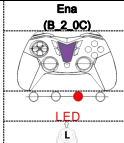
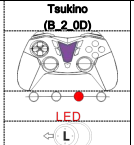
Central RGB: Purple



Bottom LED indicator

Monster Hunter Stories series

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

	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 ↑ R ↓		Tsukino (B_2_0D)  LED ← L ↓		

Pikmin 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.

	Pikmin (F_5_01) 								

Pokémon series

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

	Detective Pikachu (F_5_0A) 		Shadow Mewtwo NOT FOR SWITCH GAMES					

Shovel Knight series

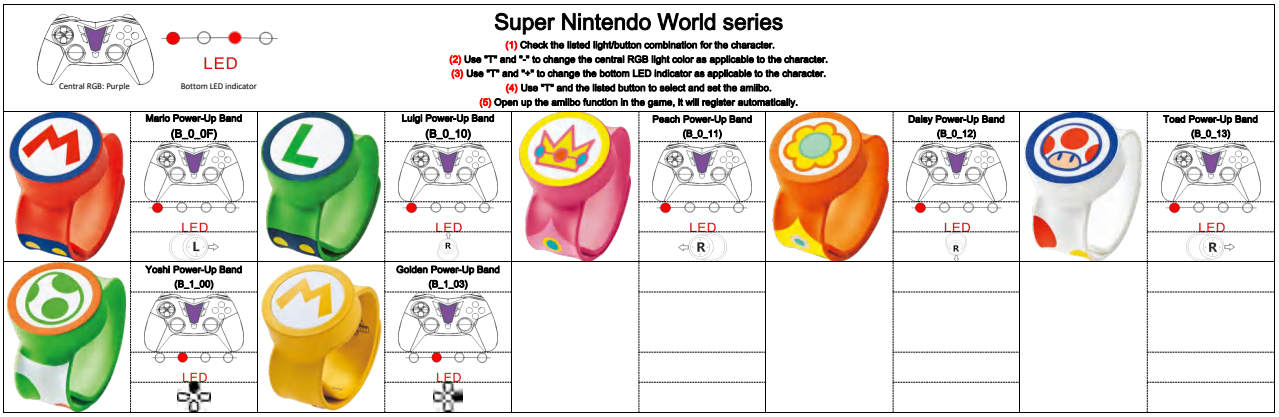
(1) Check the listed light/button combination for the character.
(2) Use "T" and "-" to change the central RGB light color as applicable to the character.
(3) Use "T" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "T" and the listed button to select and set the amiibo.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

	Shovel Knight (F_4_10) 		**Plague Knight (F_6_0C)** 		**Specter Knight (F_6_0D)** 		**King Knight (F_6_0B)** 		**Shovel Knight - Gold Edition (F_6_0E)**

Skylanders SuperChargers series

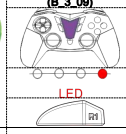
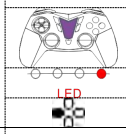
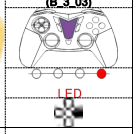
(1) Check the listed light/button combination for the character.
(2) Use "↑" and "-" to change the central RGB light color as applicable to the character.
(3) Use "↑" and "+" to change the bottom LED indicator as applicable to the character.
(4) Use "↑" and the listed button to select and set the amiibo.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

	Hammer Slam Bowser (B_0_0B) 		**Turbo Charge Donkey Kong (B_0_0C)** 		**Dark Hammer Slam Bowser (B_0_0D)** 		**Dark Turbo Charge Donkey Kong (B_0_0E)** 		


Super Nintendo World 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.
Central RGB: Purple
LED
Bottom LED indicator
Mario Power-Up Band (B_0_0F)
Luigi Power-Up Band (B_0_10)
Peach Power-Up Band (B_0_11)
Daisy Power-Up Band (B_0_12)
Toad Power-Up Band (B_0_13)
Yoshi Power-Up Band (B_1_00)
Golden Power-Up Band (B_1_03)
LED
L
R

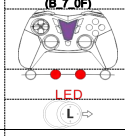
Yoshi's Woolly World series

(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.

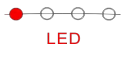
	Green Yarn Yoshi (B_3_09) 		**Pink Yarn Yoshi (B_3_0A)** 		**Light-Blue Yarn Yoshi (B_3_00)** 		**Mega Yarn Yoshi** 		**Poochy (B_3_03)** 

Power Pros series

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

	Pawapuro (B_7_0E) 		Yabe (B_7_0F) 		Ganda (B_7_10) 		Hayakawa (B_7_11) 		Ikari (B_7_12)
	Daijobu (B_7_13) 								

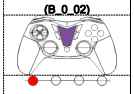
Central RGB: Purple



Bottom LED indicator

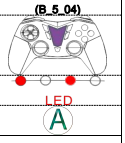
Super Mario Cereal series

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

	Super Mario Cereal (B_0_02)  LED								

Yu-Gi-Oh! Rush Duel Saikyo Battle Royale series

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

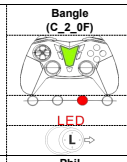
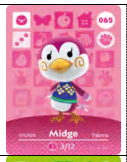
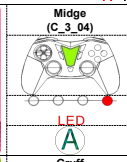
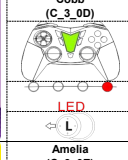
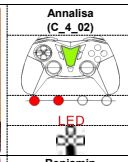
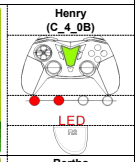
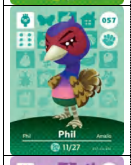
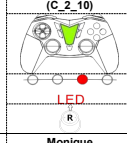
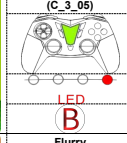
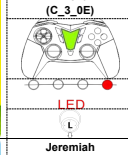
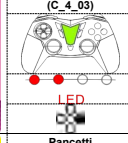
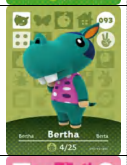
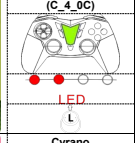
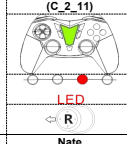
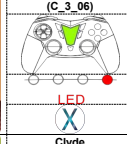
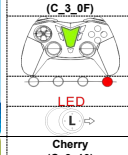
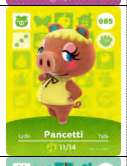
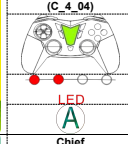
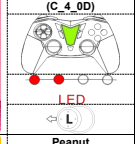
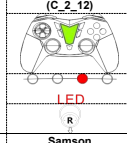
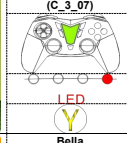
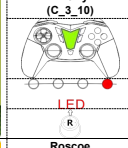
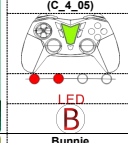
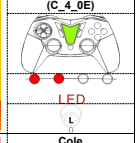
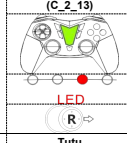
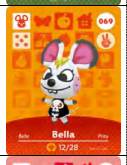
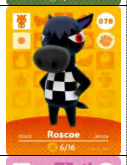
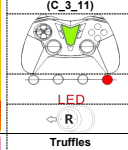
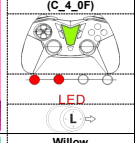
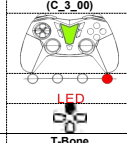
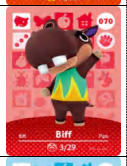
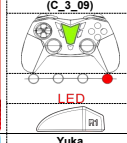
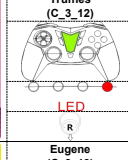
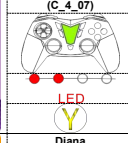
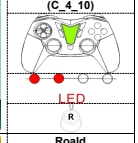
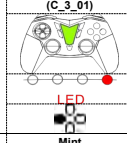
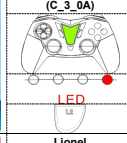
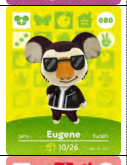
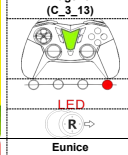
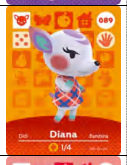
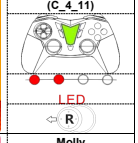
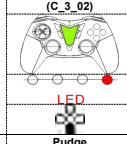
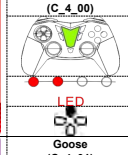
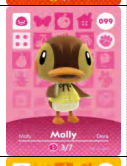
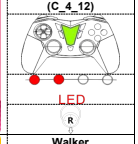
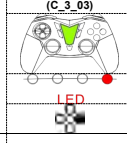
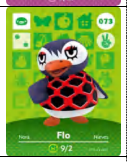
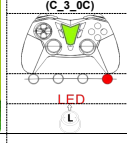
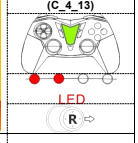
	Asana Mutsuba (B_5_00) 		**Gakuto Sogetsu (B_5_01)** 		**Nail Saionji (B_5_02)** 		**Roa Kirishima (B_5_03)** 		**Romin Kirishima (B_5_04)** 
	Tatsuhisa "Luke" Kamijo (B_5_05) 		**Yuga Ohdo (B_5_06)** 						

Animal Crossing Cards - Series 1(1-55)

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

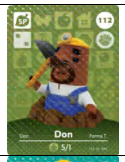
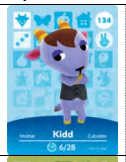
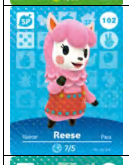
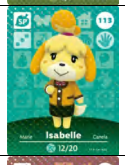
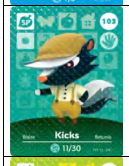
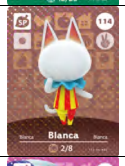
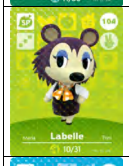
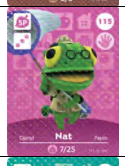
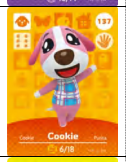
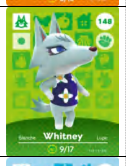
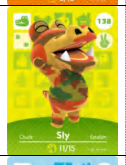
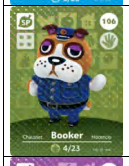
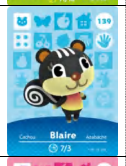
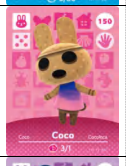
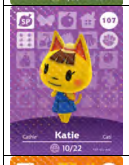
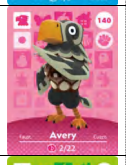
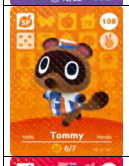
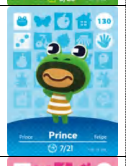
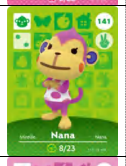
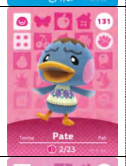
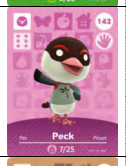
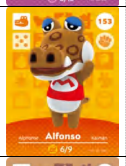
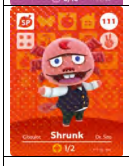
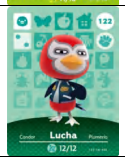
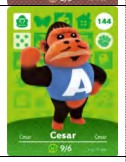
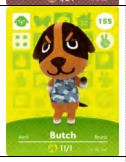
Animal Crossing Cards - Series 1(56-100)

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

	Bangle (C_2_0F) 		Midge (C_3_04) 		Cobb (C_3_0D) 		Annalisa (C_4_02) 		Henry (C_4_0B) 
	Phil (C_2_10) 		Gruff (C_3_05) 		Amelia (C_3_0E) 		Benjamin (C_4_03) 		Bertha (C_4_0C) 
	Monique (C_2_11) 		Flurry (C_3_06) 		Jeremiah (C_3_0F) 		Pancetti (C_4_04) 		Cyrano (C_4_0D) 
	Nate (C_2_12) 		Clyde (C_3_07) 		Cherry (C_3_10) 		Chief (C_4_05) 		Peanut (C_4_0E) 
	Samson (C_2_13) 		Bella (C_3_08)		Roscoe (C_3_11) 		Bunnie (C_4_06)		Cole (C_4_0F) 
	Tutu (C_3_00) 		Biff (C_3_09) 		Truffles (C_3_12) 		Clay (C_4_07) 		Willow (C_4_10) 
	T-Bone (C_3_01) 		Yuka (C_3_0A) 		Eugene (C_3_13) 		Diana (C_4_08)		Roald (C_4_11) 
	Mint (C_3_02) 		Lionel (C_3_0B)		Eunice (C_4_00) 		Axel (C_4_09)		Molly (C_4_12) 
	Pudge (C_3_03) 		Flo (C_3_0C) 		Goose (C_4_01)		Muffy (C_4_0A)		Walker (C_4_13) 

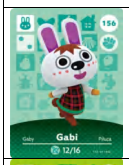
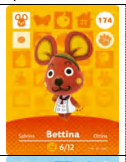
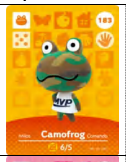
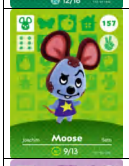
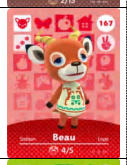
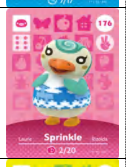
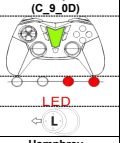
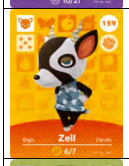
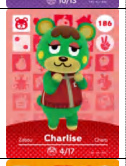
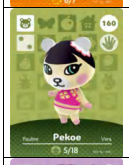
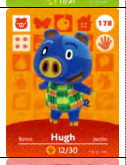
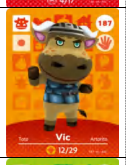
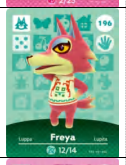
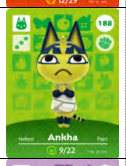
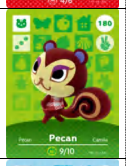
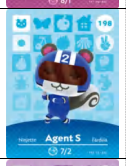
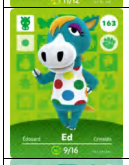
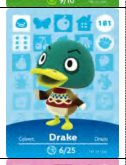
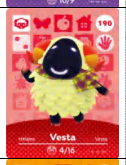
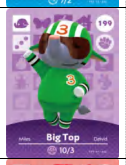
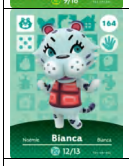
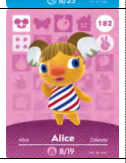
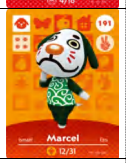
Animal Crossing Cards - Series 2(1-55)

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

	K.K. (C_5_00)		Don (C_5_0B)		Fuchsia (C_6_02)		Kidd (C_6_0D)		Carmen (C_7_04)
	Phil (C_5_01)		Isabelle (C_5_0C)		Harry (C_6_03)		Phoebe (C_6_0E)		Rodney (C_7_05)
	Kicks (C_5_02)		Blanca (C_5_0D)		Gwen (C_6_04)		Egbert (C_6_0F)		Scoot (C_7_06)
	Labelle (C_5_03)		Nat (C_5_0E)		Coach (C_6_05)		Cookie (C_6_10)		Whitney (C_7_07)
	Copper (C_5_04)		Chip (C_5_0F)		kitt (C_6_06)		Sly (C_6_11)		Broccolo (C_7_08)
	Booker (C_5_05)		Jack (C_5_10)		Tom (C_6_07)		Blaire (C_6_12)		Coco (C_7_09)
	Katie (C_5_06)		Poncho (C_5_11)		Tipper (C_6_08)		Avery (C_6_13)		Groucho (C_7_0A)
	Tommy (C_5_07)		Felicity (C_5_12)		Prince (C_6_09)		Nana (C_7_00)		Wendy (C_7_0B)
	Porter (C_5_08)		Ozzie (C_5_13)		Pate (C_6_0A)		Peck (C_7_01)		Alfonso (C_7_0C)
	Leila (C_5_09)		Tia (C_6_00)		Vladimir (C_6_0B)		Olivia (C_7_02)		Rhonda (C_7_0D)
	Shrunk (C_5_0A)		Lucha (C_6_01)		Savannah (C_6_0C)		Cesar (C_7_03)		Butch (C_7_0E)

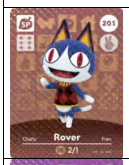
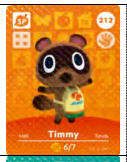
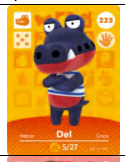
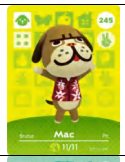
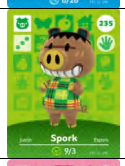
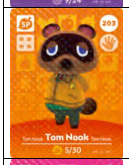
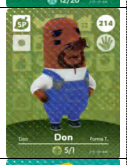
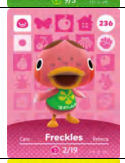
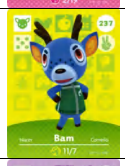
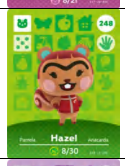
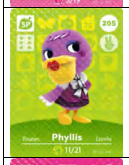
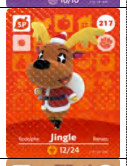
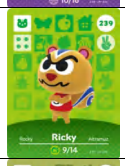
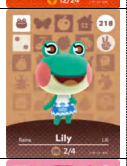
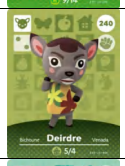
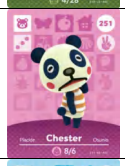
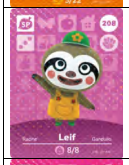
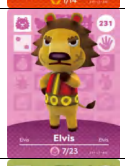
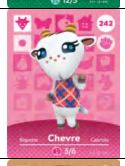
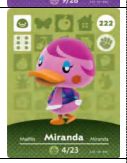
Animal Crossing Cards - Series 2(56-100)

(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.

	Gabi (C_7_0F)		Filbert (C_8_04)		Bettina (C_8_0D)		Camofrog (C_9_02)		Pango (C_9_0B)
	Moose (C_7_10)		Kitty (C_8_05)		Jay (C_8_0E)		Anicotti (C_9_03)		Keaton (C_9_0C)
	Timbra (C_7_11)		Beau (C_8_06)		Sprinkle (C_8_0F)		Chops (C_9_04)		Gladys (C_9_0D) 
	Zell (C_7_12)		Nan (C_8_07)		Flip (C_8_10)		Charlise (C_9_05)		Hamphrey (C_9_0E)
	Pekoe (C_7_13)		Bud (C_8_08)		Hugh (C_8_11)		Vic (C_9_06)		Freya (C_9_0F)
	Teddy (C_8_00)		Ruby (C_8_09)		Hopper (C_8_12)		Ankha (C_9_07)		Kid Cat (C_9_10)
	Mathilda (C_8_01)		Benedict (C_8_0A)		Pecan (C_8_13)		Drift (C_9_08)		Agent S (C_9_11)
	Ed (C_8_02)		Agnes (C_8_0B)		Drake (C_9_00)		Vesta (C_9_09)		Big Top (C_9_12)
	Bianca (C_8_03)		Julian (C_8_0C)		Alice (C_9_01)		Marcel (C_9_0A)		Rocket (C_9_13)

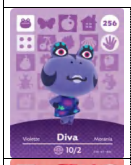
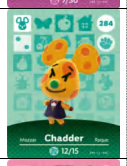
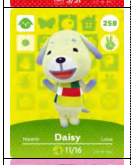
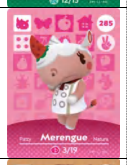
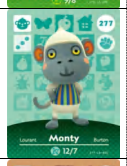
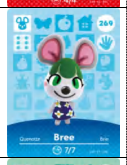
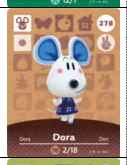
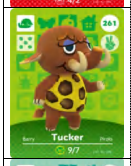
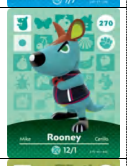
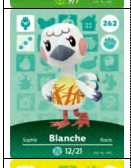
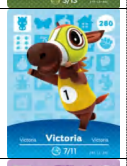
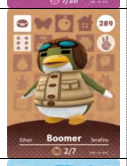
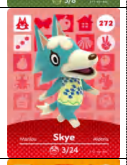
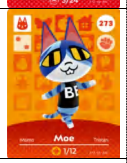
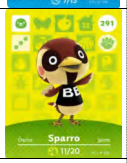
Animal Crossing Cards - Series 3(1-55)

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

	Rover (D_0_00)		Timmy (D_0_0B)		Del (D_1_02)		Marina (D_1_0D)		Mac (D_2_04)
	Blathers (D_0_01)		Digby (D_0_0C)		Paula (D_1_03)		Spark (D_1_0E)		Eloise (D_2_05)
	Tom Nook (D_0_02)		Don (D_0_0D)		Ken (D_1_04)		Freckles (D_1_0F)		Wart Jr. (D_2_06)
	Pelly (D_0_03)		Isabelle (D_0_0E)		Mitzi (D_1_05)		Bam (D_1_10)		Hazel (D_2_07)
	Phyllis (D_0_04)		Franklin (D_0_0F)		Rodeo (D_1_06)		Friga (D_1_11)		Beardo (D_2_08)
	Pete (D_0_05)		Jingle (D_0_10)		Bubbles (D_1_07)		Ricky (D_1_12)		Ava (D_2_09)
	Mabel (D_0_06)		Lily (D_0_11)		Cousteau (D_1_08)		Deirdre (D_1_13)		Chester (D_2_0A)
	Leif (D_0_07)		Anchovy (D_0_12)		Velma (D_1_09)		Hans (D_2_00)		Merry (D_2_0B)
	Wendell (D_0_08)		Tabby (D_0_13)		Elvis (D_1_0A)		Chevre (D_2_01)		Genji (D_2_0C)
	Cyrus (D_0_09)		Kody (D_1_00)		Canberra (D_1_0B)		Drago (D_2_02)		Greta (D_2_0D)
	Grams (D_0_0A)		Miranda (D_1_01)		Colton (D_1_0C)		Tangy (D_2_03)		Wolfgang (D_2_0E)

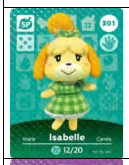
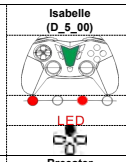
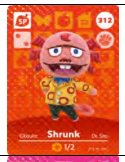
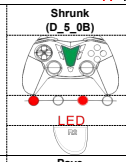
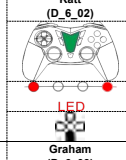
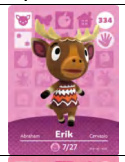
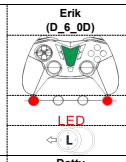
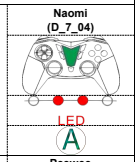
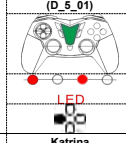
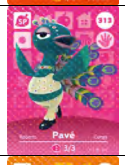
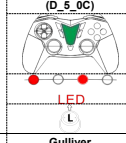
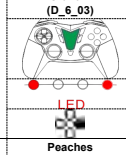
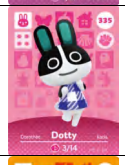
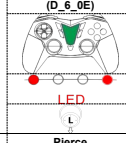
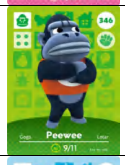
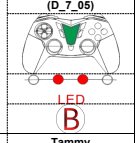
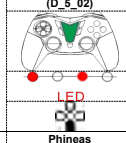
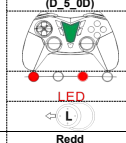
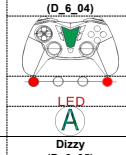
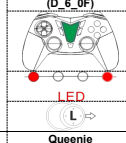
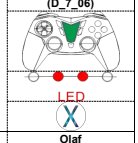
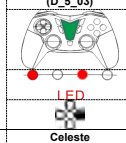
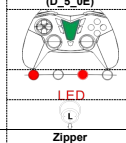
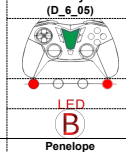
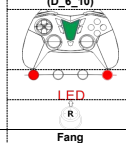
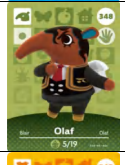
Animal Crossing Cards - Series 3(56-100)

(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.

	Diva (D_2_0F) LED L		Gala (D_3_04) LED A		Flora (D_3_0D) LED L		Frank (D_4_02) LED		Baabara (D_4_0B) LED
	Klaus (D_2_10) LED R		Joey (D_3_05) LED B		Hamlet (D_3_0E) LED L		Chadder (D_4_03) LED		Rolf (D_4_0C) LED L
	Daisy (D_2_11) LED R		Pippy (D_3_06) LED X		Astrid (D_3_0F) LED L		Merengue (D_4_04) LED A		Maple (D_4_0D) LED L
	Stinky (D_2_12) LED R		Buck (D_3_07) LED Y		Monty (D_3_10) LED R		Cube (D_4_05) LED B		Antonio (D_4_0E) LED L
	Tammi (D_2_13) LED R		Bree (D_3_08) LED		Dora (D_3_11) LED R		Claudia (D_4_06) LED X		Soleil (D_4_0F) LED L
	Tucker (D_3_00) LED		Rooney (D_3_09) LED		Biskit (D_3_12) LED R		Curly (D_4_07) LED Y		Apollo (D_4_10) LED R
	Blanche (D_3_01) LED		Curlos (D_3_0A) LED		Victoria (D_3_13) LED R		Boomer (D_4_08) LED		Derwin (D_4_11) LED R
	Gaston (D_3_02) LED		Skye (D_3_0B) LED		Lyman (D_4_00) LED		Caroline (D_4_09) LED		Francine (D_4_12) LED R
	Marshal (D_3_03) LED		Moe (D_3_0C) LED L		Violet (D_4_01) LED		Sparro (D_4_0A) LED		Chrissy (D_4_13) LED R

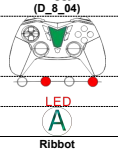
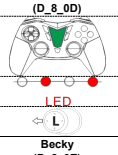
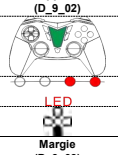
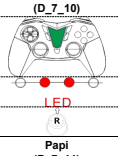
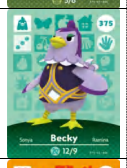
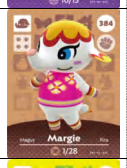
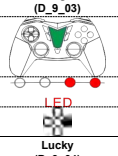
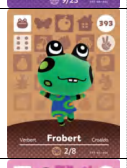
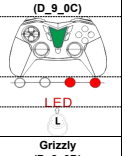
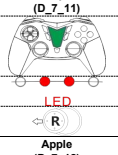
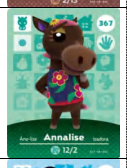
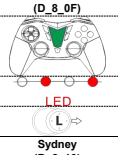
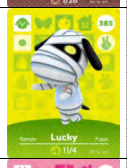
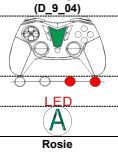
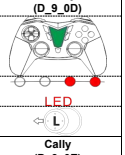
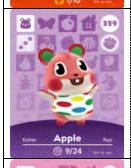
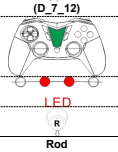
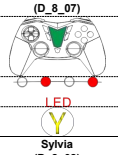
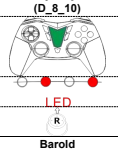
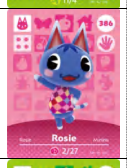
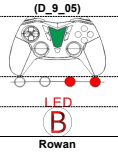
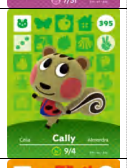
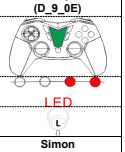
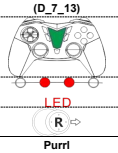
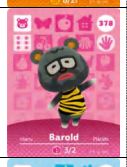
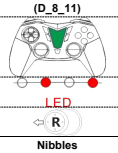
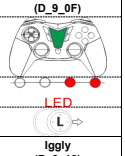
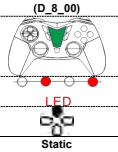
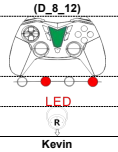
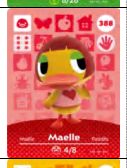
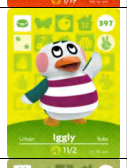
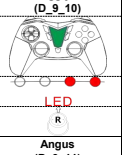
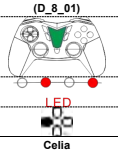
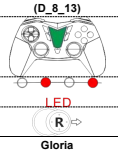
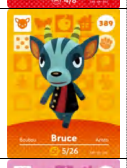
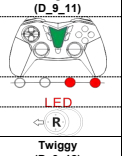
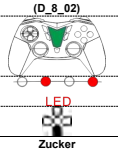
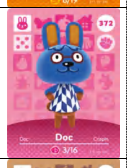
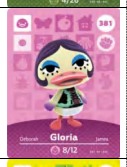
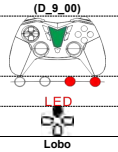
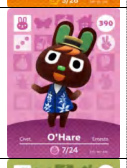
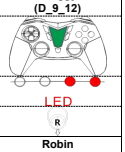
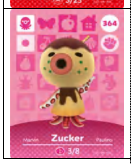
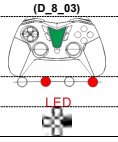
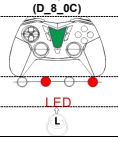
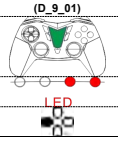
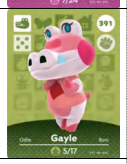
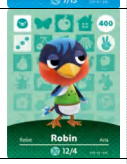
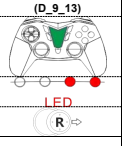
Animal Crossing Cards - Series 4(1-55)

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

	Isabelle (D_5_00) 		Shrunk (D_5_0B) 		Katt (D_6_02) 		Erik (D_6_0D) 		Naomi (D_7_04) 
	Broester (D_5_01) 		Pave (D_5_0C) 		Graham (D_6_03) 		Dotty (D_6_0E) 		Peewee (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) 		Dizzy (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)
	Leilani (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 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)		Peggy (D_8_04) 		Tank (D_8_0D) 		Hippeux (D_9_02) 		Cranston (D_9_0B)
	Aurora (D_7_10) 		Ribbot (D_8_05)		Becky (D_8_0E)		Margie (D_9_03) 		Frobert (D_9_0C) 
	Papi (D_7_11) 		Annalise (D_8_06)		Rizzo (D_8_0F) 		Lucky (D_9_04) 		Grizzly (D_9_0D) 
	Apple (D_7_12) 		Chow (D_8_07) 		Sydney (D_8_10) 		Rosie (D_9_05) 		Cally (D_9_0E) 
	Rod (D_7_13) 		Sylvia (D_8_08)		Barold (D_8_11) 		Rowan (D_9_06)		Simon (D_9_0F) 
	Purrl (D_8_00) 		Jacques (D_8_09)		Nibbles (D_8_12) 		Maelle (D_9_07)		Iggly (D_9_10) 
	Static (D_8_01) 		Sally (D_8_0A)		Kevin (D_8_13) 		Bruce (D_9_08)		Angus (D_9_11) 
	Celia (D_8_02) 		Doc (D_8_0B)		Gloria (D_9_00) 		O'Hare (D_9_09)		Twiggy (D_9_12) 
	Zucker (D_8_03) 		Pompom (D_8_0C) 		Lobo (D_9_01) 		Gayle (D_9_0A)		Robin (D_9_13) 

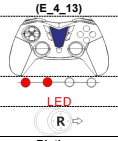
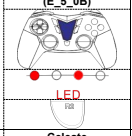
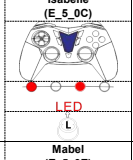
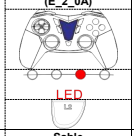
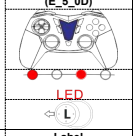
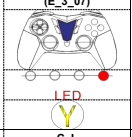
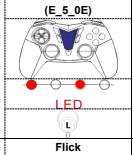
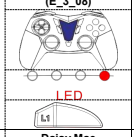
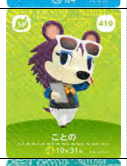
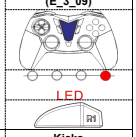
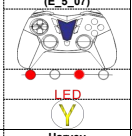
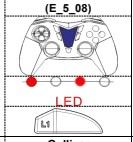
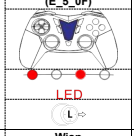
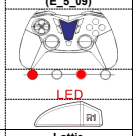
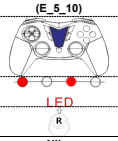
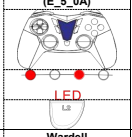
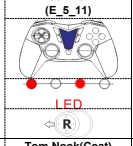
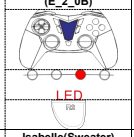
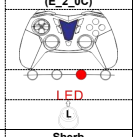
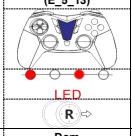
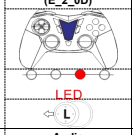
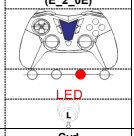
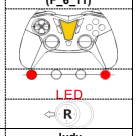
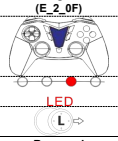
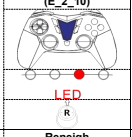
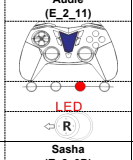
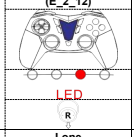
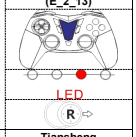
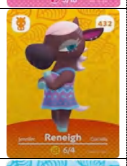
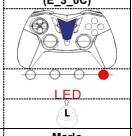
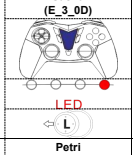
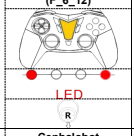
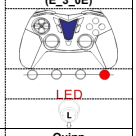
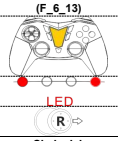
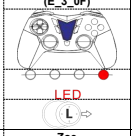
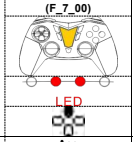
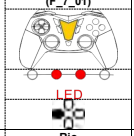
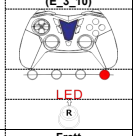
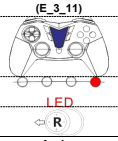
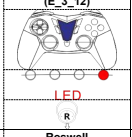
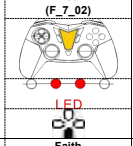
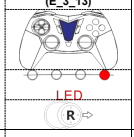
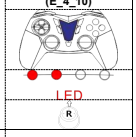
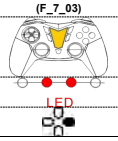
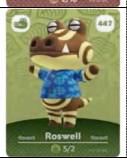
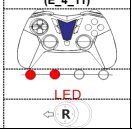
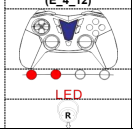
Central RGB: Blue

Central RGB: Orange

Bottom LED Indicator

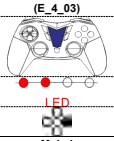
Animal Crossing Cards - Series 5

(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.

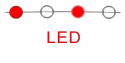
	Tom Nook (E_4_13) 		Timmy & Tommy (E_5_0B) 		Isabelle (E_5_0C) 		Orville (E_2_0A) 		Wilbur (E_5_0D) 
	Blathers (E_3_06)		Celeste (E_3_07) 		Mabel (E_5_0E) 		Sable (E_3_08) 		Label (E_3_09) 
	K.K. (E_3_0A)		C.J. (E_5_07) 		Flick (E_5_08) 		Daisy Mae (E_5_0F) 		Kicks (E_5_09) 
	Saharah (E_5_10) 		Harvey (E_5_0A) 		Gulliver (E_5_11) 		Wisp (E_2_0B) 		Lottie (E_2_0C) 
	Niko (E_5_12)		Wardell (E_5_13) 		Tom Nook(Coat) (E_2_0D) 		Isabelle(Sweater) (E_2_0E) 		Sherb (F_6_11) 
	Megan (E_2_0F) 		Dom (E_2_10) 		Audie (E_2_11) 		Cyd (E_2_12) 		Judy (E_2_13) 
	Raymond (E_3_0B)		Reneigh (E_3_0C) 		Sasha (E_3_0D) 		Lone (F_6_12) 		Tiansheng (E_3_0E) 
	Shino (F_6_13) 		Marlo (E_3_0F) 		Petri (F_7_00) 		Cephalobot (F_7_01) 		Quinn (E_3_10) 
	Chabwick (E_3_11) 		Zoe (E_3_12) 		Ace (F_7_02) 		Rio (E_3_13) 		Frett (E_4_10) 
	Azalea (F_7_03) 		Roswell (E_4_11) 		Faith (E_4_12) 				

Animal Crossing Figures

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

	Celeste (E_4_00) 		**Digby (E_4_05)** 		**Isabelle (E_4_0A)** 		**Cyrus (E_4_0F)** 		
	Isabelle - Winter Outfit (E_4_01) 		**Lottie (E_4_06)** 		**Mabel (E_4_0B)** 				
	K.K. (E_4_02) 		**Kicks (E_4_07)** 		**K.K. (E_4_0C)** 				
	Blathers (E_4_03) 		**Harvey (E_4_08)** 		**Resetti (E_4_0D)** 				
	Mabel (E_4_04) 		**Tom Nook (E_4_09)** 		**Reese (E_4_0E)** 				

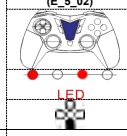
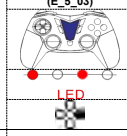
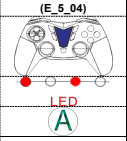
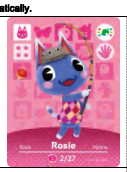
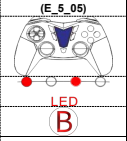
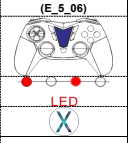
Central RGB: Blue



Bottom LED Indicator

Animal Crossing Cards - Promos series

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

	Goldie (E_5_02)		K.K. Slider (E_5_03)		Stitches (E_5_04)		Rosie (E_5_05)		Isabelle (E_5_06)
									

Animal Crossing Cards - New Leaf Welcome amiibo series

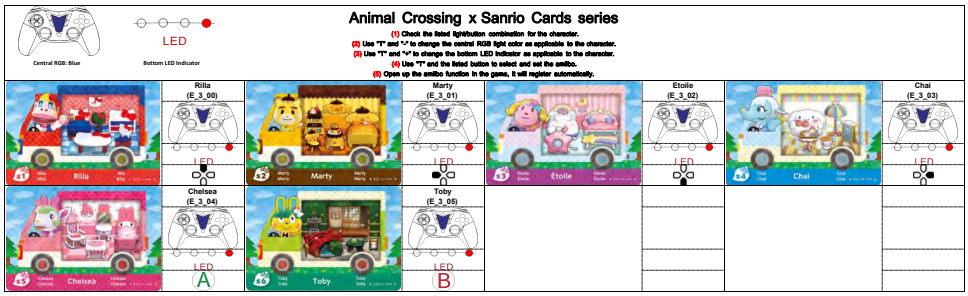
(1) Check the listed light/button combination for the character.
(2) Use "+" and "-" to change the central RGB light color as applicable to the character.
(3) Use "+" and "-" to change the bottom LED indicator as applicable to the character.
(4) Use "+" and the listed button to select and set the amiibo.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

Central RGB: Blue

LED

Bottom LED Indicator

01 Vivian Vivian (E_0_00) LED	10 Ketchup Ketchup (E_0_0D) LED ◁ L	27 Claude Claude (E_1_06) LED X	40 Tad Tad (E_1_13) LED R ▷				
02 Hopkins Hopkins (E_0_01) LED	15 Rex Rex (E_0_0E) LED L	28 Raddle Raddle (E_1_07) LED Y	41 Norma Norma (E_2_00) LED				
03 June June (E_0_02) LED	16 Stu Stu (E_0_0F) LED L ▷	29 Julia Julia (E_1_08) LED L1	42 Gonzo Gonzo (E_2_01) LED				
04 Piper Piper (E_0_03) LED	17 Ursala Ursala (E_0_10) LED R	30 Louie Louie (E_1_09) LED R1	43 Sprocket Sprocket (E_2_02) LED				
05 Paolo Paolo (E_0_04) LED A	18 Jacob Jacob (E_0_11) LED ◁ R	31 Bea Bea (E_1_0A) LED L2	44 Snooty Snooty (E_2_03) LED				
06 Hornsby Hornsby (E_0_05) LED B	19 Maddie Maddie (E_0_12) LED R	32 Admiral Admiral (E_1_0B) LED R2	45 Olive Olive (E_2_04) LED A				
07 Stella Stella (E_0_06) LED X	20 Billy Billy (E_0_13) LED R ▷	33 Ellie Ellie (E_1_0C) LED L	46 Doble Doble (E_2_05) LED B				
08 Tybalt Tybalt (E_0_07) LED Y	21 Boyd Boyd (E_1_00) LED	34 Boots Boots (E_1_0D) LED ◁ L	47 Buzz Buzz (E_2_06) LED X				
09 Huck Huck (E_0_08) LED L1	22 Bitty Bitty (E_1_01) LED	35 Weber Weber (E_1_0E) LED L	48 Cleo Cleo (E_2_07) LED Y				
10 Sylvana Sylvana (E_0_09) LED R1	23 Maggie Maggie (E_1_02) LED	36 Candi Candi (E_1_0F) LED L ▷	49 Ike Ike (E_2_08) LED L1				
11 Boris Boris (E_0_0A) LED L2	24 Murphy Murphy (E_1_03) LED	37 Leopold Leopold (E_1_10) LED R	50 Tasha Tasha (E_2_09) LED R1				
12 Wade Wade (E_0_0B) LED R2	25 Plucky Plucky (E_1_04) LED A	38 Spike Spike (E_1_11) LED ◁ R					
13 Carrie Carrie (E_0_0C) LED L	26 Sandy Sandy (E_1_05) LED B	39 Cashmere Cashmere (E_1_12) LED R					


Central RGB: Blue
LED
Bottom LED Indicator
Animal Crossing x Sanrio Cards series
(1) Check the listed light/button combination for the character.
(2) Use "+" and "-" to change the central RGB light color as applicable to the character.
(3) Use "↑" and "↓" to change the bottom LED indicator as applicable to the character.
(4) Use "↑" and the listed button to select and set the amiibo.
(5) Open up the amiibo function in the game, it will register automatically.
Rilla
(E_3_00)
Marty
(E_3_01)
Etoile
(E_3_02)
Chai
(E_3_03)
Chelsea
(E_3_04)
Toby
(E_3_05)
LED
A
B

Xenoblade Chronicles series

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

	Noah (B_2_02) 		Mio (B_2_03) 					