

Fatal Frame: Maiden of Black Water

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Please read this manual carefully before using this 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 read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to Surround.

In Fatal Frame™: Maiden of Black Water, you will explore a variety of locations and use your Camera Obscura to take photos of things that can't normally be seen. Use the Camera Obscura by moving the Wii U™ GamePad controller like a real camera.

As you progress through the story, you'll explore and investigate in Search Mode. When you encounter ghosts, you'll need to switch to Photo Mode and use your Camera Obscura to take their pictures to repel their attacks or reveal secrets.



Title Screen


On the title screen, press **(A)** and 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, or choose an episode to replay. Once you have cleared an episode, you can start at the beginning of the next episode or replay one you have previously cleared.
Options	Change the display, sound, camera controls, and various other settings.



Episodes Screen

Choose to play through an episode you've already cleared, or start the next episode in the story. You can also select the difficulty level, change the characters' costumes, check your items, and purchase more items using your points . Press **(A)** and 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 select Data Management from System Settings 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 past that point 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 playing.

◆ Control explanations you receive in the game can be viewed at any time from the Menu screen



. Select Items/Records and then Notes.



Search Mode Controls

Walk	in the direction you want to move
Look around	
Run	(hold)
Strafe	(hold) + ↔
Focus	(hold)
Pick up/look at item	(hold)
Face the direction of the camera	
Center the camera behind the character	
Action (investigate, crouch, etc.)	
Dodge	(just before certain attacks hit)
Activate Camera Obscura	Face the GamePad toward the TV screen and press
Open the menu	
Pause	

View map on the GamePad	Touch the GamePad screen
View detailed map	⊕



Photo Mode Controls

Walk	Ⓒ in the direction you want to move
Look around	Ⓔ / Move the GamePad
Look around quickly	Ⓕ (hold) + Ⓔ
Lock on	ⒺⒻ (hold)
Take a picture	ⒺⒻ
Counterattack	ⒺⒻ (while grabbed)
Dodge	Ⓑ (just before certain attacks hit)
Take a Special Shot	Ⓓ (uses Spirit Power)
Deactivate Camera Obscura	ⓧ
Switch lenses	⊕↕
Switch film types	⊕↔



Other Controls

Navigate menus	Ⓒ/⊕
Confirm selection	Ⓐ
Advance to the next screen	Ⓐ
Go back a screen	Ⓑ
Close window	Ⓑ

You'll use this mode to control your character as you head toward your objectives and uncover the mysteries of Mt. Hikami.



Game Screen



Spirit Filament

This shows the direction of nearby items, spirits, or other clues worth noticing. A red filament will be displayed when hostile ghosts are nearby.

Character's health


Wetness Gauge

Various circumstances, 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, you will take greater damage from ghosts' attacks, 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 , you can focus and heighten your senses.

Follow Traces

Focusing allows you to see

shadows of the past, known as 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

When you hold **ZR** to reach out and grab an item, a ghostly hand may appear and try to grab you instead. If you quickly release **ZR** you can avoid it, but if it does grab you, quickly move **L** ↔ and **R** ↔ simultaneously to break free.



Checking Your Map

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



Use this mode to ready your Camera Obscura and take pictures of things that can't normally be seen. The Wii U GamePad displays the Camera Obscura's viewfinder and HUD, so look at it to take effective pictures.

- ◆ The Camera Obscura is also used to reveal things you'll need to progress through the story.

Game Screen



Center circle




You can lock on to your primary target inside this circle.

Photograph targets

Other targets, such as additional hostile ghosts or Spirit Fragments, will be targeted in addition to the nearest hostile ghost. The more photograph targets you manage to capture in one photo, the more damage the ghost or ghosts will receive.

Ghost's health



Lenses

Lenses with special effects can be obtained throughout the game. Use   to switch between them and  to use the current one. Using these Lenses consumes Spirit Power.

Capture area

Displays the area that will be photographed.

Current film

Displays the film you are currently using and the amount you have left. Switch between films with  . Recharge time and attack power will change depending on the type of film you use.

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.

Number of targets

Displays the number of targets currently within the capture area. Once five targets are within this area, Shutter Chance becomes available.



Taking Photos and Recharging


When your Camera Obscura is ready, press  to take a photo. After you take a photo, the film may need a moment to recharge. You will be unable to take another photo during this time, so make your shots count!



Shadow Reading

When there is something that can be seen only through the Camera Obscura, the Camera Obscura may begin to react. Focus in on what it's reacting to by pressing **[ZL]** to lock on, and then turn the Camera Obscura to match the angle of the object. The capture area will turn red once you have found the correct angle. Press **[ZR]** to take a photo that will reveal a hidden place or object.

Points and Checking Photos

You will get points whenever you take a photo of a ghost. Points can be used to improve your Camera Obscura or purchase items at the start of an episode. You can check the photos you've taken by selecting Photographs from the Menu screen  **8** .



The game will be paused whenever you access a menu or the Pause screen.

Menu Screen

While in Search Mode, press \odot to check your maps, items, photos, 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 \otimes to save and/or lock it.

Pause Screen

Press \ominus to access the Pause screen. From here you can adjust the game's settings, restart the game from the last checkpoint you passed, and more.



Hostile Ghosts

You can damage a hostile ghost by taking a picture of it with your Camera Obscura. The closer the ghost is to you when you take the picture, the more damage you'll deal. Damage will also be increased if there are multiple targets within the capture area.

Locking On

Target a ghost through your Camera Obscura's center circle, and hold **ZL** to lock on to it. While locked on, the camera will automatically follow the ghost and keep it in the center of the screen.



Shutter Chance

The entire capture area will turn red when there are five or more photograph targets in the capture area. Taking a photo at this time will trigger a Shutter Chance, causing major damage and driving the ghosts back.



Fatal Frame

The capture area will flash red while a ghost is attacking. Taking a photo at this time will result in a Fatal Frame, causing major damage and driving the ghost back.



Fatal Time

After taking a successful Fatal Frame picture, there is a short time in which you can take pictures in quick succession without consuming any film.



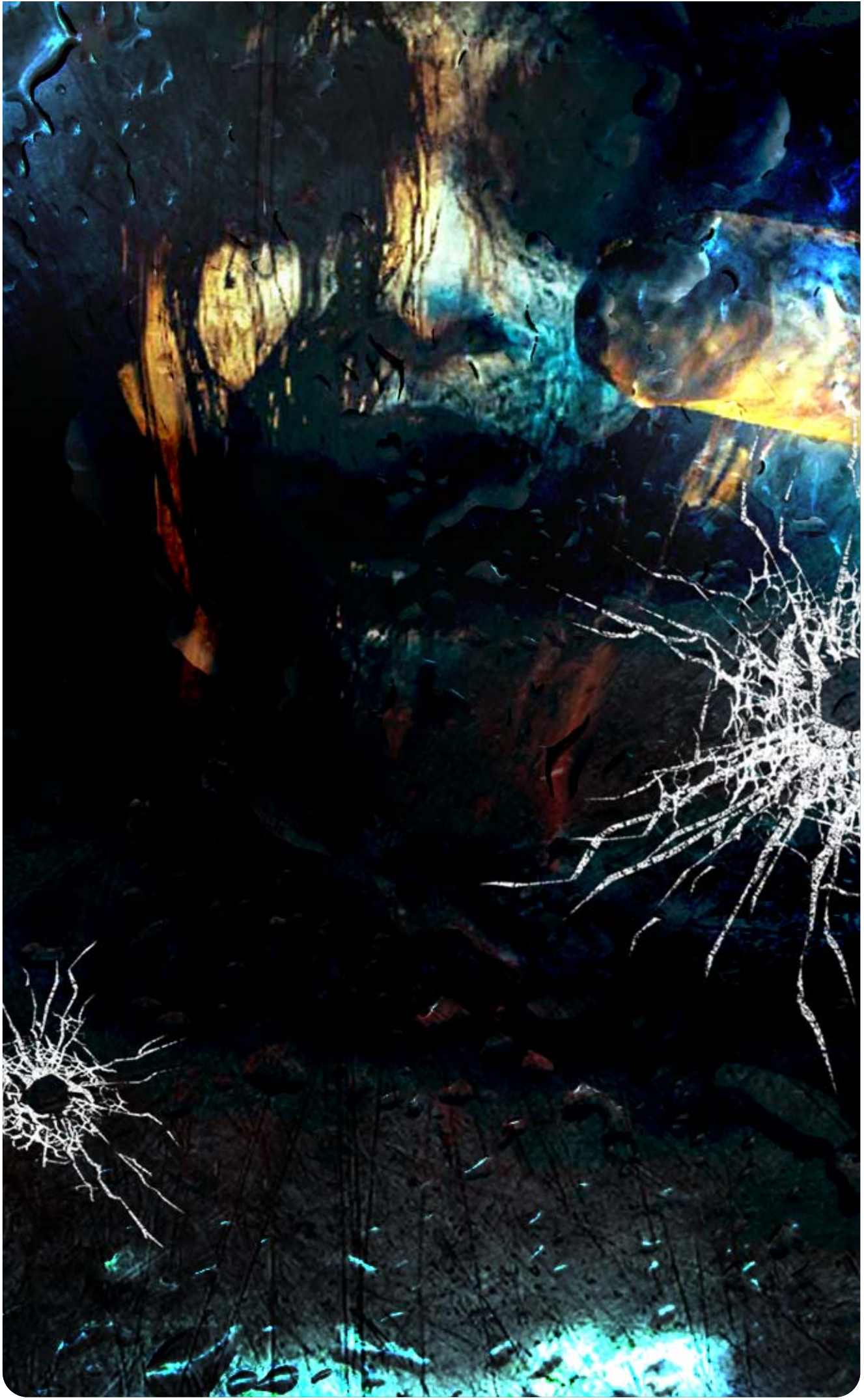
Counterattack

When you are being grabbed by a ghost, quickly take pictures to push it away. You can push the ghost away with a single shot if you turn the Camera Obscura to match the angle of the ghost before taking a picture.

Game Over

Either of the following situations will result in a game over:

- Your character's health drops to zero
- Your character is hit by certain ghosts' instant-death attacks



IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

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