INSTRUCTION BOOKLET

View your surroundings with the Nintendo 3DS system's outer cameras by moving the system. Press L / R to take a photo.

The gyro sensor can be recalibrated from the Options menu.

This game is played by moving the Nintendo 3DS system. Before playing, make sure there is ample space around you and that you hold the system firmly.

Controls

Viewing & Photographing Your Surroundings

Progress through Story Mode by investigating the included AR Book.

1. Place the AR Book on a flat, well-lit surface.
2. 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 are flat and clean.
3. Keep the AR Book out of direct light, as this can interfere with the outer cameras’ ability to recognize it properly.

About This Instruction Booklet

For detailed instructions, please read the in-game e-manual. From the HOME Menu, select Spirit Camera: The Cursed Memoir and then tap the Manual button to view the e-manual.

Note: For user support, please see the e-manual included with the software, the Nintendo 3DS Operations Manual, and the Nintendo home page.

When a page of the AR Book reacts to the camera, two circles will appear. Move the Nintendo 3DS system to line up the two circles. The circles will light up when aligned correctly.

Note: If a page doesn’t react to the camera, try viewing a different page.
NEED HELP PLAYING A GAME?

To view the built-in instruction manual, tap the button labeled “Manual” displayed on the HOME Menu.

FOR MORE INFORMATION, SEE THE BUILT-IN INSTRUCTION MANUAL.

INSTRUCTION MANUAL

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

If you continue to have any of the above symptoms, stop playing and see a doctor.

If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

• Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

• Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

• If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to look for tips and tricks. To reduce the likelihood of a seizure when playing video games:

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• Using the 3D feature, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

• Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don’t think you need it.

• While using the 3D feature, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• If you have a headache or an aura before you start playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

WHEN USING THE STYLUS:

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• Using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.

• When using the stylus, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• When using the stylus, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• If you have a headache or an aura before you start playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

Playing video games can cause eye strain, neck pain, or a stiff back. Follow these instructions to avoid problems such as redness, painful head or neck, or eye strain:

• If you continue to have any of the above symptoms, stop playing and see a doctor.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can cause eye strain after a sustained period of time, and perhaps sooner if using the 3D feature.

Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• Using the 3D feature, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• While using the 3D feature, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• If you have a headache or an aura before you start playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

To reduce the likelihood of a seizure when playing video games:

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• Using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.

• When using the stylus, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

• Take a 10 to 15 minute break every hour, even if you don’t think you need it.

• When using the stylus, you must not focus your eyes too close or too far away from the screen. Doing so can cause fatigue when playing.

• If you have a headache or an aura before you start playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

• If you continue to have any of the above symptoms, stop playing and see a doctor.

IMPORTANT LEGAL INFORMATION

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.

Please carefully read the Nintendo 3DS™ Operations Manual before using this game system. The game system is designed to provide information and assist players in enjoying the game. IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

• Children under 7 should be supervised by an adult.

• This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo warranty.

• This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo warranty.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.

• The Nintendo 3DS is a trademark of Nintendo. © 2012 Nintendo / TECMO KOEI GAMES Co., Ltd. Trademarks are property of their respective owners.