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Important Information

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

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

▲ IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  to return to the HOME Menu.

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

IMPORTANT

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-AVSP-00

Main Menu

The Main Menu will be displayed after you launch the game.



The Bonuses and Extra Content options will be available once you have completed the game.

New Game

Play the game from the beginning. Enter a name for the save file and start the story.

You will not be able to change the name of the save file later.

Continue

Select a save file to continue playing from where you last saved (p. 3).

Bonuses (p. 18)

View artwork, listen to voice recordings and music and watch movies which appear in the main game.

Extra Content (p. 19)

Connect to the internet to unlock bonus episodes and character artwork.

The system will not go into Sleep Mode during communication.

3 Saving and Quitting

When quitting the game, be sure to save your current progress beforehand. Once the game has finished saving, you can then turn off your Nintendo 3DS system.

Saving Data

To save your current progress, select SAVE from the Trunk Menu (p. 12) then select a save file. You will also have the opportunity to save your game at major story events.

You can create up to three save files.

- 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.

This game is divided into two main parts: Adventure and Trials. You will switch between the two parts as the game progresses. The gameplay differs for each part, so be sure to take note of how each proceeds.

Adventure (p. 8-10)

Adventure is split into two modes: Movement Mode and Investigation Mode. Pay visits to areas of interest with Movement Mode, and use Investigation Mode to gather information by examining objects and hearing out what people have to say. You will also be challenged with puzzles from time to time.



Trials (p. 14-17)

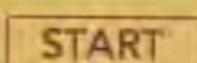
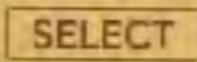
Take to the courtroom as a lawyer to help clear the defendant's name! Hear testimonies and cross-examine witnesses in an attempt to uncover the truth.



5 Menu Controls

These are the basic controls for menus in the game. For information on other controls, please refer to the relevant pages.

Button Controls

	Navigate
	Navigate, Move Cursor
	Confirm
	Cancel, Back
 / 	Skip Movies

Touch Controls

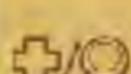
Touch an icon or panel on the Touch Screen to select it.

Depending on the situation, you will be able to slide the stylus to investigate, or write memos (p. 13) on the Touch Screen.

These are the controls for Movement Mode (p. 8) and Investigation Mode (p. 9). For more detailed controls for each of these, please see the relevant pages.

Movement Mode

Button Controls



Move Character, Move to Different Map



Switch to Investigation Mode

Touch Controls



Move to Selected Location



Move to Different Map



Switch to Investigation Mode



Enter Building

Investigation Mode

Button Controls



Move Magnifying Glass (p. 9)



Investigate, Zoom In, Talk, Enter Building, Advance Text



Open Trunk Menu



Switch to Movement Mode

Touch Controls

Slide Stylus or Finger on Touch Screen

Move Magnifying Glass

Tap Touch Screen

Investigate, Zoom In, Talk, Enter Building, Advance Text

Open Trunk Menu

Switch to Movement Mode

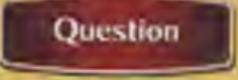
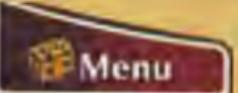
7 Trial Controls

For more detailed Trial controls please see the Trials section (p. 14-17).

Button Controls

	Advance Text, Question
	Confirm Evidence to Present
	Use Hint
	Press Witness, Open Grand Grimoire (p. 17)
	Present Evidence, Open Court Record (p. 16), Switch Display

Touch Controls

Tap Touch Screen	Advance Text
	Press Witness
	Present Evidence
	Question
	Open Court Record
	Open Grand Grimoire
	Open Trunk Menu
	Use Hint

This mode allows you to move around from place to place. Touch a red marker to move to that location.



1 Location Name

The name of the selected location. Information about that location is displayed at the bottom of the screen.

2 Hidden Puzzles / Hint Coins

Information on puzzles and hint coins (p. 9) you can find in that location. The numbers displayed indicate the number you have found, and the total number in that location.

3 Red Marker

 Move to that location

 Move to a different map

4 Current Location

5 Objective

6 Search Icon

Touch to switch to Investigation Mode (p. 9).

Enter

Touch  to enter a building and continue your investigation inside.



In Movement Mode, touch  to switch to Investigation Mode, and get ready to start investigating.



1 Magnifying Glass

2 Search Panel

Slide the stylus or your finger on the Search Panel to move the magnifying glass on the upper screen. Tap the Touch Screen to investigate the point under the magnifying glass.

3 Trunk Menu

Touch to open the Trunk screen (p. 11).

4 Your Current Party

5 Move Icon

Touch to switch to Movement Mode.

Investigating an Area

Slide the stylus or your finger on the Search Panel to move the magnifying glass on the upper screen. If the magnifying glass passes over a point of interest it will react in a certain way.

Zoom In

Investigate a point where the magnifying glass has turned blue to zoom in and view areas which were previously hidden or out of view. To return to the previous area, simply touch BACK.

Talk

Sometimes the magnifying glass will turn orange when it passes over a character in the game. When this happens, you will be able to talk to them by pressing  or by tapping the Touch Screen. Use the same controls to advance the text. Even if you've already talked to someone, they may say something different the next time you speak with them.



Dialogue Options

When talking to someone, you may be presented with some options.

Touch one of the options to select it and continue with the story.



Entering Buildings

When the magnifying glass turns into a yellow arrow, investigate that point and you'll be able to enter a building or room to continue your investigation.



Hidden Objects Around Town

There are various objects, such as hint coins and puzzles, hidden in each location. Be sure to search every nook and cranny!



About Hint Coins

You will need hint coins to view hints when you're solving puzzles and during trials.

There are many puzzles to be found hidden around the place. You will also come across some puzzles which you must solve in order to progress in the story.

1 Puzzle Time!

When you find a hidden puzzle, or talk to someone who presents you with a puzzle, the introductory screen will be displayed. Touch the Touch Screen to advance to the Puzzle screen.



1 Picarat Value

The number of picarats you will receive if you solve the puzzle. Picarats are points that indicate a puzzle's difficulty.

2 Total Score

The total number of picarats you have earned so far.

2 Check the Puzzle Screen

The puzzle description and explanation for solving the puzzle will be displayed here. Read the information carefully, then touch the Touch Screen when you're ready to solve the puzzle.

3 Solve the Puzzle

Touch or slide the stylus or your finger on the Touch Screen according to the type of puzzle and the required method. Various icons will appear on the Touch Screen. The icons displayed will vary from puzzle to puzzle.



1 Puzzle Description

Touch ▲ to display the information on the upper screen, or ▼ to display it on the lower screen.

2 View Explanation

Touch to view an explanation on how to solve the puzzle.

3 Icons

Touch to perform various actions. Some functions can also be controlled using the buttons.



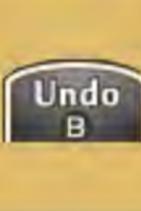
Spend hint coins to view hints. There are four hints per puzzle. The first three will cost you one hint coin each. The Super Hint (S. Hint), however, will cost you two hint coins.



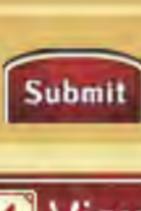
Quit the current puzzle and leave it for later.



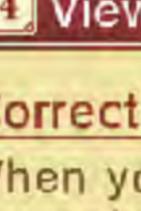
Use the memo function (p. 13).



Reset the answer for certain types of puzzles.



In puzzles where you make one move at a time, touch this to undo your last move.



Touch to submit your answer.

4 View Results

Correct!

When you solve a puzzle, you will not only receive picarats, but may also receive hints to further your investigation. Solved puzzles will be added to your Puzzle Index (p. 13), where you can play them as many times as you like.

Incorrect...

Submit an incorrect answer and you will be prompted to select one of the following options:

Try Again

Attempt the same puzzle again.

View Hints

Use hint coins to view the hints.

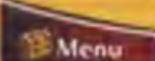
Quit

Leave the puzzle for later and continue with the story. Be careful though; there are some puzzles that cannot be left for later.

Play for Picarats!

Collect as many picarats as you can to increase your total score. The additional content that appears in Bonuses (p. 18) will depend on your total score.

11 Trunk Screen

Touch  to view your investigation progress, check the puzzles you've found and more.



1 Game Information

Your total score (number of picarats), number of hint coins, time played and current location are displayed here. During trials, Current Location will be replaced with Credibility (p. 14).

2 Return Icon

Touch to return to the Title Screen. Your progress will not be saved so be sure to touch SAVE beforehand (p. 12).

3 Trunk Menu (p. 12-13)

NEW! will be displayed where updated or new information has been added.

The characters shown on the icons will change as you progress in the story.

4 Memo (p. 13)

5 Close

Close the Trunk and return to the previous screen.

Touch an icon on the Trunk Menu to select it.

Mysteries

Mysteries and keywords will be noted here as the story and investigation progress. Touch a mystery on the lower screen to view the details on the upper screen.



Story

View a summary of the story so far. Select a title and touch VIEW STORY. The number of titles available will increase as you progress in the story.



Save

Save your current progress. When you save, any previous data in the selected file will be overwritten.



Overwritten data cannot be recovered, so please be careful.

Items

Items you've found during your investigations will be shown here. Touch an item to view its details.



Puzzle Index

All the puzzles you encounter will be recorded here. Touch SOLVE IT! with a puzzle selected to play it again whenever you like. When solving puzzles in the Puzzle Index, you will be able to view hints without spending any hint coins.



1 Layton's Hat Icon

- Solved on the first attempt without hints
- Solved on the first attempt with hints
- Solved, but not on the first attempt
- Not yet solved

2 Puzzle Number, Name, Picarats Value, Viewed Hints

The icons for viewed hints will appear semi-transparent.

3 Puzzle Type and Location

4 List Tabs

All puzzles you've found will appear in the All tab, whereas only puzzles you've marked as your favourites will appear in the Picks tab.

5 Add Puzzle to Picks

Touch to add the corresponding puzzle to the Picks tab. The icon will change to .

6 Solved Puzzles (marked with ✓)

Puzzles without ✓ cannot be solved in the Puzzle Index. You will need to go to the puzzle location to try them again.

7 Scroll Icons

Touch to scroll through the puzzles one by one.

8 Puzzles Solved

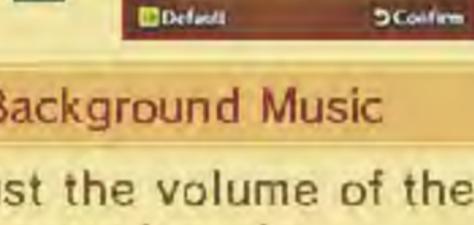
The total number of puzzles solved out of all the puzzles you have come across.

9 Scroll Bar

Slide the stylus or your finger here to scroll through the puzzle list. You can also scroll using .

Options

Set the volume for background music, sound effects and voices here. Touch DEFAULT to reset the volumes to their original levels. When you're finished adjusting the settings, touch CONFIRM to return to the previous screen.



1 Background Music

Adjust the volume of the background music.

2 Sound Effects

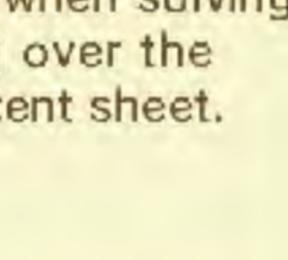
Adjust the volume of sound effects in the game.

3 Voice

Adjust the volume of characters' speech in the game.

Memo Function 101

The memo function is available when solving puzzles and on the Trunk screen. Make good use of the function when solving puzzles by drawing over the puzzle on a translucent sheet.



- Thin pen
- Thick pen
- Fill an enclosed area with colour
- Change colour
- Thin eraser
- Thick eraser
- Clear screen
- Undo (up to four times)
- Redo (up to four times)

Court Proceedings

Your objective in a trial is to successfully plead for the defendant and win with a Not Guilty ruling. Make use of information and evidence you have gathered to uncover the truth behind the events.

1. Witness Testimony

You will hear a testimony from a witness stating the circumstances at the time the events occurred, and what was witnessed then. Touch the Touch Screen or press **A** to advance the text.



2. Cross-Examination

There's a possibility that the witness's testimony incorporates some inconsistencies, contradictions or errors. Touch **Press** to press the witness for more details on the testimony. You may even acquire a new testimony or additional evidence.



3. Present

If you find an inconsistency between the witness's testimony and what's written in the Court Record (p. 16) or the Grand Grimoire (p. 17), touch **Present** to present the evidence. If the presented evidence is relevant, the defence will gain some ground and you'll be one step closer to having the defendant acquitted.



Credibility and Game Over

The icons in the top-right corner of the upper screen represent the defence's Credibility. Make a mistake and the number of icons (e.g. ) may decrease. If you run out of icons the ruling will be Guilty and it will be game over!



In the case of a Not Guilty ruling, when the trial has ended, you will receive the equivalent amount of picarats for your remaining Credibility icons.

Main Causes for Losing Credibility:

- Presenting the wrong evidence
- Answering incorrectly in court

When It's Game Over...

Select one of the following options:

- | | |
|----------------------------|--|
| Restart trial | Replay the same trial. |
| Load save data | Select a save file and load save data. |
| Return to the Title Screen | Quit and return to the Title Screen. |

During the Cross-Examination you will have a number of commands (Press, Present, Question) at your disposal to search out any contradictions in the testimony.

Press

Touch  to explore the testimony further, part by part. As you press the witness, the testimony may even change slightly. There's no limit to the number of times you can use this command, so be persistent with it!



Question

Depending on the trial, multiple witnesses may take to the stand at the same time. While one is making a testimony, the others will remain silent, so if you wish to hear from them you will need to select QUESTION. To do this, follow the subsequent steps.



1. Observe Witnesses

When the faces of the witnesses are shown as icons on the Touch Screen, slide the magnifying glass over the icons to observe the witnesses.

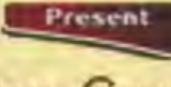


2. Select a Witness to Question

Use the magnifying glass to select a witness, then touch  to question the selected witness.



Present

Touch  to open the Court Record (p. 16) or Grand Grimoire (p. 17) if you find an inconsistency between a testimony and the evidence. You can then select evidence to present. If the presented evidence is relevant, you may prompt further development in the case or may get a new testimony.



Pointing Out Inconsistencies

Depending on the available evidence, it may be necessary to uncover even the smallest of inconsistencies. Slide the magnifying lens over the evidence and search for anything suspicious, then present your findings.



Trunk Menu

You will also be able to open the Trunk Menu during trials. Touch  to open it.

Use a Hint

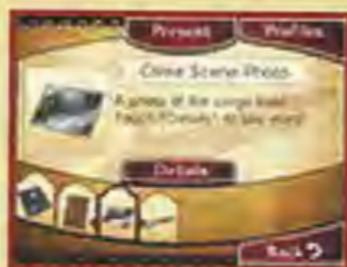
Touch  to use the hint function. You can activate it as many times as you like during a trial, but each time you do it will cost you one hint coin.

Touch **Court Record** during the Cross-Examination to view the available evidence and profiles. Use it regularly to check up on and confirm what the witnesses are claiming. To close the Court Record and return to the previous screen, touch **BACK**.

Evidence

Touch an item in the evidence list to view more details on it.

Touch **Details** to enlarge the piece of evidence to check it more thoroughly.



Profiles

Touch **Profiles** when viewing the evidence list to view information on people related to the events. Touch a character to view their details.



17 Grand Grimoire

As you progress in the story, a book called the Grand Grimoire will come into your possession. This book contains magical records and will come in handy when you're presented with a magic-related testimony. The information recorded in this tome can be presented as evidence in the same way as evidence from the Court Record.

Viewing the Grand Grimoire

Touch  during the Cross-Examination to view information recorded in the Grand Grimoire. Use  and  to turn through the pages.



In Bonuses you can enjoy various additional content which is unlocked based on your total picarat score.

Bonuses will appear on the Main Menu once you have completed the main game.

Art

View images which appear in the main game.

Voice

Listen to voice recordings from characters in the main game.

Music

Listen to music from the main game.

Movies

View movies from the main game.

Unlock Content (Internet)

Connect to the internet in Extra Content to unlock bonus episodes and character artwork.

- ◆ Extra Content will appear on the Main Menu once you have completed the main game.

Special Galleries

View the character galleries.

Special Episodes

View extra episodes that were not included in the main game. During these episodes, you may also be challenged with some additional puzzles.

Unlock Procedure

1. Select EXTRA CONTENT from the Main Menu.
2. Select a save file with save data from a completed game.
 - ◆ Once the content has been unlocked it will be saved to all completed-game save files.
3. Select UNLOCK CONTENT.
4. When the unlock procedure is complete, you will be able to view the content in Extra Content.

Nintendo Network

This software supports the Nintendo Network™.

Connect to the internet to unlock various extra content for this software.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

About 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. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

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