1　Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select ⚠ in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

⚠ CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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CTR-P-EDHE-USZ-01

2　amiibo

This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
lower screen of your
New Nintendo 3DS or
New Nintendo 3DS XL system.

Using near-field communication
(NFC), amiibo can connect to
compatible software to open brand-
new ways to interact with your
favorite Nintendo games. For more
information, please visit Nintendo's
official website at
http://www.nintendo.com/amiibo.

◆ Only one software's game data
can be saved on an amiibo at a
time. In order to create new game
data on an amiibo that has
existing data from another game,
you must first delete the existing
game data. To delete your game
data, open 🔧 on the HOME
Menu and then reset the data
under amiibo Settings.

◆ An amiibo can be read by multiple compatible software titles.

◆ If you cannot restore corrupted data for the amiibo, open 🏠 on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory (sold separately).

Precaution about amiibo

• Just a light touch on the lower 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.

3　Information-Sharing Precautions

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

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

Connect to the Internet to enjoy the following features:

● Share and view room designs via Happy Home Network (page 17).
● Post pictures of the rooms you create in the game on Miiverse™ and your social media channels (page 16).
● Take special requests from special guest characters (page 13).

◆ Refer to your Operations Manual for information about connecting your system to the Internet.
◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.

NINTENDO NETWORK

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

· To protect your privacy, do not give out personal information, such as last name, phone number, birth

date, age, school, e-mail, or home address when communicating with others.

- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

5   Note to Parents and Guardians

You can restrict use of the following features by adjusting the options in Parental Controls.

◆ Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.

◆ Refer to your Operations Manual for information on how to set up Parental Controls.

• Internet Browser
  Restricts use of the Nintendo 3DS Image Share service (page 16).

• Miiverse
  Restricts users from viewing or posting content on Miiverse. When set to Restrict Posting, text and handwritten messages cannot be posted. When set to Restrict Viewing and Posting, text and handwritten messages cannot be posted or viewed.

• Sharing Images / Audio / Video / Long Text Data
  Restricts use of the Nintendo 3DS Image Share service and Happy Home Network (page 17).

• Online Interaction
  Restricts the use of Happy Home Network.

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

Expanding Your Experience with amiibo Cards

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

Showing Off Your Rooms Online

If you connect to the Internet, you can use Happy Home Network to share and view room designs. You can also post photos of the rooms you've created to Miiverse and your social media channels.

In the game world and in menus, you'll control the game mainly using buttons.

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

Controlling Your Character

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

Take a Photo

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

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

Menu Controls

Select option	◎/✛
Confirm	Ⓐ
Cancel	Ⓑ
Proceed through text	Ⓐ
Proceed through text quickly	Ⓛ/Ⓡ/Ⓑ

After you launch the game, the title screen will be displayed.

Start

Create a new character, and start a new game from the beginning.
This is the first option on the list of options you'll see when you first start playing.

Check it out!

Name Your Character

● Once you've chosen a name for your character, you won't be able to change it. So pick a good one!
● Your name may be seen by other players, so don't choose an inappropriate name or one that could make other people uncomfortable. Let's be professional here!

Continue

Continue playing from where you left off.

Play Info Transmission

Change your SpotPass™ settings (page 18).

Saving the Game

You can save your progress by writing a daily report at your desk in Nook's Homes (page 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 it out!

Saving to the SD Card

The following data is saved to the SD card:

● Photos taken in the game
● QR Code® patterns (page 13)

Erasing Data

After you launch the game, hold Ⓐ＋Ⓑ＋Ⓧ＋Ⓨ 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.

● Data can be lost due to user action, such as repeatedly powering off and on the system or removing a 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.

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

Design Screen

① ②

③ ④ ⑤ ⑥

🍃 Catalog

Choose furniture to place based on type (page 11).

🏠	Wallpaper, carpets, etc.
🌿	Furniture
🖼	Wall decorations
📜	Rugs

2 Item Search

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

3 Trash Can

To get rid of an item, touch it and drag it to 🗑, or stand next to the item and press Ⓨ.

4 Client List

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

5 Clipboard

View requests and required furniture. By touching a piece of furniture, you can place it in the room. When you are furnishing a facility, you can select the requested furniture and a list of available options will appear.

6 Switch

Turn the lights in the room on or off.

Select an Item

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

◆ To switch between pages, slide left or right with the stylus or press Ⓛ or Ⓡ.

Check it out!

View Preview

After you select a piece of furniture with ◎, you can see a preview of what it looks like on the upper screen. That's pretty helpful!

Move Furniture

To move a piece of furniture, touch it and drag it with the stylus, or stand next to the item and hold Ⓐ while moving ◎.

Rotate Furniture

Simply touch a piece of furniture to rotate it.

Stack Furniture

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

Move a Group of Furniture

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

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

◆ You can't move rugs or wall decorations as a group.

Duplicate Furniture

Touch a piece of furniture while holding Ⓛ or Ⓡ to place a 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.

Design Facilities

You can design buildings, such as schools and shops.

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

Comprehensive Home Design

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

Yard Design

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

Create Custom Designs

You can create custom designs by freely drawing designs to be used on furniture, clothes, and more by tapping on the Touch Screen.

Check it out!

Sharing Your Custom Designs

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

Nook's Homes is an office that has two floors. More in-office features will become available as you progress through the game.

Features

Your Desk

Sit down here and write a daily report to save your progress. You will be able to perform additional actions at your desk as you progress through the game.

Happy Home Handbook Lessons

Use Play Coins to purchase lessons about how to design homes. You can learn new techniques, like designing floor plans and decorating ceilings, that will help you fulfill requests!

◆ This feature will become available as you progress through the game.

◆ For more information about Play Coins, please refer to the HOME Menu Manual, accessed from on the HOME Menu. (If you're using a Nintendo 3DS or Nintendo 3DS XL system, refer to the Operations Manual that came with your system.)

◆ Warning! If you use Play Coins to purchase a lesson and then exit the game without saving, the Play Coins will be lost.

amiibo Phone

Use amiibo cards (page 15) to call animals directly.

Office Computer

Access Happy Home Network (page 17).

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 from special guest characters (downloadable content).

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

Salon Chair

Change your hairstyle, skin color, or facial features.

Sewing Machine

Turn your custom designs (page 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 client list 📕 to visit residents' houses or facilities.

◆ When you leave a house or facility, you'll return to the town.

◆ You can't visit while you're in the middle of designing.

🏠 What You Can Do during Visits

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

Change Clothes

Touch residents (or your own character) with your stylus and drag them to 👕 to change what they're wearing.

Remodel/Rebuild

As you progress through the game, residents will start making requests to remodel or rebuild

their houses when you visit.

Use amiibo Cards

Touch 🎴 to use amiibo cards.

🍒 **In Residents' Houses**

You can invite the animal featured on the amiibo card to visit.

🍒 **In Facilities**

You can assign a role to the animal featured on the amiibo card.

◆ There are certain animals who won't play roles.

Check it out!

Client-List Photo

If you want to change the photo displayed on your client list, just take a photo while visiting a client and then touch 📕. Say cheese!

This software is compatible with Animal Crossing amiibo cards.

At Nook's Homes

Use the in-game amiibo phone (page 13) to call up an animal and offer your home-design services or update your client information for that animal.

Making a Call

You can accept requests from the animal featured on the amiibo card.

Updating Client Information

You can write data for the house of the animal that appears on 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 with other games that are compatible with Animal Crossing amiibo cards.

Houses and Facilities

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

Finding a Piece of Furniture You Like

If another player you know has a furniture item that isn't in your catalog, that player can help you get the item. Nice teamwork!

How to Add Furniture to the amiibo Card

On the other player's system:

❶ Go to a location with the furniture item you want, and then touch 🌸 and call the animal from the amiibo card to visit.

❷ If you read the same amiibo card again, the resident's furniture will be stored on the amiibo card.

◆ Furniture from facilities cannot be added to an amiibo card.

How to Add Furniture to Your Catalog

On your own system:

❶ Use the amiibo phone, and update client info.

❷ Scan the amiibo card of the animal who has saved the furniture item you want.

Posting Snapshots (Internet Communication) 🌐

When connected to the Internet, you can share in-game pictures of your rooms via Miiverse and other social media sites by touching 👪 or 🔗.

👪 Miiverse

You can snap an in-game photo and post it to Miiverse.

🔗 Nintendo 3DS Image Share

Post photos you've saved to the SD card to your social media sites such as Twitter, Facebook, and others.

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

Access Happy Home Network (HHN for short) via an Internet 🌐 connection. When you do so, you can post your own projects (homes or facilities) for other players to rate, or you can visit projects that other players have created.

🍎 Posting a Project

Choose a project from the client list 📕 and select 💻 to post it. You also have the option to post a project directly after you finish working on it.

◆ You can post one version of each house and facility you create. If you redesign a project and post it again, the old data will be erased.

Deleting Projects from HHN

To delete a project from HHN, go to the Your ratings menu, pick the project you wish to delete, and then select 🗑 .

◆ You can access HHN by using the computer (page 13) in the Nook's Homes office.

◆ Projects posted to HHN will be automatically removed after a certain period of time.

If a project you post is deemed inappropriate, Nintendo may remove it from HHN or restrict your access to HHN.

Visiting Projects

You can use the computer in the Nook's Homes office to visit projects that other players have created.

Searching for a Project

When exploring projects to visit, you can search using the following criteria:

🔍	Search using project number.
🔍	Search using QR Code.

Check it out!

Project Numbers and QR Code Patterns

If you're particularly proud of a project, make sure to show off your masterpiece for other players to see.

● You can see the project number when you post a project, or you can find it later via the Your ratings section of HHN.

● You can save a photo with the QR Code at the time of posting or when changing the client-list photo for a project you've already posted.

Visiting a Project

Once you have found a project using a search function, select ♥ to visit it. You can select ➡ to see another project matching the same criteria.

Happy Home Challenge

The Happy Home Challenge features challenges that are open during a limited period of time. Players design a project around a certain theme and compete with other players for the highest ratings. May the best designer win!

◆ Votes for designs posted to a given challenge only count while that particular challenge is open. After the challenge closes, you can still visit and rate a selection of the best designs.

● If you come across a project that makes you uncomfortable, you can make it so you will no longer see projects by that designer on HHN. Here's how you can do that:

· Talk to Lottie while visiting a project, or select 🔘 on the search-result screen.

● If you come across a problematic project (for example, one that violates the Nintendo Network Agreement and Privacy Policy by giving out personal information), we encourage you to report it to Nintendo Customer Support (page 20). Please be prepared to provide the project number.

Receiving Presents (SpotPass™)

Did you know that you can receive special presents even when you're not playing the game by putting your system into Sleep Mode? Simply set up your system's Internet connection to automatically connect to an access point (sometimes called a wireless LAN) and check for information. Then activate SpotPass for this game!

Data used for SpotPass will be saved to the SD card. It is recommended that you leave the SD card in your system at all times.

Activating SpotPass

If SpotPass is not enabled, go to the title screen and select Play Info Transmission → Send play data.
◆ If you want to disable SpotPass, select Don't send data.

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

20   Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

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(001) 425-558-7078