EmuMovies

SLES-53825

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PlayStation®2

PAL

project zero

THE TORMENTED

18+

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53825

1 Player • Memory Card (8MB) (for PlayStation®2): 390KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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PROLOGUE

"Why did I survive?"
This thought has haunted Rei
ever since that day...
The day she lost her fiancé in a car
accident—while she was at the wheel.

One day, freelance photographer
Rei Kurosawa receives an assignment
to shoot pictures at an old Japanese
manor. Rumour has it that the manor,
situated deep in the mountains and
miles from anywhere, is haunted.

During her work that day, Rei sees
something unexplainable: her fiancé,
Yuu Asou. As far as she knows,
he is dead. Setting off in pursuit of
her dead lover, Rei finds herself
wandering deeper and deeper into
the ruins of the abandoned mansion.

At the end of a crumbling passageway
she turns a corner, and suddenly
the scene around her changes.
Snow is falling heavily, and reaching
out ahead of her are rows and rows
of countless gravestones.

The scene bears no resemblance to
the abandoned house where she has
been taking pictures.
"Where am I? What is this place...?"
Afraid and confused, Rei begins her
search for Yuu...

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This game contains scenes of violence and some disturbing language. This game supports backup compatibility. A memory card (8MB) (for PlayStation®2) (sold separately) is required... to back up data. Do not turn off the console or remove/insert the memory card (8MB)(for PlayStation®2) or controller while saving/loading is in progress.

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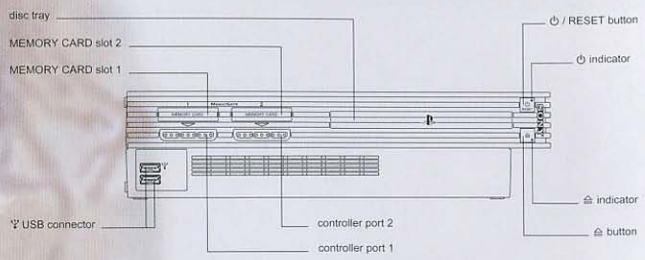
GETTING STARTED



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the PROJECT ZERO 3: THE TORMENTED DISC on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: It is advised that you do not insert or remove accessories once the power is on.

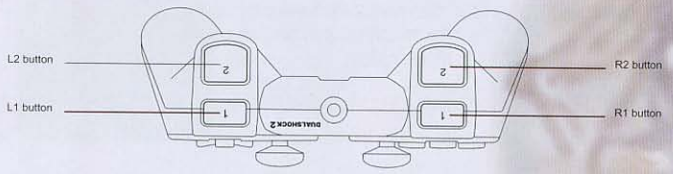
NOTE: Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

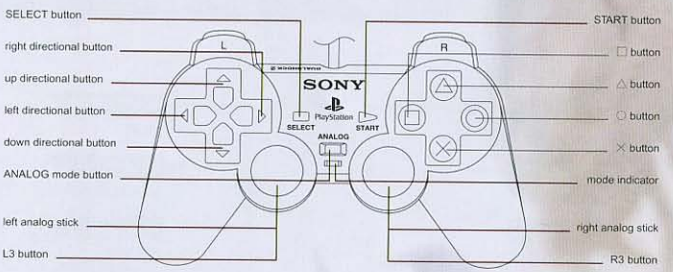
NOTE: Select your preferred language from the in-game language selection screen on boot-up.

Memory card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into memory card (8MB) (for PlayStation®2) slot 1 of your console. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS





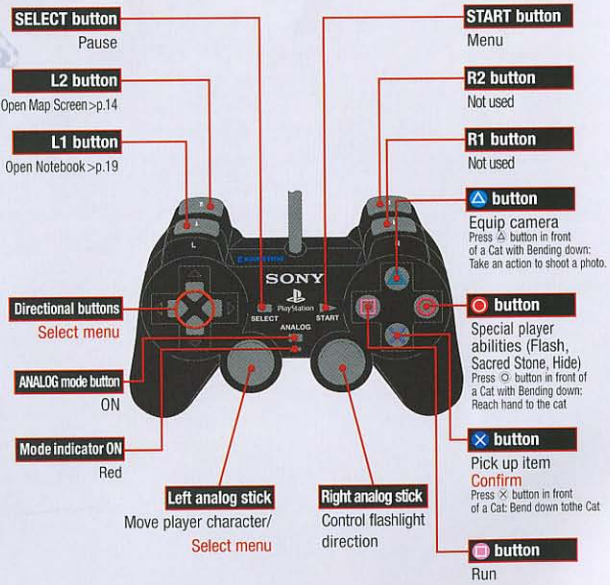
CONTROLS

field mode

In this mode, Rei (the main playable character) is visible on the screen. Use this mode to control the movements of the playable character.

At some points in the game, playable characters other than Rei appear on the screen.
See p.11, "Playable Characters Other Than Rei Kurosawa"

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



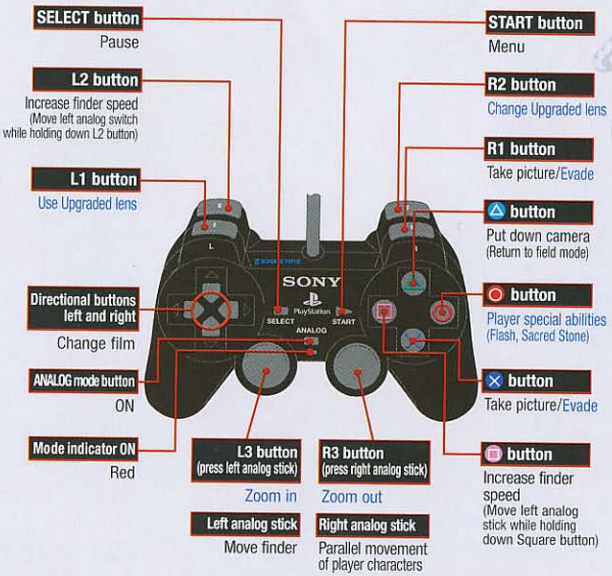
* Controls listed in red are used in the Menu Screen.

This software is for use only with an ANALOG CONTROLLER (DUALSHOCK®2). It can only be used with controller port 1. You cannot change the Analog Mode Button ON and OFF. The analog mode is always set to ON (LED display shows a red light).

finder mode

This mode is used for equipping your camera, and for taking pictures of ghosts and scenery. At the start of the game you have a normal camera that cannot harm ghosts. When you acquire the special "Camera Obscura," you can inflict damage on ghosts.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



* Controls written in blue can only be used once you have powered-up the Camera Obscura or acquired various items.

You can switch the Vibration function ON and OFF in the Options Menu.
See p.20 "Options Screen."

TITLE SCREEN

How to start a game

Press the START button or the × button to display the menu. Use the left analog stick (or the directional buttons) to select the desired item from the menu and then press the × button.

New Game
Use this to start a new game from the beginning. Select this option the first time you play.

Load Game
Use this to continue a game from a previously saved location.
See p.23 "Loading a game"

Album
Use this option for viewing and editing photos you have saved in an album. You can also copy data from one album to another.
See p.24 "Album Mode"

Options
Use this to adjust controller and screen settings, sound options, etc. before starting a game. You can also change settings during a game.
See p.20 "Options Screen"

Video Mode
Select this option to change video modes. To display this game in 60Hz (NTSC) video mode, a television set compatible with 60Hz (NTSC) is required. If the change is not confirmed within 15 seconds, the game will revert back to 50Hz (PAL) video mode.

Starting a New Game

From the title screen, select "New Game." Select game difficulty (Easy/Normal) by moving the left analog stick (or the directional buttons) left and right, and press the × button. This will begin the opening sequence. You can adjust various game settings (including controller functions in "Options" before you start a game.
See p.20 "Options Screen"

Continuing a Previously Saved Game

You can continue a game from a saved location by selecting "Load Game" from the Title Screen menu.
See p.23 "Loading a Game."

In order to save game data, you will need a memory card (8MB)(PlayStation®2) with at least 390KB of empty space. Insert the memory card (8MB)(PlayStation®2) into the MEMORY CARD slot 1 before saving.

GAMEPLAY BASICS

object of the game

Ever since her traumatic loss, Rei Kurosawa, the game's protagonist, has wandered night after night through the mysterious manor that haunts her dreams. She begins to notice disturbing changes in her body when she awakens, and before long is in the grip of a "Curse" that threatens her life. You must guide Rei through the old manor and use the various means at your disposal to help her solve its mysteries.

searching the nightmare manor

By investigating certain places throughout the manor (✕ button), you can acquire various items and clues to help you solve the mystery.

exploring with the camera obscura

Some things inside the dream manor can only be discovered when viewed or photographed with a special camera called the Camera Obscura. Whenever you come across something you think looks suspicious, it is worth taking a picture of it with the Camera Obscura.

ghosts

fighting with spirits

Ghosts will attack you as you explore the manor. If you have acquired the Camera Obscura, you can use it to fight back against them.
See p.28 "Fighting with Ghosts"

messages from ghosts

Not all ghosts will attack. There is hidden significance in the actions of some of the ghosts that wander the manor. They might reveal their secrets by the paths they follow and the rooms they enter. The words they speak and the written items they leave behind also contain a wealth of clues about the message they want to get across. Listening carefully to their messages will help you to figure out the best way to proceed.

The Real World

When you exit the manor or reach a certain point in the game, you awake from the dream and return to the world of reality (back in Rei Kurosawa's house).
When you return to the real world, your Health as well as the number of film and any other consumable items are reset to their base level.
(Special strength film stronger than Type-61, as well as the current level and powered-up parts of the Camera Obscura, remain the same.)

Taking and Developing Pictures

Some of the pictures you take during the dream state can be developed back in the real world. Once you have developed these pictures, you can gather more information about them using the methods described below.

Ask Miku to Carry Out Research

Miku can carry out research on certain photos and find out more about what is in them.

Consult Reference Materials

Rei's fiancé Yuu was a keen student of history and old folk legends, and you will sometimes be able to gather information about what your photos contain from the books on his shelves or the things left behind on his desk. It might be a good idea to check back here whenever you obtain a new photo or piece of information.

Resuming Exploration of the Manor Again

Checking the bed in Rei's room while it is night causes her to go to sleep and return to the nightmare manor.

About the Notebook

Parts of the mystery that you have already solved and the thoughts of Rei Kurosawa herself are entered into the notebook in real time as the game proceeds.

A notice is displayed in the upper right portion of the screen when an entry has been made in the notebook.
You can open the latest entry at any time by pressing the L1 button.
Reading the notebook might help you find clues as the game unfolds.

Player Characters other than Rei Kurosawa

Miku Hinasaki

Kei Amakura

As the game progresses, other characters apart from Rei make their appearance, wandering lost through the nightmare manor. All the characters have their own special abilities to help them find their way through the challenges the manor throws at them.
See p.30 "Special Character Abilities"

Game Over

The game is over when the player character's Health is reduced to zero.

SCREEN EXPLANATIONS

How to view the screen

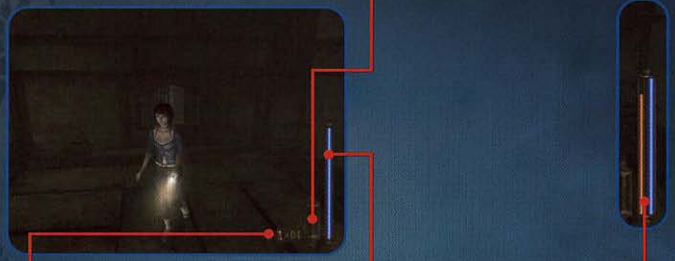
During play, switch between "Field Mode" and "Finder Mode" according to game conditions. Use the "Menu Screen" to view the map during play or to use an item you have acquired.

Field Mode (Normal view)

Use this mode to control the player character and explore the manor.

Filament

The filament on your camera glows in response to a ghost or a clue.
Red: Indicates there is a hostile ghost in front of you.
Blue: Indicates that there is an object emitting special force or a place containing a clue in front of you.
This function works differently when the player character is Kei.
See p.31 "Kei Amakura"



Health Meter

Shows the player's remaining Health.

Flashes Remaining (Rei Kurosawa only)

Shows the number of strobe flashes remaining. These can be used to temporarily stun and drive away an attacking spirit.

Sacred Stone Meter (Miku Hinasaki only)

Shows remaining time in which the Sacred Stone amulet may be used. This decreases while the amulet is in use. Power is accumulated by inflicting damage on ghosts.

Finder Mode

Use this mode for equipping the Camera Obscura and taking pictures of ghosts and background scenery. Pressing the △ button while in Field Mode (with type A button settings) will switch the screen display to Finder Mode.

Spirit Points

Shows the accumulated number of Spirit Points, which are necessary for using Upgraded lenses.
You accumulate Spirit Points by inflicting damage on enemy ghosts.

Miku Hinasaki cannot use Upgraded lenses, and this indicator does not appear when you are playing as Miku.

Capture Circle

Shows the capture range of the Camera Obscura.

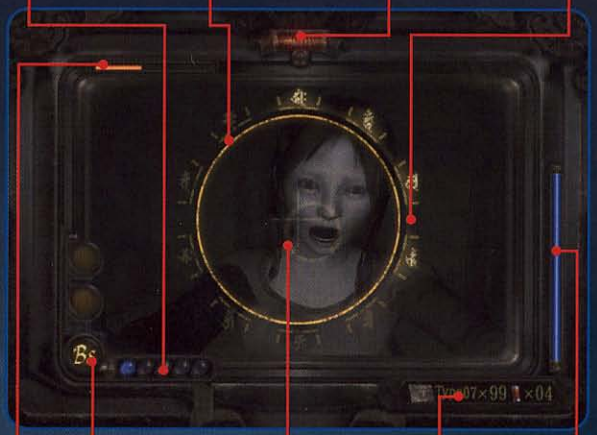
Filament

As in Field Mode display, the filament glows in response to the presence of a ghost or clue.
Red: Indicates there is a hostile ghost in front of you.
Blue: Indicates that there is an object emitting special power or a place containing a clue in front of you.

Charge Meter

Accumulates during fighting when you have an adversary held inside your Capture Circle. The larger the amount on your Charge Meter, the more damage you will inflict. Once you have taken a photo, the charge returns to 0.

Kei can charge only 1 spirit power.



HP Gauge

Shows the Health of the ghost you are fighting. This is displayed once you have acquired certain items and parts.

Upgraded Lens

Upgraded lenses parts that can be used to inflict various kinds of effect on ghosts, these are displayed when equipped. You need Spirit Points to be able to use an Upgraded Lens.

Lock Circle

Shows the centre of a ghost you have captured in your Capture Circle.

Film Type/Shots Remaining

Shows the type of film you are using and the number of exposures remaining. You can change the type of film by using the directional buttons when in Finder Mode.

Health Meter

Shows the player's remaining Health. When the blue bar runs out, the game is over.

Menu screen

Access the Menu Screen by pressing the START button while in Field Mode. You can access Menu screen by also pressing the START button while in Finder Mode.

Main Menu

This is the first screen displayed when you enter the menu. Choose the screen you wish to display from the menu on the left side of the screen and confirm by pressing the ✕ button.

Map

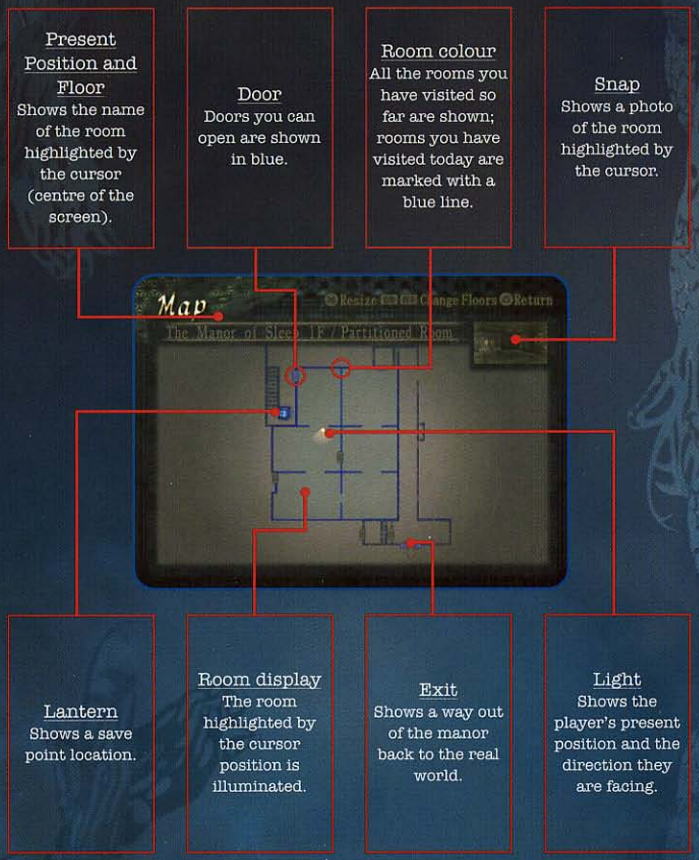
The map shows the rooms and areas you have visited so far.
The player's present position, the position of any saved points, and the locked or unlocked state of any doors are displayed on the map.
The first map displayed shows the floor you are on at the moment; however you can switch to other floors.

You can access the "Map Screen" by pressing the L2 button when in Field Mode, as well as from the main menu.

Basic Map screen controls

Left analog stick/directional button	Map Scrolling
✕ button	Enlarge/Reduce Map Size
L1 and R1 buttons	Change floor

How to view the Map screen



Tools

Displays a list of the items currently possessed by the player character. Use the left analog stick (or directional buttons) to select the item you wish to use, and press the ✕ button.

Only consumable items used for recuperating Health etc. are shown here. Other items, such as special keys, are selected automatically by pressing the ✕ button when you want to use them in the appropriate place in the manor.

camera

Use this screen to equip and upgrade the Camera Obscura.

about camera obscura parts

The performance of the Camera Obscura can be improved by equipping it with various extra parts. You will find these scattered throughout the manor as the game progresses.

upgraded lens

These are special lenses that enable you to inflict various kinds of effect on ghosts caught inside your capture circle. Use your accumulated Spirit Points to use these lenses.

equipment

These are special parts acquired in the course of the game that allow you to add on various kinds of special functions to the Camera Obscura. These functions do not use spirit points. They become part of the Camera Obscura.

The Camera Obscura screen is only displayed once you have acquired the Camera Obscura in the course of the game.

status

This screen shows the current level and state of the Camera Obscura. This is where you can equip the camera with various Upgrade lens and equipped functions.

film

Change the type of film currently installed. You can also do this by using the right and left directional buttons while in the Finder Mode.

upgrade lens

These are parts you acquire during the game that enable you to add on various special functions to the camera.

equipment

Here you can switch equipped functions ON and OFF. Currently equipped functions are illuminated.

capabilities

The current level and the number of photo points needed to power-up are shown on the right of each category.
See p.26 "Powering-up the Camera Obscura."

max value

Shows the maximum amount you can charge your Spirit Power.

range

Shows the size of the capture circle.

sensitivity

Shows the rate at which Spirit Power accumulates, and the distance from which you can take pictures of ghosts, depending on the charge.

special

Each player character has different special abilities.
See p.30, "Special Character Abilities."

upgraded lens

Displays all the Upgrade lens you have acquired. As with Basic Functions, the current level and the number of points required for powering-up are shown on the right. Powering-up increases the force of the shot or makes its effects last longer.

photos

Use this screen to store and view photos taken during the game.
Up to 16 photos can be stored at any one time; additional photos will be discarded, the oldest first.

protect

You can secure a picture by selecting it and pressing the ✕ button. Secured photos are not discarded even when the number of photos exceeds 16, and cannot be deleted. A white mark is displayed around the frame of any secured photos. You can save up to 15 photos at any one time.

delete

To delete a photo, select it and press the ○ button.

sort

You can re-arrange your photos by pressing the □ button. Photos can be arranged by time, score, and protect in which saved.

WARNING! Saving photos: Unsaved photos are deleted if the game is interrupted. For more information about saving photos, see the section on the "Album Mode."
See p.24 "Album Mode."

file

Use this screen to look at any "Letters" and "Photos" you have acquired during the game.
The information contained in these can provide you with useful hints and clues about the game, so it's a good idea to check back here when you get stuck for ideas on how to proceed.

A yellow cursor indicates files you have not looked at yet.

data

Read any reference materials you have acquired during the game.

texts

Read any ancient tomes you have acquired during the game.

other

Read any letters or notes you have acquired during the game.

photos

Here you can look at any photos you have picked up during the game and view photos you have taken in which eerie images have appeared.

notes

Here you can reference notes about places and people that have come up during the course of the game. Any content you have not looked at yet is marked as "NEW" in the display.

You can access the "Notebook" by pressing the L1 button as well as from the main menu.

ghost list

Certain ghosts are added to this list once you have taken photos of them. The list will expand once you fulfil certain conditions.

options screen

Use this screen to set up button configurations, screen brightness levels, music settings, etc.

You can access the Options Screen from the Title Screen and the Pause Screen.

system setting

vibration

Turns vibrations On and Off.

subtitles

Turns subtitles On and Off.

sound output

Sets sound to Stereo or Monaural output

sound effects

Adjusts events noise volume

BG music

Adjusts background music volume

game play

player controls

Set player movement view to either third-person view or first-person view.

change film

Select whether you want to change film using the directional button or the left analog stick.

point of view

Choose from either normal or flip vertical view.

Analog stick

Changes the functions of the left and right analog sticks. You can choose from normal and FPS controls.

Brightness

Adjusts the brightness level of the screen.

controller

Select from a number of options for assigning functions to each button on the controller.
Default Settings Type A

Default settings

Replaces any changes with the default settings.

Exit settings

Saves settings and exits the option screen.

SAVING AND LOADING

saving a game

You can access the Save Screen during a game by pressing the × button by a blue lantern (Save Point) or by the Camera Obscura on the desk in Rei's room.

save screen

You can carry out the following operations from this screen.

save

Save game data from the current game to a memory card (8MB)(for PlayStation®2).

Album

Save photo data to a memory card (8MB)(for PlayStation®2).
See p.24 "Album Mode"

Return to the game

Close Save Screen and return to the game.

In order to save game data, you will need a memory card (8MB)(for PlayStation®2) with at least 390Kb of free space. Insert your memory card (8MB)(for PlayStation®2) into the MEMORY CARD slot 1 before saving.

Loading a game

Select "Load Game" from the Title Screen to open the Load Game Screen. Select the game you wish to continue from the saved data.

How to view game data

You can distinguish your game data from the following displayed information:

"Project Zero 3: The Tormented" allows you to save up to five different sets of game data on one memory card (8MB)(for PlayStation®2) at any one time.

Album mode

saving a photo

You can save photos taken during the game at a save point.

How to save a photo

1. Select Album at Save Point

2. The Album Screen is displayed, which allows you to save photos to an album.
   • To save a photo to a new album, select "New."
   • To save to an already existing album, select "Load."

3. If creating a new album, select background.

4. Copy your photo to an album.
   1) From the "Photos Taken During Game" shown on the screen, select the photo you wish to save to an album, and press the ✕ button.
   2) Place the cursor over the position in the album to which you wish to save the photo, and press the ✕ button.
   3) The photo is copied to the album.

5. Save album.
   Your photo will not be saved unless you save the album.
   1) Press the □ button while the cursor is over the album to open the menu.
   2) Select Save from the menu.
   3) Select the MEMORY CARD slot of the memory card (8MB) (for PlayStation®2) you wish to use and choose the destination of the saved album.

In order to save game data, you will need a memory card (8MB)(PlayStation®2) with at least 390KB of empty space. Insert the memory card (8MB)(PlayStation®2) into the MEMORY CARD slot 1 before saving.

Album screen

Select "Album" from the title screen to open the Album screen. Here you can view saved albums and copy photos to a different album.

How to copy a photo

1. Select Album.
   • To create a new album, select "New"
   • To read from an album saved to a memory card (8MB)(for PlayStation®2), select "Load"

2. Select a second album in the same way.
   • To create a new album, select "New"
   • To read from an album saved to a memory card (8MB)(for PlayStation®2), select "Load"

3. Copy photos between the two albums you have opened or created. (Instructions are the same as for "Saving a Photo" on p.24)

4. Save album
   The changes you have made to your album (such as any photos copied) will not be saved unless you save the album.

   1) Press the □ button while the cursor is over the album to open the menu.

   2) Select Save from the menu.

   3) Select the MEMORY CARD slot of the memory card (8MB) (for PlayStation®2) you wish to use and choose the destination of the saved album data.

Gameplay Hints

Powering-up the Camera Obscura

This section contains information on powering-up the Camera Obscura and some of the various power-up items you may acquire in the course of the game.

What You Need Before You Can Power-up

Photo Points

This is the total number of points you have won by taking pictures of ghosts. The better your camera skills, the more points you can get.

Power-up Categories

Capabilities

Improves the basic functions of the camera. In order to upgrade, you need to acquire a certain number of points on each level.

Max Value

Maximum Value: Shows the maximum amount you can charge your spirit power. Range: Shows the range within which you can capture a ghost.

Sensitivity: Shows the speed at which spirit power accumulates and the distance from which you can take pictures of ghosts, depending on the charge.

Special

Each character has special abilities.
See p.30 "Special Character Abilities"

Upgraded Lens

There are several different types of special lenses you can equip, each of which has a different effect on ghosts when used. However, you cannot use them until you have accumulated sufficient Spirit Points. The number of Spirit Points used depends on the type of lens. As with Basic Functions, you can use your points to power-up the functions of your Upgraded lenses. The following is an example of one type of Upgraded Lens.

Slow

Slows down a ghost's movements, making it easier to catch in the finder. The Shutter Chance time is also increased by the same amount, making it easier to hit the ghost during a Shutter Chance. Powering-up makes the effects last longer.

Equipment

These parts add new functions to the camera once you acquire and install them. Each function is assigned a one-word description. It is possible to cancel installation of these functions after they have been equipped. The following is an example of one of the Equipped Functions.

Alarm

A flashing red lamp and special sound notify you of a "Fatal Frame", the instant within a Shutter Chance that offers even better chances of knocking a ghost back.

Fighting with Ghosts

This section takes you through a few of the basic techniques you will need when you come into conflict with a ghost during the course of a game. Refer to this section as part of your game strategy.

Basic Techniques

1. Finding the Ghost

The filament is highly responsive to the presence of ghosts in the direction the player character is facing. Look all around you to find where the ghost is hiding. Listening for sound can also be effective, since any noises will be coming from the direction in which you will find the ghost.

2. Charge up your Spirit Power

Your Spirit Charge will continue to accumulate as long as you have a ghost caught in your Capture Circle. The bigger the charge you accumulate, the more powerful the damage you inflict when you press the shutter.

3. Watch for a Shutter Chance

When you have caught a ghost, your capture circle will sometimes turn red. Taking a picture of the ghost at these times knocks the ghost back and inflicts serious damage.

4. Taking a Picture

Timing is everything. When the moment is right, press the shutter (✕ button or R1 button) to take a picture. If you get it right, you can inflict damage to the ghost.

More Advanced Techniques

5. Putting Down the Camera and Evasion:

The ghost will soon wear you down if you stay in Finder Mode waiting for it to attack. (The controller will shake violently when the ghost comes close). Wait for a lull in the battle, then put down the viewfinder and put some distance between yourself and the ghost. In this way, you may be able to prevent the damage before it occurs.

6. Using Upgraded Lens:

Using the various functions offered by the Upgraded Lenses makes your fighting ability much more effective. Some lenses may be more useful than others, depending on the situation you are in.

Slow

Useful in the following kinds of situations

- When a ghost is moving quickly or unpredictably, and is hard to catch.
- When you are struggling to take a picture during a Shutter Chance.

Effect: The ghost's movements are slowed down, making it easier to catch in the finder. Also, the Shutter Chance time is extended by the same amount, making it easier to take a Shutter Chance shot.

Blast

Useful in the following kinds of situations

- When you're surrounded by a number of ghosts.
- When you're facing an enemy with a large number of hit points.

Effect: Gives you the power to knock back your adversary, making this an effective weapon when your back is up against the wall. Inflicts major damage if used during a Shutter Chance moment, so that you may be able to reduce an adversary's hit points to zero in one shot.

7. Watch for a Fatal Frame

Occasionally during a Shutter Chance, the red lamp will flash on and off. This signals a special moment of opportunity called the Fatal Frame. If you take a picture at this instant, your adversary will be knocked right back, sustaining massive damage and earning you a large number of points. And if you can hit them with another Fatal Frame right away, who knows what might happen? Certain kinds of Upgraded lens make it easier to pick the right moment to shoot...

8. If You Get Caught by a Ghost

If a ghost catches you, move the left analog stick back and forth as fast as you can. Doing this may help you escape from the clutches of the ghost and keep damage to a minimum.

special character abilities

Each character has his or her own special abilities.

Rei Kurosawa

This character has a good balance between attack strength and movement speed. Her characteristic strength is her large Capture Circle, which makes it easy for her to attack effectively.

store

Rei has the largest amount of accumulated Spirit Points. Powering-up increases the maximum amount of spirit points, and therefore the number of times you can use your Upgraded Lens.

flash

You can use the flash to knock back a ghost by pressing the ○ button. Powering-up increases the number of times this can be used.
(When you return from the Manor of Sleep to the real world, the number of flashes available is restored to maximum.)

Miku Hinasaki

This character has strong attack strength but a small capture circle, making it harder for her to attack effectively. She is also not as physically strong as the other characters. Because of her slight physique she is able to crawl under the floor and squeeze into areas that other characters cannot reach, enabling her to explore areas of the house inaccessible to the other characters.
Miku cannot use any Upgraded Lenses.

The sacred stone

By pressing the ○ button, you can slow down a ghost's movements. The spirit stone meter decreases during use. (You can charge the meter up by inflicting damage on ghosts.) Powering-up increases the length of time this takes effect.

Double

If you keep the shutter button pressed down, you can charge your Spirit Power level to a second level. Releasing the button and taking a picture inflicts more damage at once.

Kei Amakura

Moves quickly, but is not very good at fighting ghosts. Press the ○ button to make this character crouch down. Use this ability to hide from ghosts. Kei has good Health, which he can use to move objects and obstacles that are too heavy for the other characters.

Hide

Push the ○ button to make Kei crouch down. Hide from ghosts by crouching behind screens and other pieces of furniture. Push the ○ button again to make him stand up. (Note that there are some ghosts you cannot hide from.) Use the left analog stick while crouching to move Kei's line of vision. You can tell whether you have been detected by the ghost or not by looking at the filament.
Red: The ghost has detected Kei, and is coming towards you.
Blue: The ghost has not found Kei yet, and is still looking for you.

store

The maximum amount of spirit power you can accumulate. Powering-up increases the maximum number of spirit points, and therefore the number of times you can use Upgraded Lens.

Environments and player characters

Environments

Every night, Rei returns to a strange, nightmare manor. It is an old Japanese manor house surrounded by heavy snowfall. It is known as the Manor of Sleep. Built and rebuilt countless times over the centuries, it is like a maze inside.

Rei's home is a small house in the suburbs. She was supposed to share the house with her fiancé, but the accident changed everything.

Miku lives in the house now, working as Rei's assistant. The storage room has been turned into a pitch-black photography darkroom.

The house is a little too big for Rei, who spends most of her time working anyway.

Parts of the house are quite eerie, and seem to give off a mysterious, otherworldly air.

characters

Rei Kurosawa

The protagonist of the main story and freelance photographer. Since losing her boyfriend in an accident, Rei has found herself drawn into the "Manor of Sleep" which she sees every night in her dreams. She is desperately trying to solve the mystery connecting the Manor of Sleep to the Curse of the Tattoo.

Kei Amakura

A non-fiction writer conducting research into folklore and urban legends. Also drawn into the Manor of Sleep, he is able to provide Rei with various kinds of information. His Spirit Power is weak, and he finds it difficult to fight off the ghosts that attack him. Instead he relies on his wealth of background knowledge and superior Health to help him confront the Curse of the Tattoo face to face.

Miku Hinasaki

Lives in Rei's house, where she works as Rei's assistant. Since being drawn into the Manor of Sleep, she has regained her lost Spirit Powers. She, too, is trapped inside the Manor of Sleep, lured there by the vision of her dead brother. Her strong Spirit Powers enable her to use the Camera Obscura to the utmost of its abilities.

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Sakurai Optical Lab.
The virtual lens laboratory

This product uses filter 5.6

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Notes

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