Project Zero™: Maiden of Black Water

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.

Health and Safety

Before use, please read the contents of the ⚠ Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

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

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in 🔧 System Settings.

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

2 | Surround Sound

This software supports Linear PCM surround sound.
To enable surround sound output, select the TV option in the ⚲ System Settings application, then set the TV Sound Output Type to Surround.

3 | About the Game

Project Zero™: Maiden of Black Water is a game in which you explore various places and use your Camera Obscura to take photos of things that can't normally be seen. Move the Wii U™ GamePad like a real camera to use the Camera Obscura as you move around.

Move around and investigate in search mode, then switch to photo mode to use your Camera Obscura to repel the ghosts that attack you as you progress through the story.

Title Screen

Press Ⓐ, then choose from the following options.

New Game	Start the game from the beginning of the story.
Load Game	Resume playing from the last checkpoint you passed. Once you have cleared an episode, you can start at the beginning of the next episode.
Options	Change the display, sound, camera controls, and various other settings.

Episode Select Screen

Here you can choose to play through an episode that you've already cleared or start the next episode in the story. You can also select the difficulty level, check your items, and purchase more items using your points ➡ 7 . Press Ⓐ, then select "Start Episode" to begin the episode.

◆ Consumable items such as Herbal Medicine and film will be reset upon clearing an episode.

Saving Data

There is only one save file available. Game data will save automatically at various checkpoints as you progress through the story.

◆ Starting the game with New Game will cause any data from cleared episodes or episodes in progress to be deleted.

◆ You can also select "Data Management" from the Wii U Settings Menu to delete any save data.

Quick Save

If you leave the game during an episode, save data will be written for the last checkpoint you passed. When you select "Load Game", you will be able to resume the game from this checkpoint. If you choose not to use the save data, you will be taken to the episode select screen; any save data for progress in the episode you were playing will be deleted.

◆ If you choose to start an episode over again, any items that were purchased when you previously started that episode will be lost.

Use the Wii U GamePad to control the game. The character you control will change depending on which episode you are on.

◆ Control explanations that you receive in-game can be viewed at any time from the Main Menu ➡ 8 . First, select "Items/Records", then "Notes".

🔶 Search Mode Controls

Walk	Move Ⓛ in the direction you want to go
Look around	Ⓡ
Run	Hold ⓏⓁ down
Strafe	Ⓛ+Ⓛ↔
Focus ➡ 6	Hold ⓏⓇ down
Pick up item/look	Hold ⓏⓇ down
Face the direction of the camera	Ⓛ
Centre the camera behind you	ⓏⓁ
Action (eg., Check/ Crouch)	Ⓐ
Dodge attack	Press Ⓑ just before the attack hits
Activate Camera Obscura	Face the GamePad to the TV screen and press Ⓧ
Open the menu	Ⓨ
Pause	⊖
Display map (on the GamePad)	Touch the GamePad screen
Detailed map	⊕

🔶 Photo Mode Controls

Walk	Move Ⓛ in the direction you want to go
Look around	Ⓡ/move the GamePad
Look around quickly	Ⓛ+Ⓡ
Lock on	Hold ⓏⓁ down
Take picture (attack)	ⓏⓇ
Counterattack	ⓏⓇ (while being grabbed)
Dodge attack	Press Ⓑ just before the attack hits
Take a Special Shot	Ⓡ (uses Spirit Power)
Deactivate Camera Obscura	Ⓧ
Switch between lenses	✛↕
Switch between films	✛↔

🌸 Other Controls

Choose between options	Ⓛ/✛
Confirm	Ⓐ
Advance to the next screen	Ⓐ
Go back	Ⓑ
Close window	Ⓑ

Use this mode to control your character as you head towards your objectives and search for missing people.

The Game Screen

: Switch Screen

1 Spirit Filament

These display the direction of any nearby items, spirits or other clues worth noticing. A red filament will be displayed when attacking ghosts are nearby.

2 Character's Health

3 Wetness Gauge

Various things, such as being grabbed by drowned ghosts, will cause your character to get wet and your Wetness Gauge to fill with water. When your Wetness Gauge is full, the damage you take will be greater, but the damage you deal and the amount of Spirit Power you absorb will also increase. Being wet also makes it easier for ghosts to appear.

> #### Tainted
>
> Certain ghosts use attacks that cause your Wetness Gauge to turn red. When this happens, the damage you receive will increase and your Health will gradually decrease, but your attack power and ability to absorb Spirit Power will increase even more.

Focus

By holding down ZR, you can focus and heighten your senses.

Read Traces

Focusing allows you to see shadows of the past, or Traces. These Traces will lead you to the person you are searching for, or show you the path you need to take.

Locate Your Objective

After you have picked up a key, or when you need to find a way home, focusing helps you find the way you should go. When there are ghosts nearby, focusing will face you in the direction of the nearest ghost.

Reaching out

While holding ⓏⓇ to reach your arm out towards items, a ghostly hand may appear. If you quickly release ⓏⓇ you can avoid it. If a ghost does grab you, quickly move Ⓛ↔ and Ⓡ↔ simultaneously to escape.

Checking your Map

When you touch the Wii U GamePad, a map will be displayed. Your character's location is marked with 🔴.

Use this mode to ready your Camera Obscura and take pictures of things such as ghosts. The Wii U GamePad displays the view from the Camera Obscura.

◆ The Camera Obscura is also used to reveal things you'll need to continue in the game.

The Game Screen

1 Centre Circle

Lock on to targets that appear in this circle.

2 Photograph targets

Ghosts' faces and their surroundings will display target circles. The more targets you manage to capture in one photo, the more damage the ghost will receive.

3 Ghost's Health

4 Lenses

Lenses with special effects can be obtained in the game. Use ✚↕ to switch between them and Ⓡ to use them. Using these lenses depletes your Spirit Power.

5 Capture Area

Displays the area that will be photographed.

6 Film in Use

Displays the film you are currently using and the amount you have left. Switch between films with ✚↔. Depending on the film you use, recharge time and attack power will change.

7 Your Character's Spirit Power

This will increase as you take photos of ghosts. The more damage you deal, the more Spirit

Power you will absorb.

8 Number of Targets

Displays the amount of photograph targets currently within the capture area. Once five targets are within the capture area, Shutter Chance is triggered.

Taking Photos and Recharging

When your Camera Obscura is ready, press ⓩⓡ to take a photo. After taking a photo, it may take a moment for the film to recharge. You will be unable to take another photo until the film finishes recharging.

Shadow Reading

When there is something that can only be seen through the Camera Obscura, the Camera Obscura may begin to react. Focus in on what your Camera Obscura is reacting to by Locking On using ⓩⓛ, then turn the Camera Obscura to match the slant of the object. Once you have found the correct angle the capture area will turn red. Press ⓩⓡ to take a photo that will reveal a relevant place or object.

Points and Checking Photos

Whenever you take photos of a ghost, you will gain points. The points you collect during an episode contribute to your SCORE and RANK. Your points can also be used to improve your Camera Obscura, or to purchase items at the start of an episode. You can check the photos you've taken by selecting "Photographs" from the Main Menu ➡ 8 .

While on the menu or pause screens, the game will be paused.

Menu

While in search mode press Ⓨ to check your maps, items you've obtained, photos you have taken, and information on the ghosts you have encountered. Select "Camera" to change the lenses you have equipped, or spend your points to upgrade your Camera Obscura.

Photographs

Here you can view the last 16 photographs you took. When you take more photos, the oldest ones will be deleted. To avoid a photo being deleted, select it and press Ⓧ to save and/or lock it.

Pause

Press ⊖ to access the pause screen. From here you can do various things such as adjust the game's settings, or restart the game from the last checkpoint you passed.

Attacking Ghosts

By taking a picture of a hostile ghost, you will damage it. You can increase the damage dealt by taking close-up photos, or taking a photo with many photo targets within the capture area.

Lock on

By viewing a ghost through your Camera Obscura's centre circle and holding ⌸, you will automatically follow the ghost and keep it in the centre of the screen.

Shutter Chance

When there are five or more photo targets on the screen, the whole capture area will turn red. Taking a photo at this time will cause huge damage, and drive the ghost away.

Fatal Frame

When a ghost is moving to attack, the capture area will flash red. Taking a photo at this time will cause huge damage, and drive the ghost away.

Fatal Time

After taking a successful Fatal Frame picture, there is a brief moment where you can take photos in quick succession, without consuming any film.
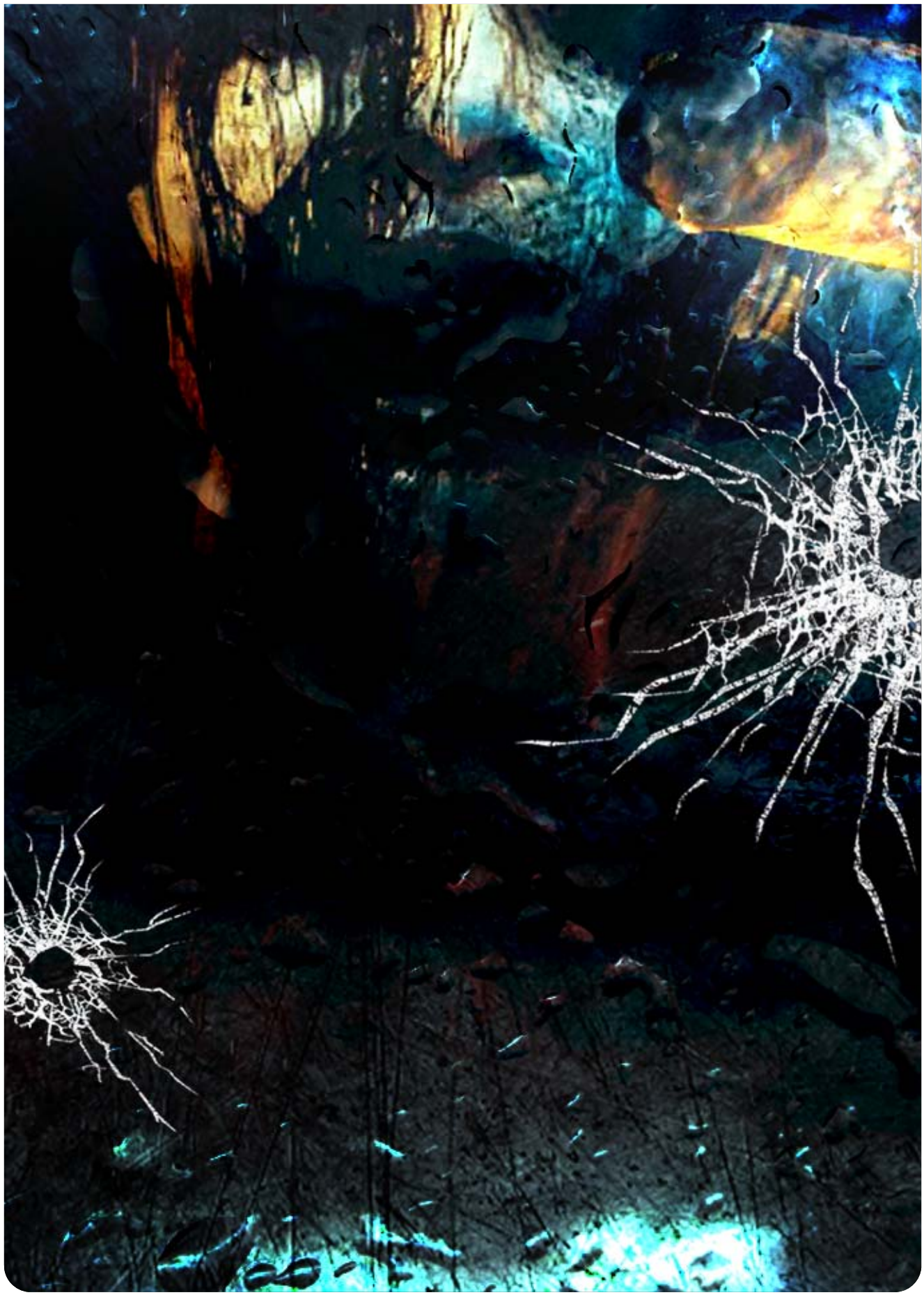
Counterattack

When you are being grabbed by a ghost, quickly take pictures to push them away. By turning the Camera Obscura to match the way the ghost is facing, you can push them away with one shot.

Game Over

In either of the below cases, you will get a Game Over:
● Your character's Health drops to zero;
● Getting hit by certain ghosts' instant death attacks.

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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.
A system update may be required to play.
For use with the European/Australian version of the Wii U console only.

Support Information

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 Wii U console or visit:

support.nintendo.com