

**ZELDA CARDS**

Productions

# **Animal Crossing<sup>™</sup> : New Horizons**

## **Amiibo Cards Deck**

**Editor's Pick Edition**

**Quick Start Guide**

# Package List



Marshal



Merengue



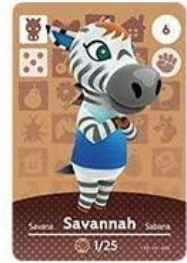
Lily



Bob



Fauna



Savannah



Whitney



Broccolo



Coco



Ruby



Julian



Gala



Hamlet



Rolf



Chrissy



Francine



Maple



Stitches



Lolly



Fang



Melba



Margie

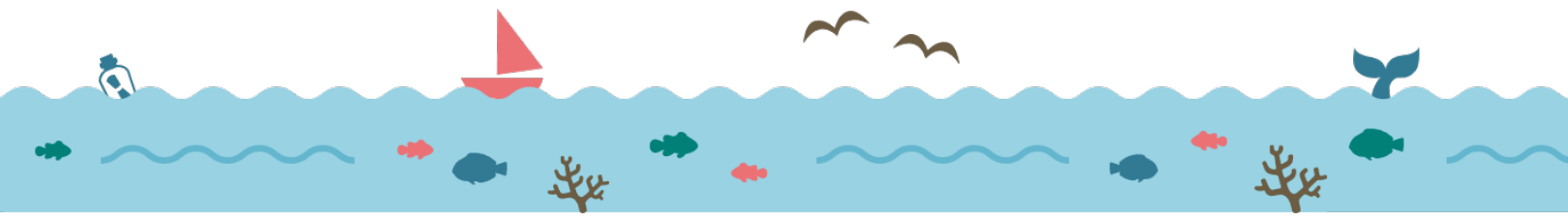


Lucky



Rosie

(Image credit: Nintendo)



# R 1. TAKE PHOTOS WITH AMIIBO CARDS



The first way you can utilise your Animal Crossing amiibo collection with New Horizons is through a dog character known as Harvey - or Harv to his friends, of which there are few. You'll find him loitering around the Resident Services tent in the early days of island life. You'll recognise him because he's dressed like a hippy. He tells you that you can visit his island - handily named Harv's Island - whenever you want. Just head over to the airport and you can ask to visit Harv's Island.





It's here that you discover Harv's Island is actually called Photopia, and Harv is actually a photographer and has a photography studio here on the island. Head inside the building and you can use your amiibo cards to summon rather strange zombie-like versions of characters (although some NPCs like Digby and Resetti are off-limits) to pose for photoshoots.

It's quite limited, but if you want to have a little fun with old favourites, it's easy to do and travelling to and from Harv's Island is free - it won't cost bells or Nook Miles. Plus, from the next calendar day, you'll unlock a purchasable poster version of anyone you invite to Photopia in the 'Special Goods' section of Nook Shopping from the Nook Stop terminal, which you can then hang on the wall of your home.

# R II.

## HOW TO UNLOCK

## THE CAMPSITE



The campsite allows random villagers to appear on your island, which in turn gives you the option of inviting these villagers to live on your island. However, if you have amiibo cards, you can use them to ask specific villagers to your campsite. To be more precise, the character depicted on the card gets invited to your island. Note that you can only use Animal Crossing amiibo cards here. None of the characters that have been turned into amiibo figurines can be invited to the campsite.

You'll need to complete several steps to build a campsite. Here's what you need to do to unlock the campsite and invite villagers to your island using amiibo:

1. Upgrade Resident Services to a building
2. Build a campsite
3. Invite a visiting villager to live on your island
4. Build additional homes on your island
5. Wait for the villager to move in
6. Use the NookStop kiosk at Resident Services
7. How to scan amiibo for the campsite

1. Upgrade Resident Services to a building





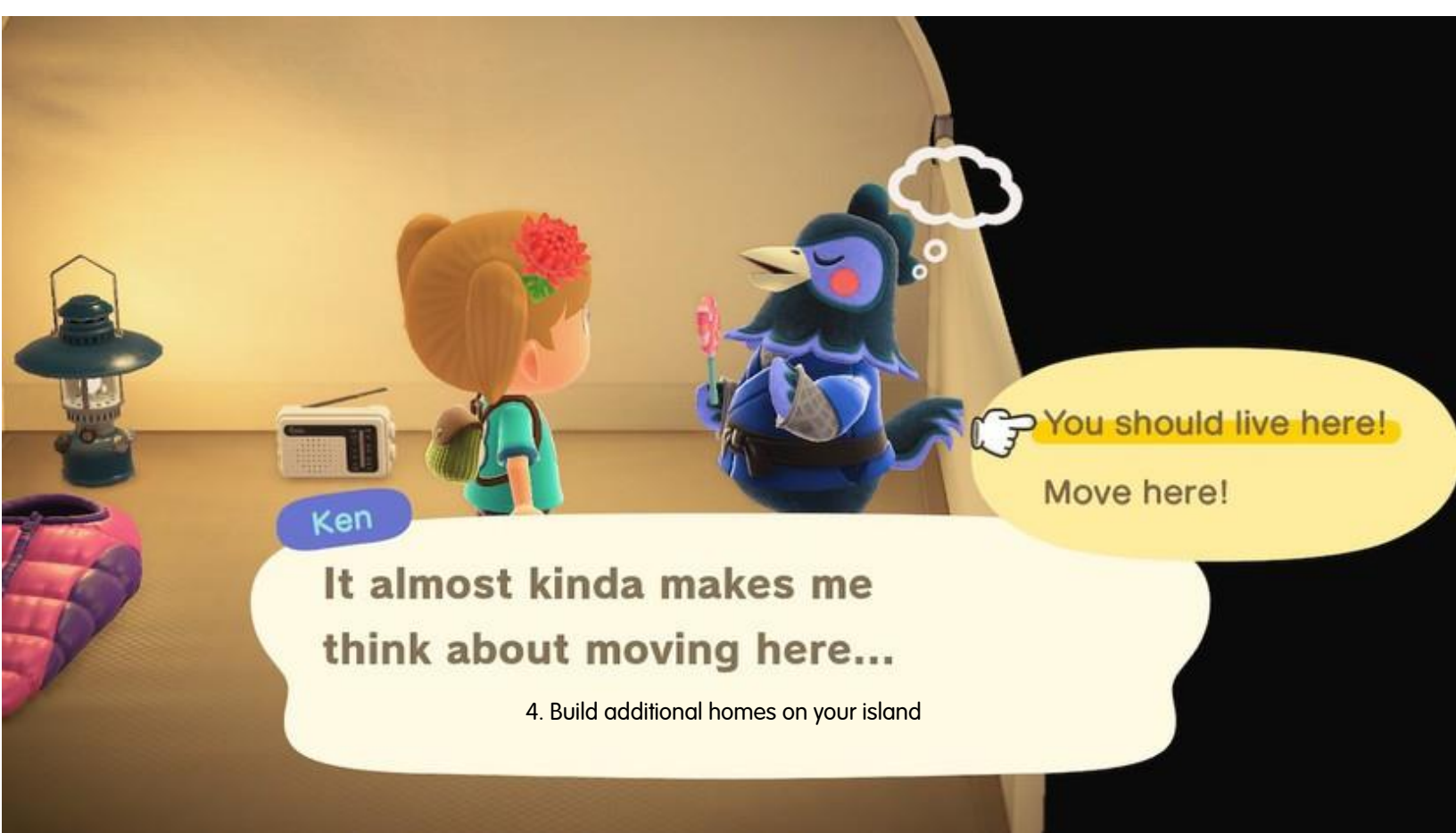
You must first take all the steps necessary to upgrade Resident Services from a tent to a building to unlock the campsite's amiibo functionality.

## 2. Build a campsite



Once you've upgraded Residential Services, Tom Nook will tell you that he's interested in opening a campsite. He'll then ask you to stake out a plot of land specifically for this purpose. After you've selected a location for the campsite, you'll have to wait for the next morning. The campsite will appear on your island the next day, but you won't get any visitors until the following day after that.

### 3. Invite a visiting villager to live on your island



#### 4. Build additional homes on your island

The first animal NPC that comes to the campsite will be chosen at random. When someone does appear in the tent, you can invite them to live on your island simply by talking to them.



#### 4. Build additional homes on your island



Now it's time to talk to Tom Nook at Resident Services. Since you're inviting even more villagers to your island, this loaded raccoon will tell you that more houses need to be built to accommodate everyone. He'll then give you a housing kit and will ask you to pick a location for this new home. Run around your island and select the perfect place for your new villager to live. You'll need to wait until the following day for this new house to show up on your island.

## 5. Wait for the villager to move in



You're going to have to do some waiting. It takes a day for the house to show up after you've chosen a location, and then it takes another day for the new villager to move into your island.

## 6. Use the NookStop kiosk at Resident Services



Once the new villager has moved in, head back to Resident Services and talk with Tom Nook. He'll tell you that he wants to bring even more villagers to the island. Now, run over to the Nook Stop kiosk and interact with it. He'll tell you that you can now use Animal Crossing amiibo cards to invite more villagers to the island. Just note that you can only have one camper per day.



## How to invite villagers to the campsite using amiibo

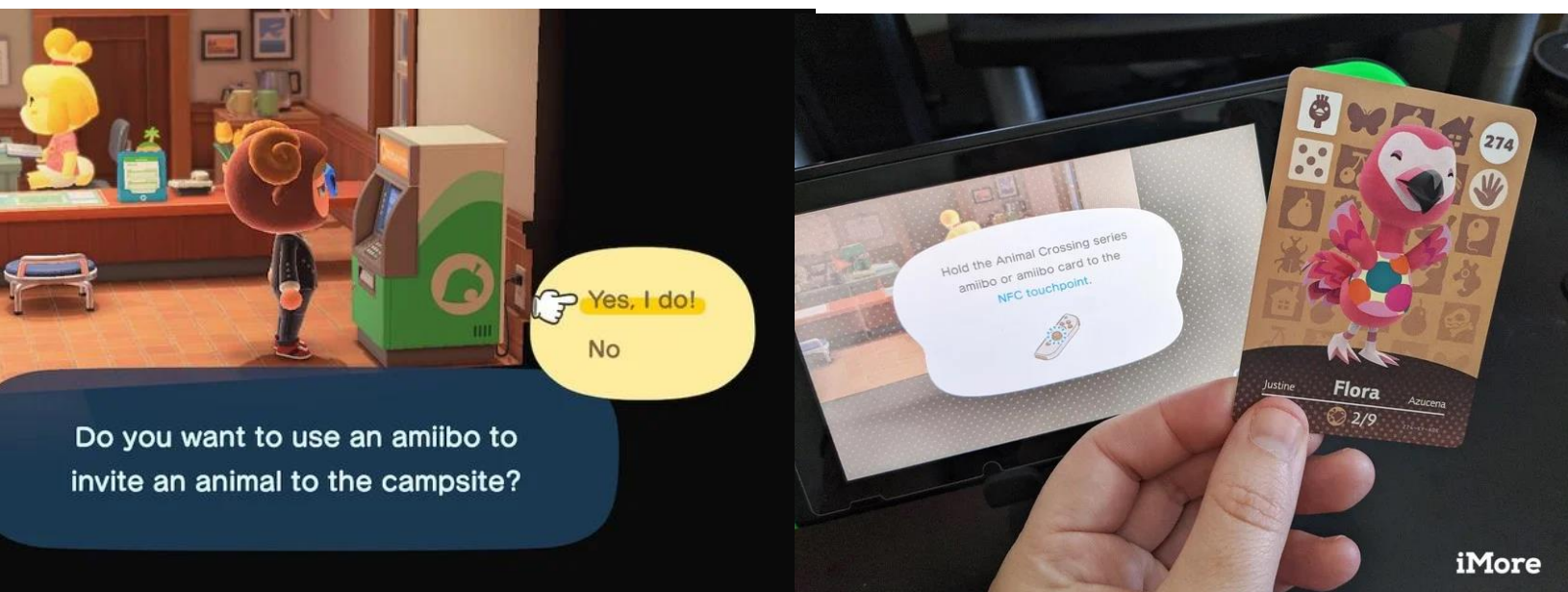
Now that you've unlocked the ability to use amiibo cards, it's time to learn how to scan them in and convince campers to move into your island. You're going to have to scan a villager's card multiple days in a row if you want them to become a resident of your island. Here are the steps needed to acquire a new villager using amiibo cards.

1. Interact with the kiosk at Resident Services.
2. Select invite a Camper.



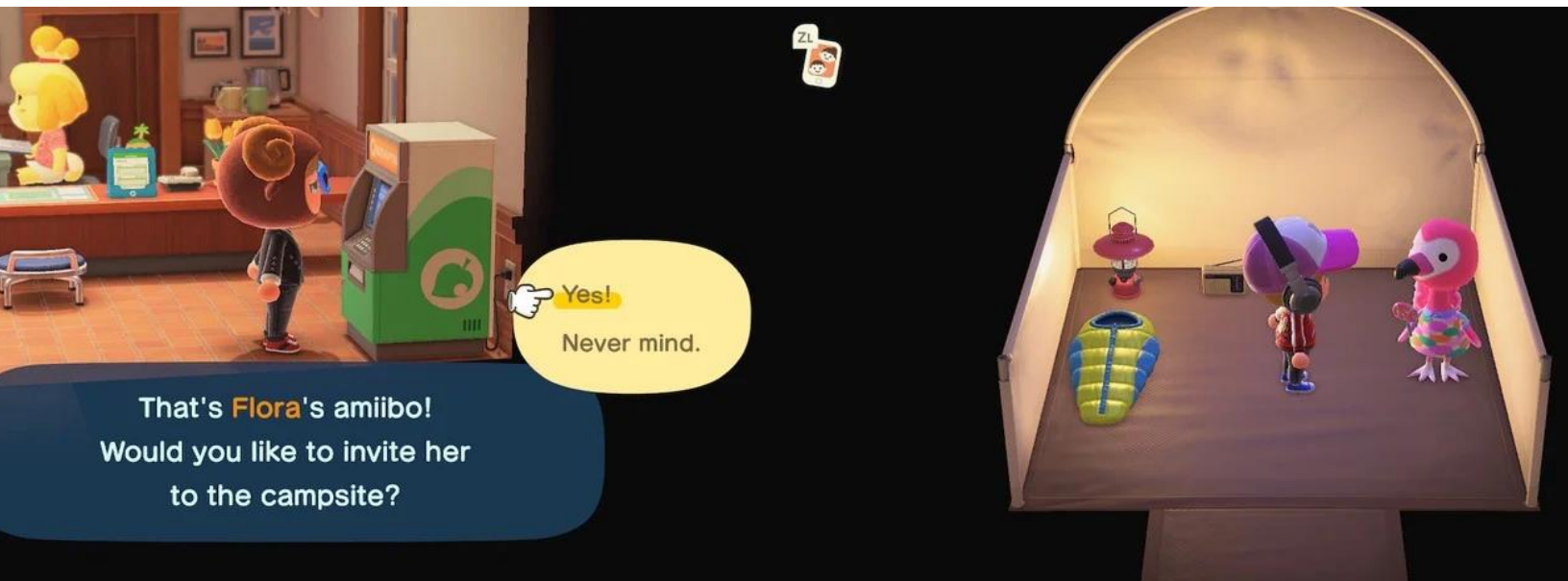
3. Select Yes, I do!

4. Scan the amiibo card you want to use. If you're playing your Switch in handheld mode, hover the card over the joystick on the right Joy-Con when New Horizons prompts you to use your amiibo. If you're using the Pro Controller, scan the cards over the Nintendo logo in the top middle of the controller when the game prompts you to use your amiibo.



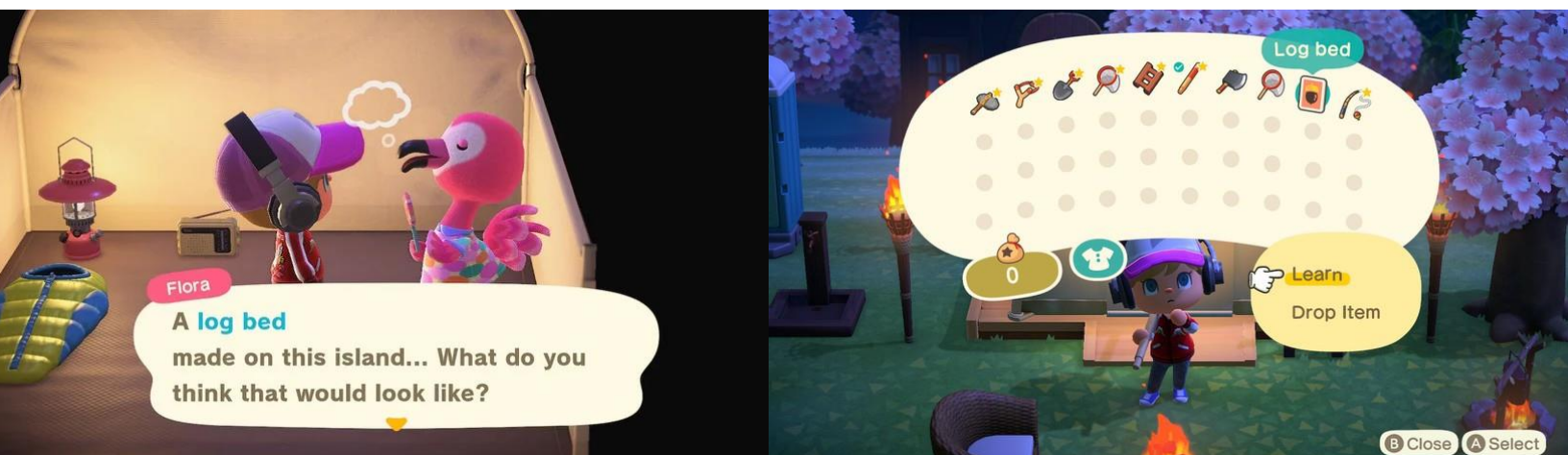
5. The kiosk will identify the character on the card. Now select Yes!

6. After scanning your card, a cutscene will play showing the invited camper. When you leave Resident Services the villager you invited will be at your campsite. Run to your campsite and enter the tent.



7. Talk with the villager a couple of times until they ask you to craft something for them.

8. Agree to their request. They might even give you a new recipe in the processes.



9. This villager will leave your island by the end of the night, so be sure to craft the requested item and give it to the camper before they're gone.

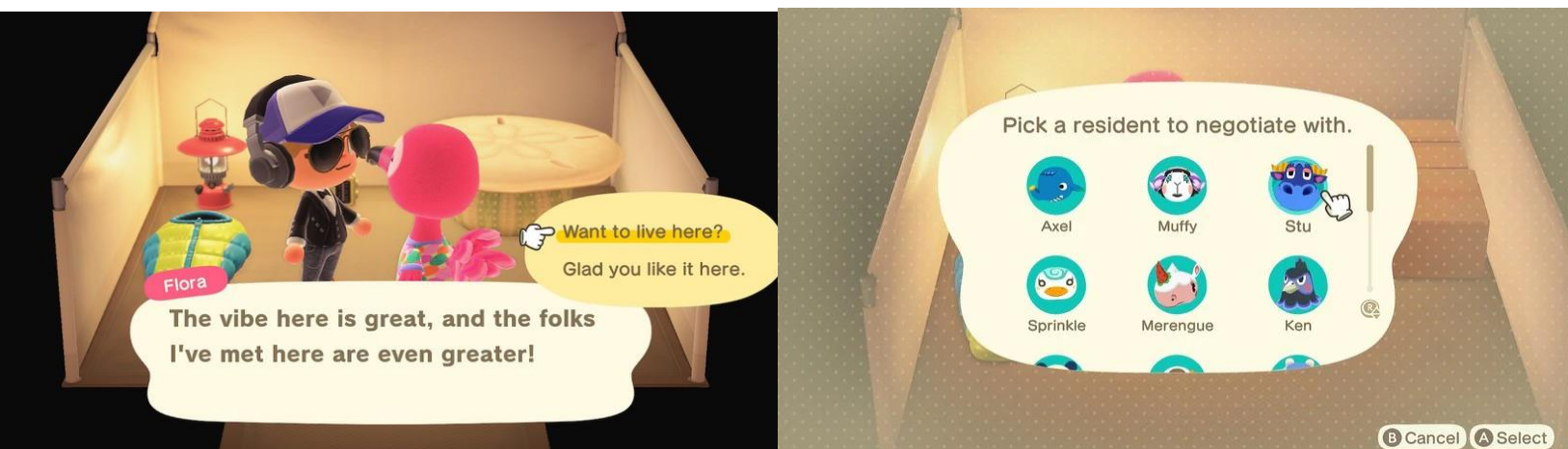


10. The camper is closer to being persuaded, but they won't be ready to move in just yet. The following day repeat steps 1 - 9.



11. After giving them an item on the next day, talk to them several times to see if they are interested in moving in. You might have to invite them back one more time and craft them another item before they're willing to move in.

12. If they agree to become a resident but you already have 10 villagers on your island, then you'll need to choose which of your current villagers gets kicked off the island.

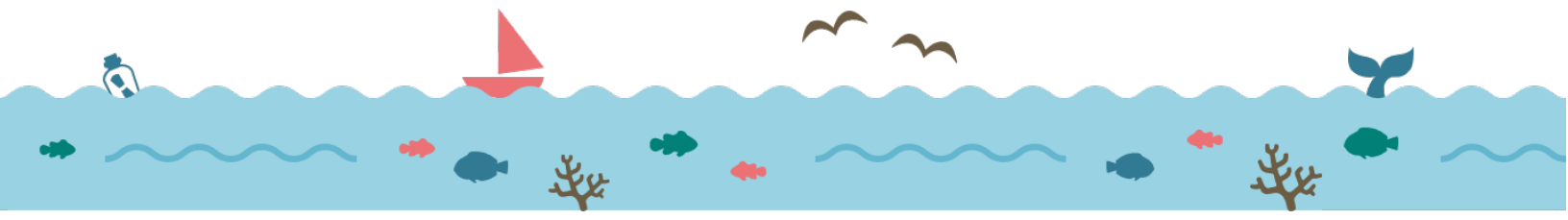


11.

### III. Care and Maintenance

The following suggestions will help you maintain and prolong the life of your products.

- Ideal operating temperatures are 0°C to 35°C, Ideal storage temperatures are -20°C to +45 °C.
- Do not hit, press, shake or drop the cards to avoid damage and injury
- The cards are waterproof, but don't put the cards in fire or high temperature place.
- Free warranty replacements and repairs are only valid in the country or region of purchase. Please contact Zeldacards Customer Support for more details



# R IV.

## IV. Zelda Cards Customer Support

US Customer Support

Support information and assistance go to:

[www.zeldacards.com/pages/support](http://www.zeldacards.com/pages/support)

Download manuals:

[www.zeldacards.com/pages/support](http://www.zeldacards.com/pages/support)

Support Email:

[support@zeldacards.com](mailto:support@zeldacards.com)

