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Thank you for selecting SPIRIT CAMERA™: THE CURSED MEMOIR for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.



Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

### Health and Safety Information

#### IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS

software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

## Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the game.

If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

Please note that the title on the Game Card is in English, as the same label design is used for all European countries.

## Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):  
[www.pegi.info](http://www.pegi.info)

USK (Germany):

[www.usk.de](http://www.usk.de)

COB (Australia):

[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):

[www.censorship.govt.nz](http://www.censorship.govt.nz)

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## What is SPIRIT CAMERA: THE CURSED MEMOIR?

SPIRIT CAMERA: THE CURSED MEMOIR is played using the Nintendo 3DS

cameras to view your surroundings, while referring to the enclosed AR Book.





## 3 Playing the Game

This game requires you to use the Nintendo 3DS camera function to view your surroundings and the AR Book to progress. Some sections are navigated using the buttons.

Note: Some of these button operations can also be carried out by touching icons on the lower screen.

### Basic Controls

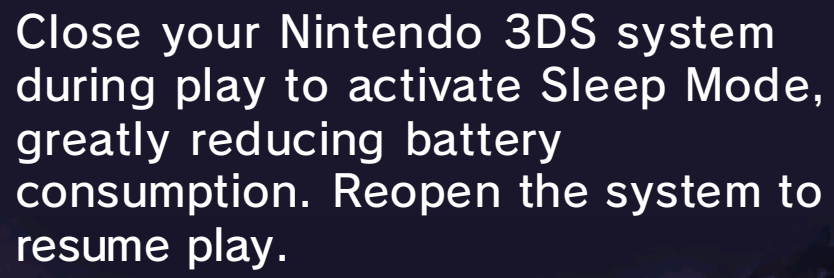
Select item	+
OK/Skip message	A
Cancel/Back	B
Turn page	+
Switch lower screen display	X
Take photo	L / R
Display pause menu	START / SELECT
Display HOME Menu	HOME

### Controls for Project Zero: The Purple Diary

Talk	A
Switch lenses	+
Display menu	X

### Sleep Mode

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.



Before playing SPIRIT CAMERA: THE CURSED MEMOIR, please take note of the following precautions.

- Place the AR Book on a flat, well-lit surface.
- If the pages of the AR Book are bent or folded, or if they are dirty, they cannot be recognised by the system. Ensure that the pages of the AR Book in use are flat on the surface, and that they are kept clean.
- Keep the AR Book out of direct light, as this can interfere with the outer cameras' ability to recognise it properly.
- This software involves moving the Nintendo 3DS system around while you play. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.
- The audio in this game is presented in Surround Mode. Please note that even if the sound output of the Nintendo 3DS system is set to mono or stereo, sound output during the game will

still be in Surround Mode.

### Mode Selection Screen

The title screen will be displayed when you start the game. Press **(A)** or touch the lower screen to display the mode selection screen.



- Project Zero:  
The Purple Diary (p. 7)
- Spirit Camera (p. 11)
- Cursed Pages (p. 12)
- AR Test  
A tutorial on using the AR Book.
- Options  
Change your settings.
- Change Voice Language  
Set the audio language to ENGLISH or JAPANESE.

### Gyro Sensor Calibration

The gyro sensor will calibrate when you start a game. Place the Nintendo 3DS on a table or other flat surface, and wait a few seconds. When the gyro sensor is calibrated, press **(A)**.

**Note:** Select CALIBRATE GYRO SENSOR in Options to manually calibrate the gyro sensor.

### Saving

As you progress through the story, it will save automatically (autosave) when you reach certain points. The words "Saving" will appear during an autosave. When photographing spirits (p. 11) you can save the photos you've taken on an SD Card. The SD Card must be inserted into the Nintendo 3DS before playing.

**Note:** If there is not enough space on the SD Card, your photos will not be saved.

### Deleting Save Data

"In Project Zero: The Purple Diary (p. 7), selecting THE BEGINNING will overwrite any previously attained game progress. In addition, any saved photos can be deleted using Nintendo 3DS Camera which can be accessed from the HOME Menu."

### Reinitialising Save Data

After selecting the SPIRIT CAMERA: THE CURSED MEMOIR icon from the HOME Menu, existing save data for the game can be deleted by pressing and holding (A)+(B)+(X)+(Y) simultaneously.

**Note:** Please be aware that save data cannot be recovered once deleted or overwritten.

### Save Feature Warning

- Do not turn the power off and on repeatedly or remove the Game Card or SD Card while saving. Make sure not to reset the system during saves or get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Select PROJECT ZERO: THE PURPLE DIARY from the mode selection screen to experience the tale of the cursed purple diary. You can start the game from the menu that follows.

### The Beginning

Start the story from the beginning.

When starting, you will need to save a photo of your face, taken by the inner camera, for use in-game.



Resetting the save data will delete the saved photo of your face.

### Continue

Continue from your last save point.

### Scene Selection

Replay scenes from PROJECT ZERO: THE PURPLE DIARY that you have cleared in the game.

### ???????

This content will be unlocked once you have cleared PROJECT ZERO: THE PURPLE DIARY.



## The Game Screen

The upper screen shows your surroundings as viewed through the outer cameras, and the lower screen displays messages and information.



### ① Lamp

This glows when it detects a spirit.

### ② Icons

There are 4 kinds of icons.



Appears when you need to look at a page of the AR Book.



Appears when you need to look around by moving the Nintendo 3DS.



Appears when you need to talk to someone.



Appears when a puzzle requires additional actions in order to be solved.

### ③ Current Lens

### ④ Hint Window

Hints on how to progress in the game are displayed here.

### ⑤ Talk Button

Press this button when you see someone you can talk to.

### ⑥ Menu Button

Displays information and options.

## The Menu Screen

### Info

Access any text items and voices you have found, and view tutorials.



### Options


Change your settings.



## Pause Game

Press **START** or **SELECT** to display the Pause Menu.

### Look in the Purple Diary

When  appears, view the purple diary with the Nintendo 3DS outer cameras.

#### Find a Page

Look through the pages of the purple diary with the outer cameras and see which page reacts.



#### Align the Circles

Align the two circles by moving the Nintendo 3DS. When correctly aligned, the circles will glow and trigger an event.




Circles


#### Hidden Puzzles

If the circles continue to glow, this means another action is required. Use the hints provided to help you.

### Looking Around


When  appears, look around you by moving the Nintendo 3DS.

#### Talk

When you find someone, you can talk to them. Press **(A)** or touch the lower screen when  appears.



### Switching Lenses

When investigating the AR Book or your surroundings, sometimes the camera will react strangely. In these cases, you can switch lenses using .

You will unlock more lenses as you progress through the story.

## 10 Battling Spirits

The Battle Screen will be displayed when a spirit attacks.

### Battle Screen



#### ① HP Gauge

This gauge will deplete when a spirit takes damage. You win the battle when the gauge is empty.

#### ② Detection Guide

When the spirit is outside your field of vision, its location is indicated by an arrow.

#### ③ Capture Circle

Once the spirit is centred within this circle, it can be photographed and damaged.

#### ④ Reload Meter

The Reload Meter depletes when you take a photo. Only when it is full again will you be able to take another photo. The meter takes time to replenish.

#### ⑤ Stamina Gauge

This gauge depletes when you take damage from a spirit's attack. When the gauge is empty, it's Game Over.

## Photographing Spirits

You will mostly be fighting with the Zero Lens, though there are special circumstances in the game which require other lenses.

Centre the spirit in the Capture Circle and take a photo when the circle changes colour in order to inflict damage.

### Charge

The Charge Meter will begin to glow with Spirit Power when you have centred a spirit in the circle. The more Spirit Power you have charged up, the more damage you will deal.

Note: Only the Zero Lens can charge up Spirit Power.



Charge  
Meter

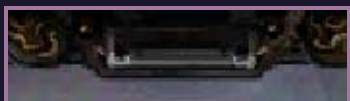
### Shutter Chance

If you take a photo when the circle is red, you will parry a spirit's attack. You won't defend against the attack if you don't pay attention to this timing.



## Finding Spirits

You can consult the Detection Guide to determine the direction of a spirit. However, some spirits can hide themselves, and cannot be seen using the Detection Guide. Find these spirits with the Lamp (p. 8).



The lamp is dark if there is nothing in front of you...



...and lights up if you're facing a spirit.

The Spirit Camera uses photos you take with the Nintendo 3DS cameras.

### Mode Selection

Once SPIRIT CAMERA is selected from the mode selection screen, three playable options will be displayed in the menu.

Note: When photographing faces, you can switch between the inner and outer cameras.

- Spirit Photography  
Take photos of spirits.
- Spirit Check  
See what's haunting you and those around you.
- Spirit Challenge  
Fight the spirits which emerge from photos of people's faces.

### Taking Photos

Take pictures of people and your surroundings with the **L/R** buttons.



Photos you've taken in Spirit Photography mode can be saved onto an SD Card and viewed using Nintendo 3DS Camera from the HOME Menu.



Use the Nintendo 3DS cameras in conjunction with the AR Book to experience various ghostly phenomena.

### Choose a Game

Choose CURSED PAGES from the Mode Selection Screen and select a game from the menu which appears.



As you progress through the games, more will become available.

- Four Strange Masks  
Follow the restless gazes of the four masks and answer the questions put to you.
- The Haunted Doll  
Memorise the doll that rises from the AR Book, and use the camera to search your surroundings for the right one.

Note: Additional difficulty levels will become available as you progress through this mode.

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[lapack]

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[Mersenne twister]

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For product information, please visit the Nintendo website at:

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For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:

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