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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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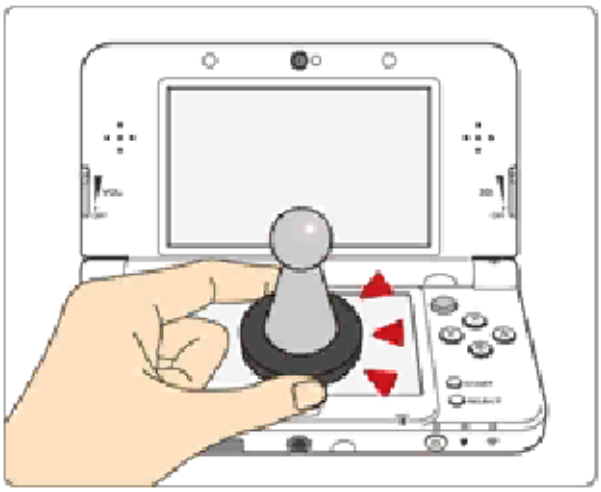
2 amiibo



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).

4 Online Features

This software allows you to connect to the Internet to share pictures of your created rooms via Miiverse™ and social media (page 16) and accept special requests (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 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 the sending and receiving of photos using the Nintendo 3DS Image Share service.

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 post photos of the rooms you've created to Miiverse and your social media channels.

7 Controls

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

Check it out!

Take a Photo

Press L+R 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	L/R/Ⓑ

8 Starting the Game

After launching 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 17).

9 Saving and Erasing Data

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 launching 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 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.

11 Placing Furniture

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 L or R.

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

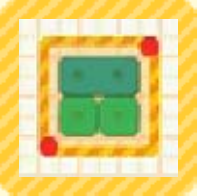
Simply touch a piece of furniture to rotate it.

Stack Furniture

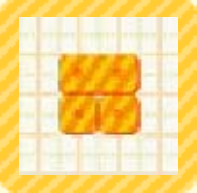
By touching and dragging it onto , you can place items on top of other items such as desks.

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.



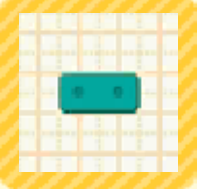
❷ You can then move the selected group as if it were a single piece of furniture.



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

Duplicate Furniture

Touch a piece of furniture while holding L or R to place a copy of the same item.



◆ This option will become available by progressing through the game.

12 Unlockable Features

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.

13 Nook's Homes

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.

Check it out!

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.

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!

15 Using amiibo Cards

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).

Check it out!

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 Read the same amiibo card again, and 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.

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.

18 Paintings and Sculptures

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

19 Support Information

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SUPPORT.NINTENDO.COM

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