

Animal Crossing™: Happy Home Designer

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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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.
- ◆ This game may contain product placement and advertising.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

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 software. 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 System Settings electronic manual.

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

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/doc/index.php?id_4=883

Advisories

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Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

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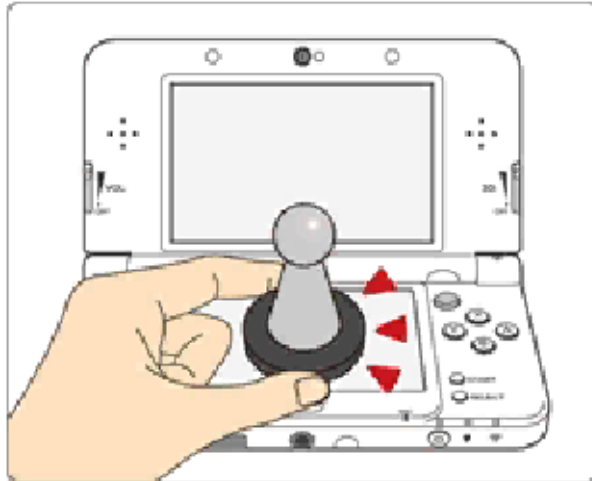


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CTR-P-EDHP-00



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game. For more information, visit:
<http://amiibo.nintendo.eu/>

- ◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to the HOME Menu ⇒  ⇒ amiibo Settings.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be

restored, go to the HOME Menu
⇒  ⇒ amiibo Settings and reset
the data.

The Nintendo 3DS NFC Reader/
Writer is required to use amiibo
with a Nintendo 3DS/3DS XL/
2DS system.

IMPORTANT

A light touch on the Touch Screen is
enough for the system to detect
your amiibo. Do not press the amiibo
into the screen or forcefully drag it
across the screen.

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code™ patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

This software allows you to connect to the internet to share pictures of your created rooms over Miiverse™ and social media (p. 16) and accept special requests (p. 13).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
- ◆ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or

your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as

copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

- Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Internet Browser
Restricts use of the Nintendo 3DS Image Share service (p. 16).
- Miiverse
Restricts posting of images, text and handwritten messages.
- Sharing Images/Audio/Video/Long Text Data
Restricts use of the Nintendo 3DS Image Share service.



In this game, you become an employee of Nook's Homes, and create a variety of houses to fulfil the requests of the residents of a new town.

Expanding Your Experience with amiibo Cards

If you use Animal Crossing amiibo cards, the character depicted on the card will appear in the game.

Showing Off Your Room Online

If you connect to the internet, you can post photos of the rooms you've created to Miiverse and social media.



On the field and in menus, you'll mainly control the game using buttons.

- ◆ When designing rooms, you'll use the stylus on the Touch Screen.



Field Controls

Walk	○
Run	L/R/B+○
Talk	Ⓐ
Open door	Ⓐ
Look around a room	+
Use furniture	Ⓐ



Check!

Taking Photos

Press **L** + **R** at the same time to take a photo.



- ◆ You can view photos you've taken in the Nintendo 3DS Camera application.



Menu Controls

Select option	C / +
Confirm	A
Cancel	B
Proceed through text	A / B
Speed up text	L / R / B



After launching the game, the title screen will be displayed.

Start

Create a new player, and start a new game from the beginning.

- ◆ This will be displayed when you start the game for the first time.



Check!

Naming Your Character

- Once you've chosen a name for your character, you won't be able to change it.
- Your name may be seen by other players, so don't choose an inappropriate name, or one that could make other people uncomfortable.

Continue

Continue playing from where you left off.

Play Info Transmission

Change your SpotPass™ settings
(p. 17).





Saving the Game

You can save your progress by writing a daily report at your desk in Nook's Homes (p. 13).

Saving While Designing

Press **START** to save and suspend your progress in the middle of designing a room.

- ◆ When you finish a design, it will automatically be saved.



Check!

Saving to the SD Card

The following data is saved to the SD card:

- In-game photos you take
- QR Code patterns (p. 13)



Erasing Data

After launching the game, hold **(A) + (B) + (X) + (Y)** simultaneously after the Nintendo 3DS logo

disappears but before the title screen appears. This will allow you to delete your save data.

◆ Please be very careful when deleting data. Deleted data cannot be recovered.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to 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.



10 The Basics of Design

Once you accept a request from a resident in town, the design process will begin.



The Design Screen



1 Catalog


Choose furniture to place based on genre (p. 11).

	Wallpaper, carpets, etc.
	Furniture
	Wall-mounted furniture
	Rugs

2 Item Search

Check what furniture has been recently added, or search based on colour or name.

3 Trash Can

Touch a piece of furniture and drag it to  to get rid of it.

4 Customer List

View residents you've worked for and rooms you've created.

5 Binder

View requests and required furniture. By touching a piece of furniture, you can place it in the room.

6 Switch

Turn the lights in the room
on or off.



Selecting an Item

Open the catalog and touch the item of furniture you'd like to place.




- ◆ You can switch between pages by sliding left or right with the stylus.



Check!

Viewing Previews

After selecting a piece of furniture with , you can see a preview of what it looks like on the upper screen.





Moving Furniture

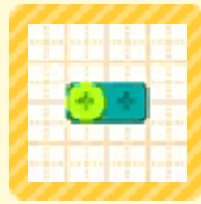
Touch a piece of furniture, and drag it with the stylus to where you'd like to place it.

Rotating Furniture

Simply touch a piece of furniture to rotate it.

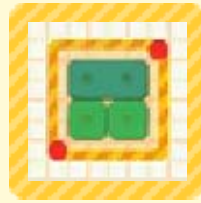
Stacking Furniture

By touching  and dragging it onto , you can place items on top of other items such as desks.

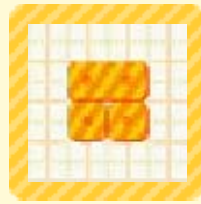


Moving Groups of Furniture

① Touch an empty area of the room, then drag the stylus across the group of furniture you want to move.





② You can then move the selected group as if it was a single piece of furniture.



◆ You can't move rugs or wall-mounted furniture as part of a group.

Duplicating Furniture

Touch a piece of furniture while holding  or  to place another copy of the same item.



◆ This option will become available by progressing through the game.



As you progress through the game, more and more options will open up.

Create Facilities

You can create buildings such as shops and a school.



If you visit facilities you've built (p. 14), you'll see residents taking on appropriate roles such as teachers and students.

Whole House Design

You can choose elements such as the location and exterior design of a house.



Garden Design

You can place items such as plants and furniture in the garden.



Create Custom Designs



You can freely draw designs to be used on furniture, clothes and more.

Check!



Sharing Custom Designs

Use the sewing machine (p. 13) to share custom designs with other players.



Nook's Homes is divided into two floors, and more features will become available as you progress through the game.



Features

Desk

Sit down here and write a daily report to save your progress.






Check!

Happy Home Handbook

Use Play Coins to learn more about designing homes. You might even learn to take on new kinds of requests, like designing floor plans and ceilings!

- ◆ This feature will become available as you progress through the game.
- ◆ For more information about Play Coins, please refer to the HOME Menu Electronic Manual, accessed from  on the HOME Menu. (If you're using a Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system, refer to the Operations Manual that came with your system.)

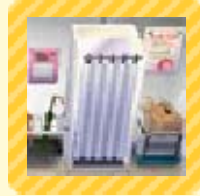
amiibo Phone

Use amiibo cards (p. 15) to call characters.



Changing Room

Change into different clothes. As you progress through the game, more clothes and accessories will become available.



Nintendo 3DS

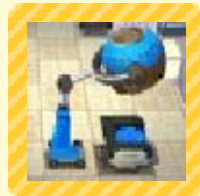
Take special requests over the internet.



For more information, please refer to the Animal Crossing™: Happy Home Designer website.

Styling Machine

Change your hairstyle or facial features.



Sewing Machine

Turn custom designs (p. 12) into QR Code patterns, or read QR Code patterns you've received from friends.




You can even read QR Code patterns created in Animal Crossing™: New Leaf.



Accept Requests

Go outside and talk to residents to take on their requests for home designs.



Select a destination from your customer list  and touch "Visit" to visit residents' houses or facilities.

- ◆ When you leave a house or facility, you'll come back to the town.
- ◆ You can't go out visiting while you're in the middle of designing.




Things You Can Do While Visiting

As well as talking to residents, you can do the following things:



Change Clothes

Touch a resident (or your own character) and drag them to  to change what they're wearing.



Remodel / Rebuild

Once you've progressed through

the game, you'll be able to offer to remodel or rebuild residents' houses when you visit them.

Use amiibo Cards

Touch  to use amiibo cards.

In Residents' Houses

You can invite the character from the amiibo card to visit.

In Facilities


You can specify which role you'd like the character to play.

- ◆ There are some residents who won't play roles.

Check!



Customer List Photo

If you'd like to change the photo displayed on your customer list, just take a photo while visiting and then touch .



This software is compatible with Animal Crossing amiibo cards.



At Nook's Homes

Use the amiibo Phone (p. 13) to call up a character and offer your services, or update your customer information for that character.

Making a Call

You can accept requests from the character on the amiibo card.




Updating Customer Data

You can write data for the character's house to the amiibo card. You can also add furniture obtained from the amiibo card to your catalog.

- ◆ After writing house data to an amiibo card, you can use it in other software that is compatible with Animal Crossing amiibo cards.



In Houses or Facilities

Touch  and scan an amiibo card while visiting a house or facility to call the character to join you there (p. 14).




Check!

If you find a piece of furniture you like...

If someone you know has a piece of furniture that isn't in your catalog, they can help you to obtain it.

Add Furniture to the amiibo Card

On the other player's system:

- ① Go to a location with the furniture item you're interested in, then touch  and call the character from the amiibo card to visit.
 - ② Read the same amiibo card again, and have the resident remember the piece of furniture.
- ◆ Residents will not remember furniture from facilities.

Add Furniture to Your Catalog



On your own system:

- ① Open the amiibo Phone, and select "Update Customer Data".
- ② Scan the amiibo card of the resident who's remembered the furniture you wanted.





Posting Photos (Internet)

Connect to the internet and touch the  or  icons to post photos of the rooms you've made to Miiverse or social media.



Miiverse

Take a photo of where you are right now, and post it to Miiverse.



Nintendo 3DS Image Share

Post photos that you've saved to the SD Card to social media sites such as Twitter and Facebook.

For more information, read "About This Tool" in the Nintendo 3DS Image Share service.



Transmitting Play Info (SpotPass)

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature will periodically connect to the internet (if available) and send data about how you're playing this game to Nintendo.

We will use the received data for purposes such as referencing when making games in future, in accordance with the latest version of the Nintendo 3DS Service User Agreement and Privacy Policy.

Using SpotPass

If SpotPass is currently deactivated, go to the title screen and select "Play Info Transmission" ⇒ "Yes" to activate it.


- ◆ If SpotPass is currently activated, go to the title screen and select "Play Info Transmission" ⇒ "Yes" to deactivate it.




This is a list of paintings and statues that appear in the game, including their in-game name, actual title, and the name of the artist.


-  **Dynamic Painting**
Thirty-Six Views of Mount Fuji: The Great Wave off Kanagawa
Katsushika Hokusai
-  **Solemn Painting**
Las Meninas
Diego Velázquez
-  **Quaint Painting**
The Milkmaid
Johannes Vermeer
-  **Basic Painting**
The Blue Boy
Thomas Gainsborough
-  **Famous Painting**
Mona Lisa
Leonardo da Vinci
-  **Perfect Painting**
Apples and Oranges
Paul Cézanne
-  **Amazing Painting**
The Night Watch
Rembrandt van Rijn
-  **Nice Painting**
The Fifer
Édouard Manet
-  **Moving Painting**
The Birth of Venus
Sandro Botticelli
-  **Common Painting**
The Gleaners
Jean-François Millet

- 🍎 **Flowery Painting**
Sunflowers
Vincent van Gogh
- 🍎 **Warm Painting**
The Clothed Maja
Francisco de Goya
- 🍎 **Jolly Painting**
Summer
Giuseppe Arcimboldo
- 🍎 **Fine Painting**
Arearea
Paul Gauguin
- 🍎 **Scary Painting**
Otani Oniji the 3rd as Yakko Edobei
Toshusai Sharaku
- 🍎 **Proper Painting**
A Bar at the Folies-Bergère
Édouard Manet
- 🍎 **Neutral Painting**
Basket of Fruit
Caravaggio
- 🍎 **Worthy Painting**
Liberty Leading the People
Eugène Delacroix
- 🍎 **Calm Painting**
A Sunday Afternoon on the Island of
La Grande Jatte
Georges Seurat
- 🍎 **Moody Painting**
The Sower
Jean-François Millet
- 🍎 **Wistful Painting**
Girl with a Pearl Earring
Johannes Vermeer
- 🍎 **Serene Painting**
Lady with an Ermine
Leonardo da Vinci
- 🍎 **Scenic Painting**
The Hunters in the Snow
Pieter Brueghel the Elder


 **Wild Painting**
Folding Screen of Fujin and Raijin:
The Gods of Wind and Thunder
Tawaraya Sotatsu


 **Graceful Painting**
Beauty Looking Back
Hishikawa Moronobu


 **Beautiful Statue**
Venus de Milo
Artist Unknown


 **Valiant Statue**
Nike of Samothrace
Artist Unknown


 **Gallant Statue**
David
Michelangelo

 **Robust Statue**
Discobolus
Artist Unknown

 **Great Statue**
King Kamehameha I
Thomas Ridgeway Gould

 **Mystic Statue**
Bust of Nefertiti
Thutmose

 **Ancient Statue**
Jomon Period "Dogu" Figurine:
Shakoki-dogu
Artist Unknown

 **Motherly Statue**
Capitoline Wolf
Artist Unknown



For product information, please visit the Nintendo website at:
www.nintendo.com

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