Thank you for choosing Spirit Camera™: The Cursed Memoir for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

Health and Safety Information

⚠️ IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the ⚠️ icon on the HOME Menu, then tap 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 Nintendo 3DS Operations Manual, including the Health and Safety Information section, before using Nintendo 3DS™ software.
When you download or use this software (including any digital content or documentation you download or use in connection with this software) and pay any applicable fees, you are granted a personal, non-exclusive, revocable license to use this software on your Nintendo 3DS system. Your use of this software is subject to the Nintendo 3DS Service User Agreement, which includes the Nintendo 3DS system Privacy Policy and the Code of Conduct.

Software Rating

For more information, please visit www.esrb.org.

© 2012 Nintendo / TECMO KOEI GAMES CO., LTD.

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo. All rights reserved.
What Is Spirit Camera: The Cursed Memoir?

Spirit Camera: The Cursed Memoir is played using the Nintendo 3DS outer cameras to view your surroundings, while referring to the enclosed AR Book.
This game requires you to use the Nintendo 3DS outer cameras 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

<table>
<thead>
<tr>
<th>Control</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select item</td>
<td><img src="icon.png" alt="Plus" /></td>
</tr>
<tr>
<td>OK/skip</td>
<td><img src="icon.png" alt="A" /></td>
</tr>
<tr>
<td>Cancel/back</td>
<td><img src="icon.png" alt="B" /></td>
</tr>
<tr>
<td>Turn page</td>
<td><img src="icon.png" alt="Plus" /></td>
</tr>
<tr>
<td>Switch lower-screen display</td>
<td><img src="icon.png" alt="X" /></td>
</tr>
<tr>
<td>Take photo</td>
<td><img src="icon.png" alt="L/R" /></td>
</tr>
<tr>
<td>Display pause menu</td>
<td><img src="icon.png" alt="START" /> / <img src="icon.png" alt="SELECT" /></td>
</tr>
<tr>
<td>Display HOME Menu</td>
<td><img src="icon.png" alt="HOME" /></td>
</tr>
</tbody>
</table>
Sleep Mode

Closing your system during gameplay will make the system enter Sleep Mode. When your system is in Sleep Mode, the battery consumption is kept to a minimum. When the system is opened, it will wake up from Sleep Mode.

Controls for Fatal Frame:
The Diary of Faces

<table>
<thead>
<tr>
<th>Talk</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch lenses</td>
<td>+</td>
</tr>
<tr>
<td>Display menu</td>
<td>×</td>
</tr>
</tbody>
</table>
Before playing Spirit Camera: The Cursed Memoir, please take note of the following:

- 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 recognized 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 recognize it properly.

- When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby 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.
5 Starting the Game

Mode-Selection Screen

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

- Fatal Frame:
  The Diary of Faces (page 7)
- Haunted Visions (page 11)
- Cursed Pages (page 12)
- AR Test
  A tutorial on using the AR Book.
- Options
  Change your settings.

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.
6 Saving Your Game

Saving

As you progress through the story, it will save automatically (autosave) when you reach certain points. The word "Saving..." will appear during an autosave. When photographing spirits (page 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.

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

Saving and Erasing Data

In Fatal Frame: The Diary of Faces (page 7), selecting The Beginning will overwrite any previously attained game progress. In addition, any saved photos can be deleted using the Nintendo 3DS Camera application, which can be accessed from the HOME Menu.
Reinitializing Save Data

After you select the Spirit Camera: The Cursed Memoir icon on the HOME Menu, existing save data for the game can be deleted by pressing and holding \( \text{A} + \text{B} + \text{X} + \text{Y} \) simultaneously.

Once erased, data cannot be recovered, so please be careful.

- Data can be lost due to user action such as repeatedly powering off and on the system, or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.
Select Fatal Frame: The Diary of Faces from the mode-selection screen to experience the tale of the cursed diary of faces. 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 the game. Resetting the save data will delete the saved photo of your face.

Continue
Load a saved game.

Scene Selection
Replay scenes from Fatal Frame: The Diary of Faces that you have cleared in the game.
This content will be unlocked once you have cleared Fatal Frame: The Diary of Faces.
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 four kinds of icons.

   - Appears when you need to look at a page of the AR Book.
<table>
<thead>
<tr>
<th></th>
<th>Appears when you need to look around by moving the Nintendo 3DS.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Appears when you need to talk to someone.</td>
</tr>
<tr>
<td></td>
<td>Appears when a puzzle requires additional actions in order to be solved.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>❸</th>
<th>Current lens</th>
</tr>
</thead>
<tbody>
<tr>
<td>❹</td>
<td>Hint window</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>❺</th>
<th>Talk button</th>
</tr>
</thead>
</table>

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

<table>
<thead>
<tr>
<th>❻</th>
<th>Menu button</th>
</tr>
</thead>
</table>

Displays information and options.
Press \texttt{START} or \texttt{SELECT} to display the pause menu.

Menu Screen

\begin{itemize}
  \item \textbf{Info}
  \begin{itemize}
    \item Access any text items and voices you have found, and view tutorials.
  \end{itemize}
  \item \textbf{Options}
  \begin{itemize}
    \item Change your settings.
  \end{itemize}
\end{itemize}

Pause Game
9 Using the Diary of Faces

Look in the Diary of Faces

When 📚 appears, view the diary of faces with the Nintendo 3DS outer cameras.

Find a Page
Look through the pages of the diary of faces 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.

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 him or her. Press A or touch the lower screen when 📭 appears.

Switching Lenses

When investigating the diary of faces 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.
The Battle Screen will be displayed when a spirit attacks.

1. **Spirit's HP**
   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 centered 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.
Your HP

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 that require other lenses.

Center the spirit in the Capture Circle, and take a photo when the circle changes color in order to inflict damage.

The Charge Meter

The Charge Meter will begin to glow with Spirit Power when you have centered 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.
If you take a photo when the circle is red, you will deflect 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 (page 8).

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

...and lights up if you're facing a spirit.
Haunted Visions uses photos you take with the Nintendo 3DS cameras.

Mode Selection

Once Haunted Visions 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 that emerge from photos of people's faces.
Taking Photos

Take pictures of people and your surroundings with \( \text{L} / \text{R} \). If you are going to take a photo that includes someone other than yourself, please be sure to get that person's permission first. Photos you've taken in Spirit Photography mode can be saved to an SD Card and viewed by choosing Nintendo 3DS Camera on 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 that 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
  Memorize 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.
License Agreement
For Open Source Computer Vision Library

Copyright © 2000-2008, Intel Corporation, all rights reserved.
Copyright © 2008-2010, Willow Garage Inc., all rights reserved.
Third party copyrights are property of their respective owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistribution's of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistribution's in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
holders may not be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by the copyright holders and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall the Intel Corporation or contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

* The name of the copyright holders may not be used to endorse or promote products derived from this software without specific prior written permission.
THE BSD LICENSE

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

[lapack]

Copyright © 1992-2008 The University of Tennessee. All rights reserved.
Redistribution and use in source and binary forms, without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer listed in this license in the documentation and/or other materials provided with the distribution.

- Neither the name of the copyright holders nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.
THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
[Mersenne twister]
Copyright © 1997 - 2002, Makoto Matsumoto and Takuji Nishimura,
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. The names of its contributors may not be used to endorse or promote products derived from this software without specific prior written permission.
THIS SOFTWARE IS PROVIDED BY
THE COPYRIGHT HOLDERS AND
CONTRIBUTORS "AS IS" AND ANY
EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO,
THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL
THE COPYRIGHT OWNER OR
CONTRIBUTORS BE LIABLE FOR
ANY DIRECT, INDIRECT,
INCIDENTAL, SPECIAL, EXEMPLARY,
OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF
USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR
TORT (INCLUDING NEGLIGENCE OR
OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF
THE POSSIBILITY OF SUCH
DAMAGE.
NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

Nintendo Customer Service
SUPPORT.NINTENDO.COM

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.