

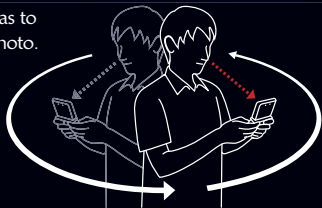
Quick Guide

Further information about the controls will be shown on the game screen.

Looking Around and Taking Photos

Move the Nintendo 3DS™ system and use the outer cameras to look around. Press the L Button or the R Button to take a photo.

- You can calibrate the gyro sensor from the Options menu.
- Be aware of your surroundings while you play.



Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.

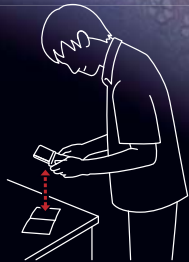


This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Nintendo 3DS Operations Manual or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

AR Book Guide

Progress through the game by investigating the accompanying AR Book.

- 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.



1 When a page reacts to the camera, two circles will appear.

Note: If a page does not react, try searching the other pages.

2 Move the Nintendo 3DS system to align the circles exactly. The circles will glow when you are successful.



IMPORTANT: Please read the separate Important Information Leaflet.

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