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1 Important Information

Thank you for selecting PROFESSOR LAYTON AND THE MIRACLE MASK™ for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.

Health and Safety Information

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the

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icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

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www.usk.de

COB (Australia):
www.classification.gov.au

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Advisories

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Story

Meet Professor Layton, respected archaeologist and enthusiast of puzzles, riddles and all things mysterious. Even the most baffling of cases is no challenge for the brilliant mind of Professor Layton.

One day, the professor receives a worrying letter from an old school friend, Angela Ledore, and sets out for the city of Monte d'Or, accompanied by his apprentice Luke and assistant Emmy.

According to the letter, Monte d'Or is being plagued by a “series of terrifying incidents” connected to a mysterious archaeological artefact.

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the Mask of Chaos.

This is not the first time that Professor Layton has heard of the Mask of Chaos. It all dates back to his school days, when he was just a boy of 17...

About Saving

Touch SAVE in the Professor's Trunk to save your progress in the story (p. 12). Don't forget to save when you've finished playing!

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In PROFESSOR LAYTON AND THE MIRACLE MASK, you assume the roles of Professor Layton and his companions, Emmy and Luke. Travel to a range of locations and solve the puzzles you encounter as you proceed through this puzzle adventure game!

Main Characters

Professor Layton

Hershel Layton became Gressenheller University's youngest professor at the age of 27. Highly respected within the academic community, he is well on his way to becoming the most famous archaeologist in the country.

Luke

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A great admirer of Professor Layton's powers of deduction, Luke has proclaimed himself the professor's apprentice. Though still a young and somewhat naïve boy of 11, he has a sharp mind for puzzles.

Emmy

A headstrong, energetic young woman, Emmy Altava is the professor's assistant, though her background remains a bit of a mystery. She is a keen photographer and displays considerable skill in martial arts.

In the course of the investigation, Professor Layton and his friends will encounter all sorts of puzzles. Some of these puzzles will provide clues to help you solve the story's main mystery. Keep a clear mind and take your time to solve the puzzles as you proceed through the story!

Puzzle Master

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Professor Emeritus
Chiba University, Japan

Akira Tago

Born 25 February, 1926. Professor Tago performs research in the field of psychology and has written many bestselling puzzle books in his spare time. He is best known for his series of books entitled Atama no Taisou (“Head Gymnastics”, published only in Japan), which has sold over twelve million copies.

Professor Tago's reputation for creating brain-teasers and riddles for even the most seasoned puzzle solvers was further increased following his contribution to PROFESSOR LAYTON AND THE SPECTRE'S CALL™. Try your hand at his exquisite puzzles, intricately interwoven with the story.

The puzzles and questions compiled in this game were created based on puzzles provided or supervised by Professor Tago and Tago-Akira

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Title Screen

There are three options on the title screen. The first time you start up the game, only the NEW GAME option will be visible.

NEW GAME	Start the game from the beginning. You will be asked to enter your name to create a save file. With the stylus, use the keyboard displayed on the Touch Screen to enter your name, then touch OK! to confirm. ♦ You can't edit a file name once you have confirmed it.
CONTINUE	Load an existing save file and resume playing from the point in the story where you last saved.

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BONUSES (p. 16)	Explore lots of extra content.

- You can touch on the Touch Screen to adjust the sound volume in the game.

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While most of this game's controls are performed exclusively using the Touch Screen, some screens, such as the Puzzle Index screen (p. 11) and dialogue screens (p. 7), can also be controlled using □ and □.

	Advance dialogue or message windows. Select puzzles in the Puzzle Index.
	Skip movies.
Touch Screen	Used in conjunction with the stylus.
	Scroll up and down on the Puzzle Index screen.

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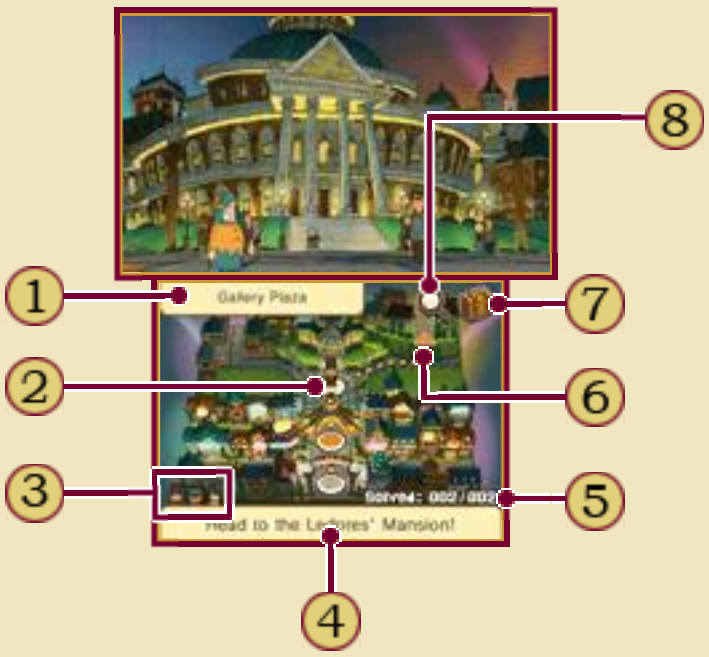
Professor Layton's investigation will lead him all over the bustling city of Monte d'Or, exploring dark corners, examining suspicious objects and talking to the townspeople to gather information. He will also find a multitude of challenging puzzles in his path!

Movement Mode

When in Movement Mode, you can move from place to place. Touch an orange icon on the map (or) to move to that location.



1 Current Location

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2 Current Position

3 Your Party

4 Current Objective

5 No. Puzzles Solved / No. Puzzles Found

6 Orange Icons

: Move to this location.

: Move to a different map.

7 Professor's Trunk Icon (p. 9)

Check your progress in the story, save your game and other options.

8 Magnifying Glass Icon

Switch to Investigation Mode.

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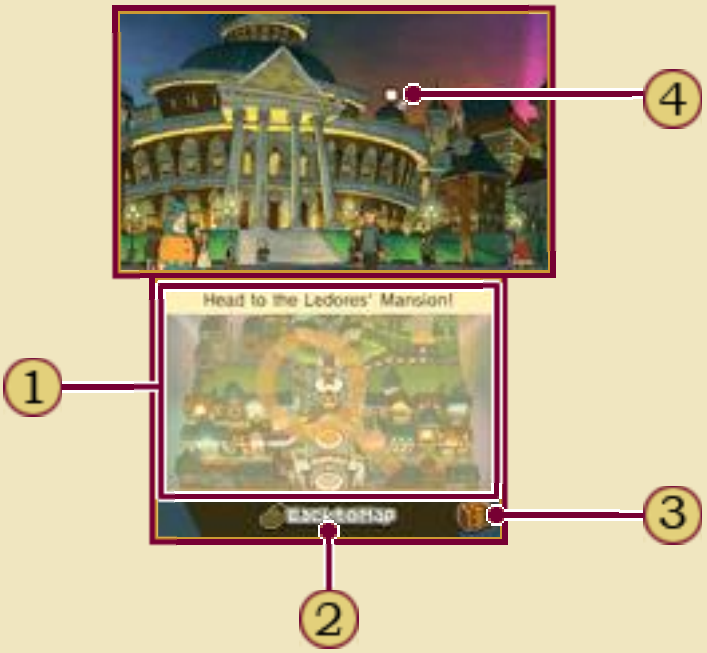
Touch the magnifying glass icon on the Touch Screen while in Movement Mode to switch to Investigation Mode. In this mode, you can use the magnifying glass to examine your surroundings and look for clues that might help your investigation. When you hit a spot of interest, the magnifying glass will turn orange (), so be sure to touch that spot to see what's going on!



1 Touch Screen

Slide the stylus on the Touch Screen to move the magnifying glass around on the top screen. If you find a spot

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where the magnifying glass changes colour, leave the magnifying glass on that spot and touch the Touch Screen to investigate.

2 BACK TO MAP

Switch back to Movement Mode.

3 Professor's Trunk Icon

4 Magnifying Glass

Zooming

If the magnifying glass turns blue (🔍) while you are moving it around, you have found a zoom point! Touch that spot to zoom in on a hidden location that you couldn't see before. When you've finished investigating, just touch ZOOM OUT to return to the wider view.

Talking to People

If the magnifying glass turns orange over a person, you can investigate that spot to talk to him or her. To move the conversation along, touch the Touch Screen or press □. Be sure to talk to people more than once, as they will often have more to say at a later stage in the story.

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Hidden Things

There are hidden things all around, such as puzzles, hint coins and collectable items (p. 9). Make sure to search every corner of the screen to find everything!

Finding...

...a hint coin.

...a puzzle.

...a collectable item.

Hunting for Hint Coins!

You might want to collect hint coins to help you solve puzzles (p. 8). Hint coins are hidden all over the place. Just use your magnifying glass in Investigation Mode to find them. When the magnifying glass turns orange, it could be a hint coin! Keep your eyes peeled!

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You'll find puzzles scattered all over the place throughout your investigation. Make sure you check every corner to find every puzzle! Sometimes, you may have to solve a certain puzzle in order to progress in the story.

Find a puzzle!

Talk to people and investigate the scenery to find puzzles. When you uncover one, the introductory screen appears, showing the number of picarats that puzzle is worth. Touch the Touch Screen or press □ to move on to the puzzle.

1 Picarat Value

The number of picarats you will

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receive if you solve this puzzle.

2 Your Picarat Total

The total number of picarats you have accumulated so far.

About Picarats

Picarats are units that tell you how difficult a puzzle is. When you solve a puzzle, you receive the number of picarats that was displayed on the introductory screen. Collect as many picarats as you can to boost your total and unlock extra content in the Top Secret section in Bonuses (p. 18).

Read the puzzle explanation.

The Touch Screen displays the puzzle explanation. Read it carefully, then touch the screen once to start solving the puzzle.

Enter your answer.

There are various kinds of puzzles, which are solved in different ways. Most puzzles are completed simply by using the stylus, but for some you will receive extra instructions. Certain kinds of puzzle will end automatically when you've arrived at the right answer, others are ended manually by touching a certain icon.

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1 Short Puzzle Instruction

Touch ▲ to display the puzzle explanation on the top screen, or ▼ to display it on the Touch Screen.

2 Icons

The following icons appear on the Touch Screen during a puzzle, some depending on the puzzle type:

Hints 1 2 3 S	Touch to spend hint coins and view hints. There are four hints for each puzzle. The first three cost one hint coin each, but the Super Hint costs two. There is a limited number of hint coins in the game, so use them sparingly!
Quit	Quit this puzzle and leave it for later.

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	Use the Memo Function to make notes (p. 12).
	Touch to reset the puzzle (for certain puzzle types).
	Touch to undo your last move (for certain puzzle types).
	Touch to confirm your answer (for certain puzzle types).

Puzzle solved?

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Correct!

When you solve a puzzle correctly, you'll receive picarats equal to the number displayed at the start of the puzzle. Sometimes, you'll also get an item, or a hint to help you with your investigation! Puzzles you successfully complete are sent to your Puzzle Index, allowing you to replay them at any time (p. 11).

Incorrect...

When you answer a puzzle incorrectly, you have the option to try it again straight away. You can also choose to view hints by spending hint coins, or simply quit the puzzle and leave it for later. Giving an incorrect answer means you will receive fewer picarats when you eventually solve the puzzle.

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Puzzle Palace

There are puzzles hiding all throughout the game, so it's easy to miss a few along the way. As the story advances and you move to new locations, you might lose access to some puzzles. Worry not, though! You can always visit the Puzzle Palace, the fashionable gathering place for all lost puzzles. Be sure to stop off at the Puzzle Palace once in a while to see if there are any leftover puzzles for you to tackle!

- Not all puzzles go to the Puzzle Palace. Some hidden puzzles stay right where they are, waiting for you to discover them.

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A gentleman always travels with his trunk, and Professor Layton is no exception. The Professor's Trunk contains a wealth of helpful items and resources that will help you push your investigation forward.

To open the trunk, touch the trunk icon on the Touch Screen.

The Trunk Screen

The trunk contains several options and features. Those with new content or information will be marked with “NEW!” or .

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1 Game Information

Check the number of puzzles you've uncovered (and how many of those you've solved), your current location, the number of hint coins and picarats you've collected, and the total amount of time you've played.

2 Return (p. 10)

3 COLLECTION

Check the collection of curios that you pick up over the course of the game.

4 Memo Function (p. 12)

5 CLOSE

Close the trunk and return to the game.

6 Trunk Options (p. 10-13)

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Options marked with a question mark are still locked. They will become available as you progress through the game.

7 Volume Control (p. 4)

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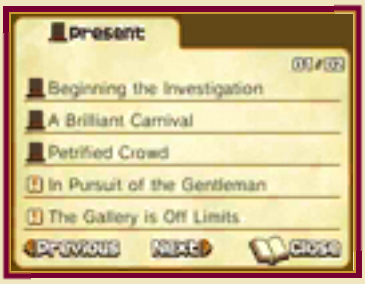
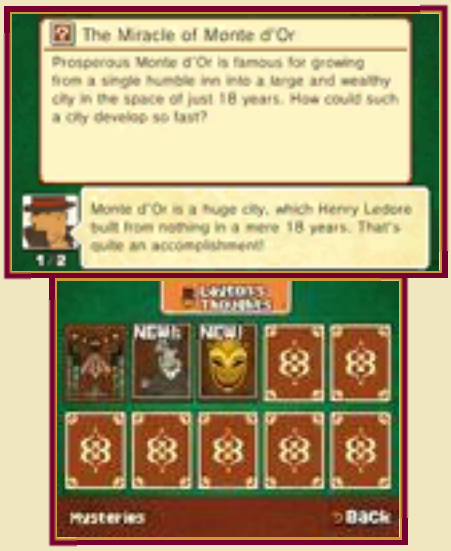
Journal



The journal provides a record of past events and information you've gathered so far. Select a journal entry on the Touch Screen to display it on the top screen.

Mysteries

Odd happenings and mysterious things that you hear during the course of the story will be recorded here. Select a mystery on the Touch Screen to display a short summary on the top screen.



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Return

Touching on the top left of the Touch Screen will give you the option to return to the title screen. If you wish to do so, touch OK!. Keep in mind that your data will not be saved, so be sure to save your game first (p. 12).

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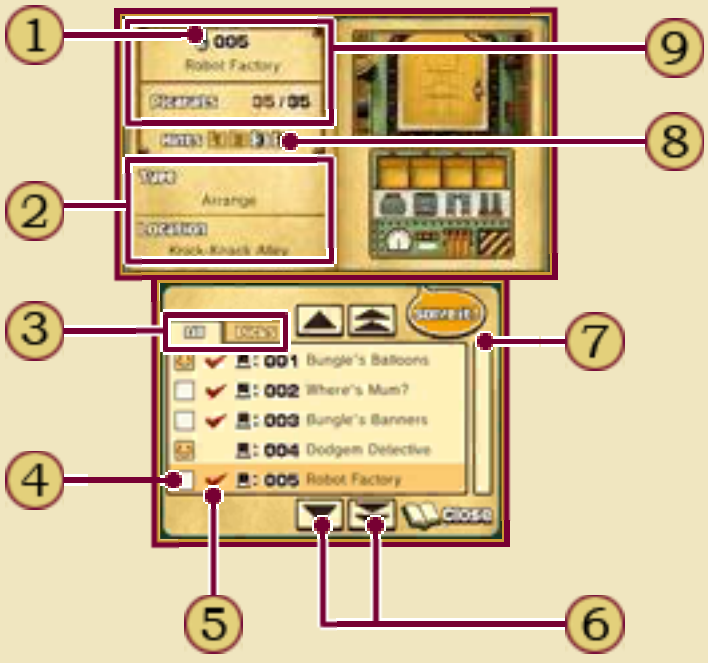
Puzzle Index

All the puzzles you've encountered are stored here. You can replay any puzzles you've solved as many times as you like, and view the hints for them without spending any hint coins.



1 Layton Icon

: Solved on the first attempt without hints

: Solved on the first attempt with hints

: Solved, but not on the first attempt

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: Not yet solved

② Puzzle Type and Location

③ Tabs

The ALL tab displays all the puzzles you've found so far. The PICKS tab only displays your favourite puzzle picks.

④ Puzzle Picks

Touch the empty box next to your favourite puzzles to add them to your picks.

⑤ Solved Puzzles

Puzzles you have solved before are marked with a tick and can be played again. To try an unsolved puzzle again, look for it at the location indicated on the top screen.

⑥ Scroll Buttons

The arrow icons let you scroll through the list of available puzzles. The double arrow icons allow you to scroll faster.

⑦ Scroll Bar

Slide the bar up and down to scroll through the list of puzzles. You can

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also use □ to scroll.

8 Hints Viewed

Hints that have already been viewed appear greyed out.

9 Puzzle Number, Title and Picarat Value

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Saving

Touch SAVE to save your progress so far. Touch one of the three files to save your game in that file. Any data already in a file will be overwritten if you choose to save to that file, so be careful.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Episodes

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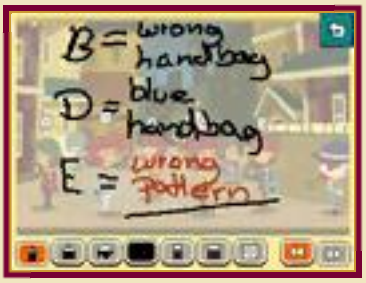
Check the episodes to see extra scenes from various characters' points of view. Select an episode in the list, then touch WATCH EPISODE!. You'll gather more episodes to watch as you work your way through the game.

The Memo Function

Select MEMO while solving a puzzle to make notes on the Touch Screen. This is quite handy, as the memo screen is translucent, so you can see the puzzle screen through it.



You can also select MEMO from the Professor's Trunk to write a note to other players sharing this game on the same Nintendo 3DS system. Just make sure you save the note when prompted to do so, then save your game, and your message will be visible to players using a different save file when they open the Memo Function!

Thin pen

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	Thick pen
	Fill a closed shape with one colour
	Change ink colour
	Thin eraser
	Thick eraser
	Clear the screen
	Undo last stroke (up to four times)
	Redo last stroke (up to four times)

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Additional Trunk Features

The three options in the Professor's Trunk that are initially marked with a question mark are minigames that will become available as you progress through the story. You will also collect more levels and content for these minigames as you go along. Touch to read the instructions for each minigame.

The One-Stop Shop

Arrange articles on your shop shelves to try to sell everything! First, select a shop aisle in the One-Stop Shop menu and touch START!. As the shopkeeper, your job is to arrange the articles on the shelves according to certain rules so that the customer's eye is drawn to each item in turn. Once you've placed all the items, touch OPEN SHOP! to see how they sell. If the customer buys up everything, you've cleared the level!

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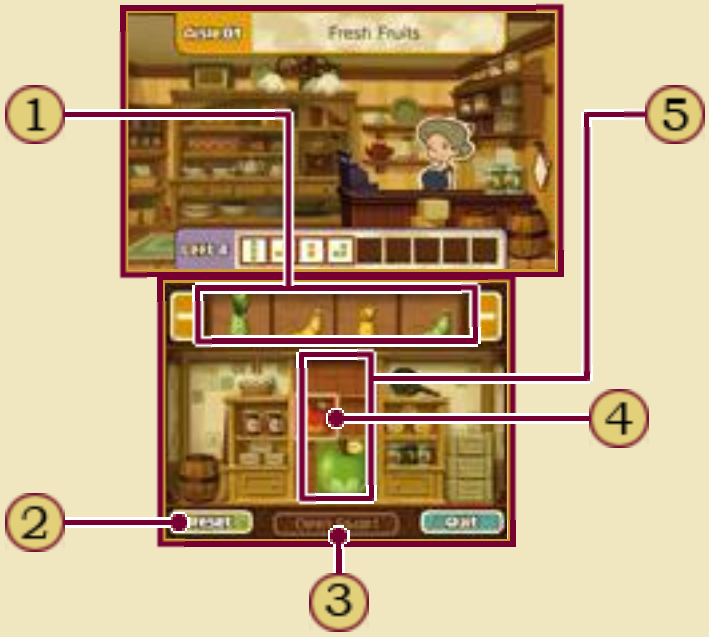

1 Items to Place

Use the icons at either end to scroll right and left through the items.

2 RESET

Remove all items from the shelves and start again.

3 OPEN SHOP!

Once you've arranged all the items, touch this to open shop.

4 First Item

The first item is always in place from the start and cannot be moved. Use this as the start of your chain and place all the other items around it.

5 Shelves

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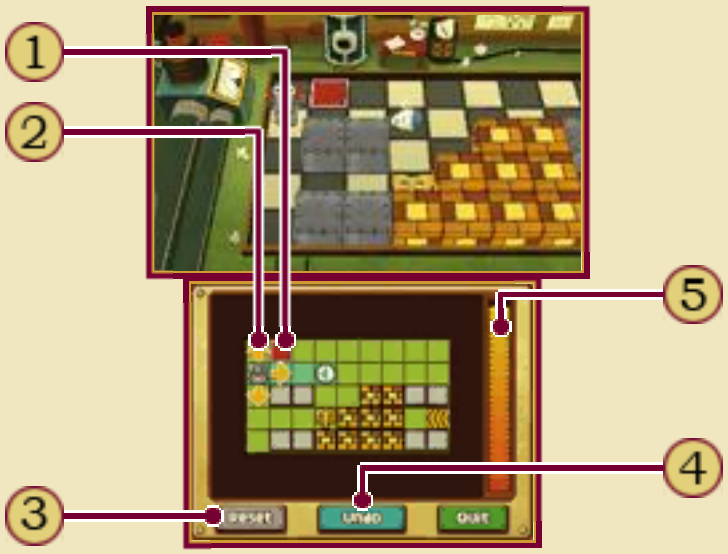
The Toy Robot

Guide your robot around a hazardous course and to the goal! Select a stage from the world map and touch START! to confirm. On the course, the robot moves three squares at a time in the direction you choose. Your task is to direct him around the course in such a way that he stops exactly on the red goal square, without bumping into any enemies or running out of power.



1 Goal

2 Arrows

Touch an arrow to make the robot move in that direction.

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3 RESET

Restart the stage from the beginning.

4 UNDO

Cancel your last move.

5 Power Gauge

Decreases every time your robot moves. If it gets depleted, you fail the stage.

Legend

Golden Key	Collect this and the robot will smash through any obstacles and won't stop until he hits a wall or a metal block.
Block	The robot will stop when he hits a block - unless he has a golden key, in which case he will smash right through it!
Metal block	The robot will always stop when he hits a metal block, even if he has a golden key.

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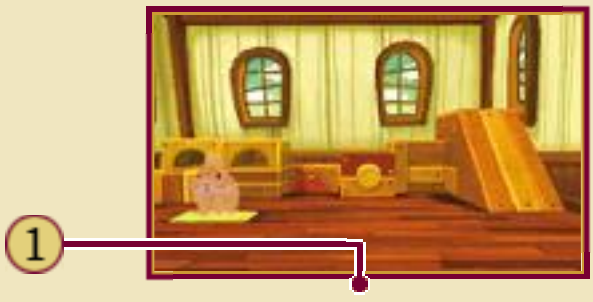
Enemy	Enemies move in time with the robot. If the robot bumps into one, you fail the stage, so avoid them at all costs!
Conveyor belt	If your robot stops on one of these, he'll be automatically carried along in the direction of the arrows on the belt.

The Rabbit Show

Train the rabbit to be a real circus performer!

Your rabbit friend will be cast out of the Stellar Circus unless he can learn some tricks. He needs you to help him think up amusing and endearing actions to perform in the rabbit show, so he can prove to the ringmaster that he is a worthy member of the circus.



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1 Rabbit's Name

2 TRAIN

Train the rabbit using the stylus.

3 Rabbit Show Instructions

4 Bunny Journal

Check the actions your rabbit has learnt so far.

5 RABBIT SHOW

Rehearse a play for the rabbit show: select actions and perform them for the ringmaster to judge.

6 Rabbit Icons

Touch these to just watch the rabbit hop around and play in his hutch.

7 CHAT

Have a chat with the rabbit.

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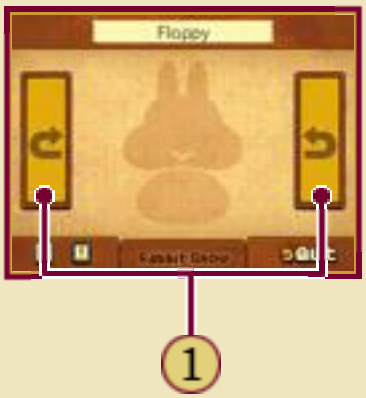
Chat

Thanks to his unusual ability to talk to animals, Luke can talk to the rabbit and understand everything he says. Sometimes during these conversations, the rabbit will come up with an idea for a new action, which Luke will record in the Bunny Journal. Note that not all actions can be learnt through conversation; some have to be learnt through training.

Train

Touch the Train option to get up close to the rabbit. By doing various moves with the stylus, you can teach your rabbit some new tricks! These actions will also be recorded in the Bunny Journal.



1. Turn the rabbit around.

Rabbit Show

Put on a rabbit show for the ringmaster and let him judge your rabbit's performance.

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First, select a play script and touch REHEARSE! to display the screen below. Here, you can select an appropriate action to go with each key point in the script. Once you've got all your moves scripted, touch CURTAIN UP! to start the performance.

1 Ringmaster's Hint

Pay attention to the ringmaster's hints. If you don't satisfy his requests, he won't give you a good evaluation!

2 Action Description

Name and description of the action currently selected on the Touch Screen.

3 Available Actions

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4 Arrows

Touch the arrows on either side to scroll through the script.

5 SELECT / CLEAR

Touch an action from the table of available actions, then touch SELECT to put it in the timeline. To remove an action from the timeline, select it and then touch CLEAR.

6 Action Timeline

The actions the rabbit will perform for each key line of the script. You can't start the show until all these are filled in.

7 Script

This shows the current line of the script.

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Horse Riding

Early on in this adventure, Layton and his companions find themselves galloping through the streets of Monte d'Or on horseback. Later, after talking to a certain character, they can go horse riding again and try some new obstacle courses.

Horse Riding Screen

The aim is to direct your galloping horse through the course and to the goal by sliding the stylus on the Touch Screen. You'll have to steer carefully: running headlong into a barrel will slow you down, but picking up an energy carrot will make your horse speed up and smash right through barrels!

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1 Touch Screen

Slide the stylus on the Touch Screen in short, quick motions to move the horse left and right.

2 Energy Carrot

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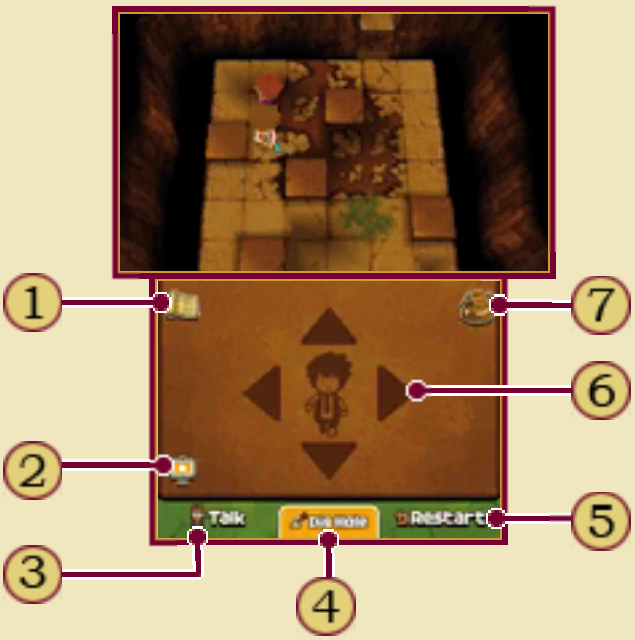
Ruins Exploration

In the course of this story, a younger Hershel Layton and his friend Randall embark on a trip to explore some ancient ruins, solving puzzles and overcoming obstacles along the way. The basic gameplay is different for this section of the game, and is explained below.

Ruins Exploration Screen

In the ruins, you control young Layton and help him solve puzzles and find his way to the deepest levels.



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① Map Icon

The map displays the current floor of the ruins and your exact position on it.

② Guide Mode

Touch this icon to activate Guide Mode and receive some extra guidance on how to get through certain rooms. Activating Guide Mode will cost you one hint coin per room.

③ TALK

Ask Randall for advice or instructions on how to navigate the ruins.

④ Action Icon

This icon displays different actions according to the situation. Touch this icon or press □ to perform whatever action is currently displayed.

⑤ RESTART / RUN!

These options appear only in certain locations. Touch RESTART to return everything in a chamber to its original position. Touch RUN! to retreat from a room and go back to the previous one.

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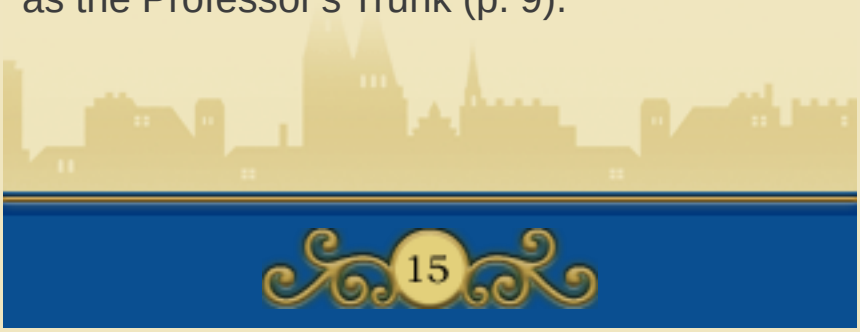
6 Movement Arrows

Touch these arrows to move in any direction. You can also use □ or □ to move.

7 Backpack Icon

The backpack works in the same way as the Professor's Trunk (p. 9).



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The Bonuses section of this game gives you access to a variety of bonus content, including new puzzles that can be downloaded over the internet. With this, you can continue to enjoy the game after completing the main story!

Bonus Features

To gain access to the Bonuses section, touch BONUSES on the title screen, then select a save file to load. The amount of content available in the Bonuses section varies for each file and increases as you complete more of the game. The Bonuses section contains the following options:

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DAILY PUZZLE (p. 17)	Daily downloadable puzzles. Download a new Daily Puzzle over the internet every day (subject to availability).
PUZZLE INDEX	Replay any puzzles that you've solved, or look up the locations of unsolved puzzles you've found so far (p. 11).
LAYTON'S CHALLENGES	Gain access to the professor's secret challenges by fulfilling certain requirements within the main game.

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TOP SECRET (p. 18)	A wealth of top-secret bonuses awaits you within this area, available only to the greatest puzzle minds with the most picarats!
NOTIFI-CATIONS ON / OFF	If you wish, you can receive notifications through SpotPass™ about Daily Puzzles available for download. Touch this icon to activate or deactivate notifications.

The game is saved automatically whenever the Bonuses section is updated.

- Make sure you return to the title screen before turning off your Nintendo 3DS/Nintendo 3DS XL system. This will ensure your progress is saved.

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Downloading Daily Puzzles via the Internet

This software supports Nintendo Network™.

About Nintendo Network

NINTENDO NETWORK

Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, pass messages and much more!

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You can connect to the internet and download a new puzzle every day for a year after the release of PROFESSOR LAYTON AND THE MIRACLE MASK (subject to availability). Solve them as you would a normal puzzle in the Puzzle Index (p. 11).

- In order to download Daily Puzzles, you will need an SD Card. Do not remove the SD Card during download.

Downloading New Puzzles

Connect to the internet. You can configure your connection via the System Settings. For more details, please refer to the Operations Manual for your Nintendo 3DS system.

Select DAILY PUZZLES in the Bonuses section, then touch DOWNLOAD.

Touch OK! to confirm.

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Do not turn off the power or press any buttons on your Nintendo 3DS/ Nintendo 3DS XL system while the download is in progress. If the download fails, an error message will be displayed to explain why. You may need to check your internet connection and settings in the System Settings.

Download complete.

Once the download is complete, touch OK! and your game will be saved. You can now try your hand at your new puzzle!

- The first time you connect to the internet and download puzzles, all currently available puzzles will be downloaded.

You can restrict use of the internet via Parental Controls.

- For more information, refer to the Operations Manual.

This software supports automatic download of notifications via an internet connection.

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SpotPass is active only when the system is in Sleep Mode and within range of a compatible internet access point.

To use SpotPass, you must first:

- Accept the Nintendo 3DS Service User Agreement and Privacy Policy
- Set up an internet connection
- Insert an SD Card into the Nintendo 3DS system.

For information on these, refer to the Operations Manual.

Activating SpotPass

1. Touch the PROFESSOR LAYTON AND THE MIRACLE MASK icon in the HOME Menu, then touch OPEN.
2. Touch BONUSES on the title screen (available after saving your game once).
3. Touch the Notifications option at the bottom of the Touch Screen to activate SpotPass notifications (p. 16).

Deactivating SpotPass

You can deactivate SpotPass at any time from the HOME Menu as long as you have a notification from this software.

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1. Touch to launch Notifications.
2. Select any notification from this software title.
3. Touch OPT OUT OF NOTIFICATIONS FOR THIS SOFTWARE.

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Top Secret

The Top Secret section provides some extra content that will only be available after you have finished the main game. The more picarats you collect, the more content you will unlock!

The Hidden Door option works in a unique way: to unlock bonus content here, you will need to enter a password from another game in the series. The Hidden Door contains two options: THE SPECTRE'S CALL and THE HIDDEN DOOR.

How to Unlock the Spectre's Call

1. In PROFESSOR LAYTON AND THE MIRACLE MASK

In the Bonuses section, select TOP SECRET and then THE HIDDEN DOOR. On the top screen, a password for the Hidden Door of Misthallery will be displayed. Make a note of this password, then quit the game.

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2 In PROFESSOR LAYTON AND THE SPECTRE'S CALL

Using the same Nintendo 3DS/ Nintendo 3DS XL system as in the first step, start up PROFESSOR LAYTON AND THE SPECTRE'S CALL (Nintendo DS™ software). In the Bonuses section, select TOP SECRET and then THE HIDDEN DOOR. Here, you can enter the password that you noted down in the first step.

This will unlock extra content for this game and give you a password to use in PROFESSOR LAYTON AND THE MIRACLE MASK. Write down this new password.

3 Back in PROFESSOR LAYTON AND THE MIRACLE MASK

Again using the same Nintendo 3DS/ Nintendo 3DS XL system as above, start up PROFESSOR LAYTON AND THE MIRACLE MASK, then return to the Hidden Door section and select THE SPECTRE'S CALL. You can now enter the password acquired in the second step to unlock this content!

- All three steps explained above must be executed using the same Nintendo 3DS/Nintendo 3DS XL system or the passwords will not work.

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How to Unlock the Hidden Door

For detailed instructions on how to retrieve the password for this section, please refer to the instruction booklet for the next game in the Professor Layton series.

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How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com

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