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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 apply to 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  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".

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in

connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.



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THIS SOFTWARE USES A FONT THAT IS EITHER MADE BY OR CREATED BASED ON A FONT MADE BY FONTWORKS INC. WHICH HAS BEEN MODIFIED TO ACCOMMODATE THE SOFTWARE DESIGN.

CTR-P-AEDP-00

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● StreetPass

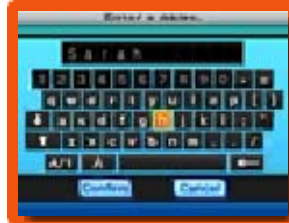
Restricts the sending/receiving of team data via StreetPass™.

4 Getting Started

The title screen will be displayed after you launch the game.

New Game

Play the main game from the beginning. First, set a name for the save slot. Touch the characters on the Touch Screen, or use \oplus to navigate and \textcircled{A} to select. Press \textcircled{B} or touch \leftarrow to delete a character. Select CONFIRM to start the game.



Continue

Continue playing from a previously saved game.

Connect

Play using the wireless features on your Nintendo 3DS system (p. 39-46).

- ◆ Select SECRET to connect with Inazuma Eleven® Go: Light or Shadow via Local Play. By connecting your game, the number of Competition Routes available will increase, and something nice may happen. The Secret feature can only be accessed by connecting two different versions of the game.

Extras

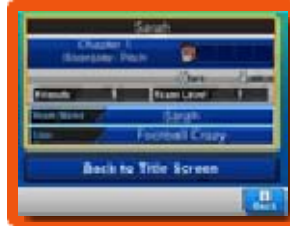
View movies, listen to music and

create SD Link data. The available content will grow as you progress through the main game. Select **PASSWORD** and you'll be able to enter special passwords which appear in various events, etc. to receive items and players.



5 Quitting the Game

Before quitting your game, be sure to select SAVE (p. 19) from the Main Menu and select the save slot to save your current progress. After you have finished saving, you can then turn your Nintendo 3DS system off.



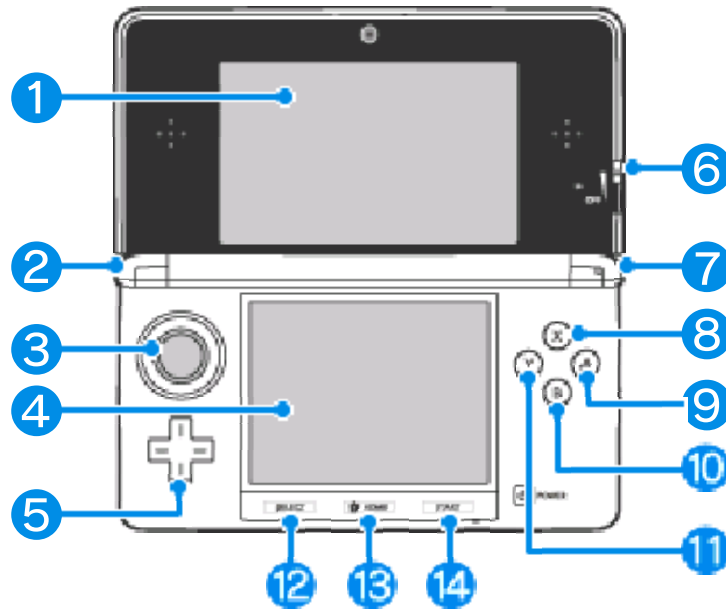
- ◆ Do not turn the power off, press any buttons or remove the Game Card while the game is saving.
- ◆ There is only one save slot for data in this game.

- 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.



6 System Components

Control this game by pressing various buttons and by tapping and sliding the stylus on the Touch Screen.



① Top Screen

② L

③ ○

④ Touch Screen

⑤ +

⑥ 3D Depth Slider

⑦ R

⑧ X

⑨ A

⑩ B

⑪ Y

⑫ SELECT

⑬ HOME

⑭ START



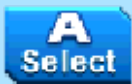





7

Menu Controls





These are the controls for the Main Menu (p. 13-20), the Formations screen (p. 35), other menu selection screens, etc.

Touch Controls

Touch an icon on the Touch Screen to select it.

	Confirm selection
	Return to the previous screen
	Change page etc.
	Confirm selection
	Cancel
	Scroll

Button Controls

	Navigate
	Confirm
	Return to the previous screen
	Change settings etc.

Y Switch to Fighting Spirit display

L / R Change page etc.




These are the controls for Story Mode (p. 10-20).

Touch Controls





Touch and hold the stylus on the Touch Screen and slide in the desired direction to move. A long slide will make the character run.



⚡ Talking & Interacting

Approach a character and tap the Touch Screen when  appears over their head to talk to them.





 and  indicate objects that can be examined and doors that can be opened. You can take photos at locations where  is shown. Talk to characters displaying  to challenge them to a battle.

⚡ Advancing Text

Tap the Touch Screen to advance the text whenever a message is displayed.

⚡ Viewing the Main Menu and Map

Touch  to display the Main Menu (p. 13-20), and touch  to view the Map (p. 10).

Button Controls

○ / +	Move
Ⓐ	Talk, examine, etc.
ⓧ	Open the Main Menu
Ⓨ	Open the Map
Ⓛ / Ⓡ	Move camera
Ⓛ + Ⓡ	Reset camera to default position
Ⓐ / Ⓑ / ⓧ / Ⓨ / Ⓛ / Ⓡ / ○ / +	Advance text
START / SELECT	Skip cutscene



These are the controls for Match Mode (p. 21-31). Match Mode is controlled mainly using the stylus on the Touch Screen, but some functions are controlled using the buttons.

Touch Controls

Touch a player on your team and slide the stylus to draw a line. The player will move following the line you draw.



Touch another player on your team to pass, and touch the opponent's goal to shoot.

For more detailed information on these controls, please see the relevant pages (p. 24-30).

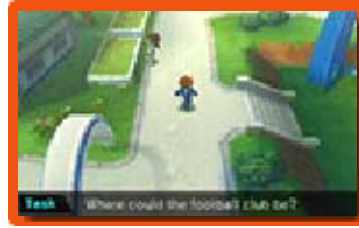
Button Controls

(A) / (B) / (X) / (Y) / (L) / (R) / (○) / (+)	Advance text
(○) / (+) / (A) / (B) / (X) / (Y)	Move the camera around the pitch
[START] / [SELECT]	Cycle through the displayed player information



10 About Story Mode

Advance through the game in Story Mode by exploring various locations, talking to people and heading to the objectives.

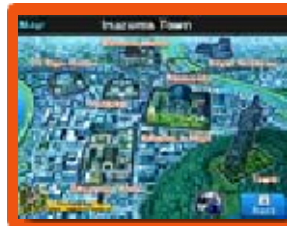


Chat Lock

When Chat Lock is displayed on the screen, you will need to gather information by talking to the characters displaying 😊. Talking to the character displaying 😞 will allow you to advance in the game.

About the Map

Once you have progressed far enough in the game, you will be able to view the Map by touching **Y Map** or pressing (Y). To move to a different location, simply select the desired destination on the Map. You can access the Regional Map by touching the icon in the bottom-left corner on the Map screen.



- ◆ More and more locations will become available as you progress in the game.

 **Inazuma Bus**

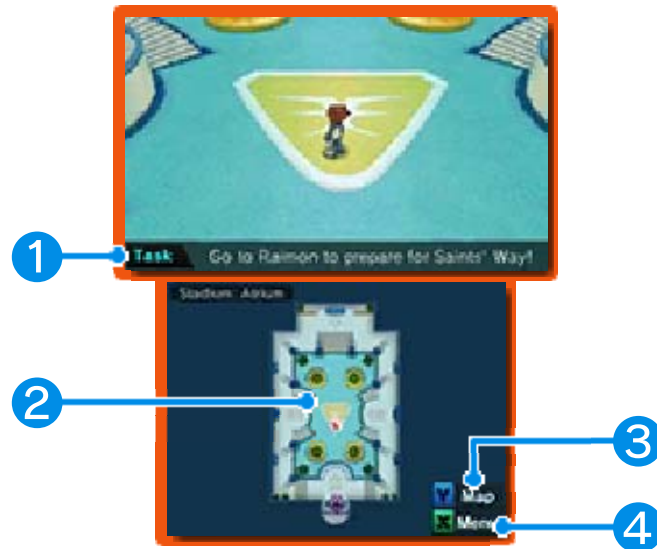
Touch  on the Map screen to enter the Inazuma Bus. Talk to the Old Guru on the bus to exchange Play Coins for Friendship Points.



Battles

During Story Mode, you will occasionally be challenged to a five-a-side football battle. The controls are the same as the Match Mode (p. 21-31) controls, but you will need to fulfil the win conditions within the time limit in order to overcome your opponents. Win to receive Experience Points and other rewards.













1 Task

Your current objective. Complete the task to advance in the game.

2 Minimap

View your current position and information about your surroundings.

	Current position and orientation
	Other characters
	To the current objective
	Destination
	Restore spot (p. 12)
	Shops (p. 12)
	Special training spot (p. 12 & 36)
	Competition Route (p. 37)



PalPack Dealer (p. 38)

③ Map Icon

Touch to display the Map (p. 10).

④ Menu Icon






Touch to bring up the Main Menu (p. 13-20).



12 Facilities

As you progress through the game, a number of facilities will become available to you in Story Mode.

Shops

Spend Prestige Points (p. 13) to buy items in shops. Talk to the shop assistant, choose an item and touch  or  or use  or  to change the quantity. Touch SELECT or press  to buy the item.



◆ Types of Shops

 Convenience store	Sells various items, including restorative items.
 Sports shop	Sells equipment.
 Special move shop	Sells Move Manuals (p. 34).

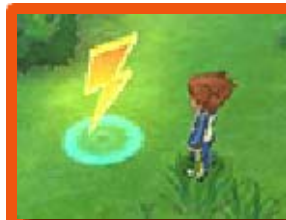
Restore Spots

Spend Prestige Points to restore the FP and TP (p. 13) of your entire team.



Special Training Spots

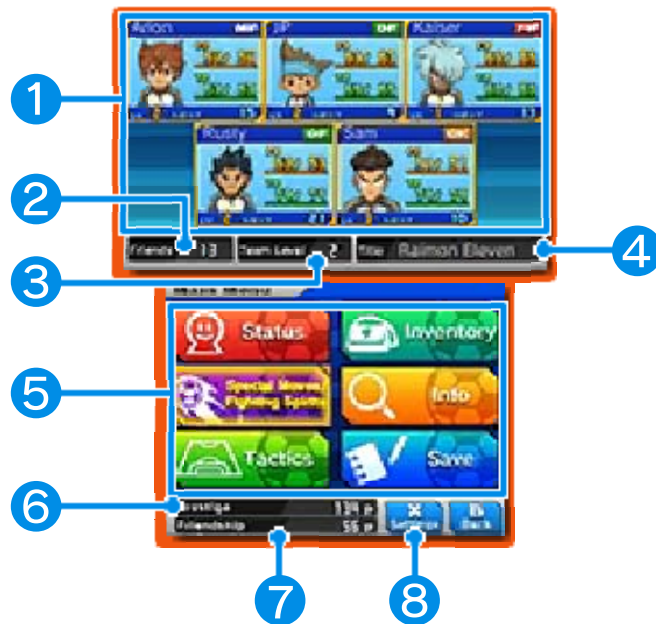
Spend Prestige Points to improve your team members' stats (p. 32).





13 The Main Menu

Touch **X Menu** or press \otimes to open the Main Menu.



1 Team Info

The status of your current team members. The icon in the top-right corner of each character's window indicates their preferred field position (p. 35).

FP (Fitness Points)	These points indicate a player's fitness. The FP will decrease in accordance with the player's actions during a match or battle. If their FP fall to 0, they will become tired and their movement will slow. The player will also be more likely to lose command duels (p. 26).
TP (Technical Points)	These points are necessary to perform special moves (p. 27).
LV. (Level)	The number represents the strength of the player. Level up by earning Experience Points.
NEXT	The number of Experience Points the player needs in order to level up.

- ◆ Players displaying **Out** will not move around with you, but will return and join you for a match or battle. Players with a red border will not return to

attend battles.

② Number of Friends

③ Team Level

This number indicates your team's overall strength.

④ Title

Your team's title. This will change as your team's level increases and in accordance with your main players' abilities.

⑤ Menu Options

Select an option to perform various actions (p. 14-19).

- ◆ Some options will only become available once you have progressed in the game.

⑥ Prestige Points

Use these points for shopping, restoring your team's FP and TP, special training, etc. Earn Prestige Points by winning matches and battles.

⑦ Friendship Points

These points are necessary for recruiting players. Earn Friendship Points by winning matches and battles.

- ◆ Talk to the Old Guru in the Inazuma Bus and you'll be able to exchange Play Coins for Friendship Points.

⑧ Settings

Touch this icon or press ⊗ to change various game settings (p. 20).



14 Status

Select STATUS from the Main Menu to view information on the players in your current team. Press **L** or **R** to switch between your main players (the players who will take part in matches) and your reserves.



1 Player Info

2 Equipped Fighting Spirit


The selected player's Fighting Spirit (p. 15). This slot will only be displayed for players who can use Fighting Spirits.

3 Equipped Items

4 Special Moves

5 Stats (p. 32)

⑥ Player List

Each player's preferred position (p. 35), level and shirt number are displayed here. Players with  beside their name are key players and cannot be removed from your team. The first five players in the list will be on your team for battles.

⑦ Switch

To switch the order of players in the list, select the player you wish to move, touch this icon or press (A), then select another player to switch their places (p. 16).

⑧ Spirit

Touch this icon or press (Y) to view a player's Fighting Spirit.

⑨ Options

Touch this icon or press (X) to change the sort method of the list, change the shirt number of the selected player, or to dismiss the player and remove them from your team.



15 Moves / Spirits

Select SPECIAL MOVES / FIGHTING SPIRITS from the Main Menu to view your players' special moves and Fighting Spirits. Press **(A)** to view a player's details, and press **(L)** or **(R)** to switch between players.



① Player Info and Stats

② Special Moves

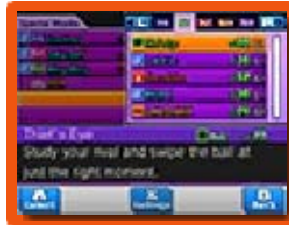
The type of special move, element (p. 33) and TP cost are displayed here.

③ Fighting Spirit

Information about the player's equipped Fighting Spirit is displayed here. (This window will only appear for players capable of using Fighting Spirits.)

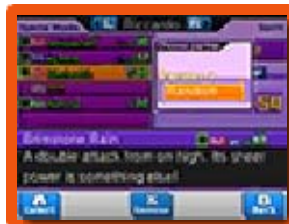
④ Select

Touch this icon or press (A) when a slot in the Special Moves window is highlighted to use a Move Manual and learn a new special move (certain players have some moves which can only be overwritten after you have finished the main game). After you have finished the main game you will be able to unlock the ability to equip and unequip Fighting Spirits freely. Select the Fighting Spirit window to assign different Fighting Spirits to be used on the pitch.



⑤ Settings

Touch this icon or press (X) when you've highlighted a special move that can be used by two or more players and you will be able to set a partner to perform this special move. You cannot choose a partner that is more than three levels below the selected player.




16 Tactics

Select TACTICS from the Main Menu to change your team's formation and players.

Formations

Adjust your team's formation (p. 35) for matches and battles.

Organise Team

Change your team's line-up for matches and battles. First, select the team you want to edit. Next,  select a player from the list and then select the player to switch them with.

The first five players in the list will take part in battles.



17 Inventory




Select INVENTORY from the Main Menu to view your items, change equipment, etc.

Items

A list of your items is displayed. Depending on the item, you will be able to select it and use it, or touch DISCARD or press ⊗ to throw it away.



◆ Types of Items

	Items that restore FP and TP.
	Important items such as keys and story items.
	Miscellaneous items. Photos and conversation topics will be saved here.

Kit & Emblem

Set your kit and emblem to use in battles, multiplayer and Competition Routes (p. 37).

Equip

Change your players' equipment. Select an equipment type and then the item you want to equip. Check the top screen to view the effects each item has on the player's stats.



Goal Celebration

Here, you can set the celebration each player will perform when they score a goal in a match or battle. Select a celebration type, then select the player to set it to.



Select INFO from the Main Menu to view information about your team, players, etc.

iNattr

Keep up with the latest posts and threads on the forum.

Story

Review the story so far.

Play Records

Check your play time and various other records.

Player Binder

View information on your team members and players from rival teams.

- ◆ Once a player has joined your team, you will be able to view more detailed information on them.

PalPack

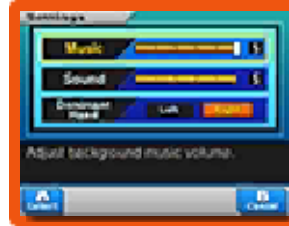
View PalPack Cards (p. 38) you have collected so far.

Help

Review the controls and game tutorials.



Touch **SETTINGS** in the bottom right of the Touch Screen or press **X** to adjust the game settings.



Once you have finished, touch **SELECT** or press **A** to return to the Main Menu screen.


Music	Set the background music volume. Drag the slider, or use either C or + to adjust the setting.
Sound	Adjust the volume of sound effects.
Dominant Hand	Change the dominant hand setting. By changing this setting, Story Mode icons X Menu and Y Map , and Match Mode icons S , T and 👉 will appear on the opposite side of the screen.



Match Mode commences whenever you enter a football match against a rival team. Move your players around using the stylus on the Touch Screen and do your best to overcome your opponents.



Match Missions

During matches with certain teams, dotted circles and lines will appear on the pitch. Move the specified character into the indicated areas and an event will be triggered. Keep an eye on the objective icon  and mission conditions (Task) as you play through the match.

- ◆ When Match Missions are active, the clock will be held, so keep calm and complete the mission.



Task



Dotted Circle



Before the match starts, your team's formation will be shown. For more detailed information, touch INFO, or touch NEXT and the rival team's formation will be displayed. Touch NEXT again to continue to the Match Start screen.

Match Start Screen

This screen will also be displayed when there is a break in play, such as at the start of the second half, before extra time, and after a goal is scored. Touch START to start or continue playing.



1 Time Elapsed

The time you have spent in the match is displayed here. Matches are split into a first half and a second half.

2 Pitch Map

- Players on your team
- Players on rival team

3 Goals Scored

④ Goalscorers

The scorer's name and the time at which they scored is displayed here for each goal.

⑤ Start

Touch to begin the match.

⑥ Menu

Touch this icon and the options in the table below will appear. Touch BACK TO MATCH to return to the previous options.

For- mation	Change your team's formation (p. 35).
Equip	Change your team's equipped items (p. 17).
Items	Use restorative items. You can only use up to three items in a single match.



Scroll around the pitch during a match with $\oplus/\odot/\text{A}/\text{B}/\text{X}/\text{Y}$.

- ◆ Press **START** or **SELECT** to cycle through the following information: the red and blue circles at the players' feet, element types (p. 33), FP and TP, and players' names.







① Ball Marker

This marker will be displayed over the player on your team who has possession of the ball.

② Player's Path

③ Match Icons

Touch to perform various actions.

 Time Out Icon	Pause the match (p. 30).
 Shot Icon	Perform a long shot (p. 25).
 Tactics Icon	Use special tactics (p. 28).
 Fighting Spirit Icon	Summon a Fighting Spirit (p. 29).

Nice Play Bonuses

Performing shot chains, winning consecutive command duels and similar displays of skill will earn you bonus Experience Points. Look out for the Nice! message.



Touch a player and slide the stylus across the Touch Screen to draw a line. The player will move following this line.



- ◆ Even if you don't indicate a path for your players, they will move automatically depending on their surroundings.

Passing

When one of your players is in possession of the ball, touch another player to pass, or tap somewhere on the pitch to kick the ball there.



If you pass the ball slightly in front of a player, they will dash forward to retrieve the ball.

Chip Pass

Hold the stylus on the point you want to kick the ball to and release to perform a chip pass.

The Off-Side Rule

When you pass, if there are fewer than two players from the opposition (e.g. the goalkeeper and a defender) between the receiving player and your opponent's goal, you will incur an off-side offence.

Defence

When a player from the opposition is in possession of the ball, tap them and a red line will appear



between them and any nearby players on your team. Your players will then home in on the opposing player and attempt to gain control of the ball.



When one of your players approaches the opponent's goal with the ball, touch the goal to shoot.



Choose the shot type, then the strength and confirm your shot. Touch the lightning bolt icon to perform a special move (p. 27).

Direct Shot

If a player on your team is in front of the goal, touch the goal just before a pass reaches them to perform a direct shot. Such shots have a high chance of being successful.

Shot Chains

When you shoot the ball, if there is a player with a special move marked with C in the path of the shot, they can also kick the ball and perform a connecting shot.

Long Shot

Even when you are far from the opponent's goal you can still touch **S** or scroll up the field and tap the goal to take a long shot from where you are. When taking the shot, you can also perform special moves marked with L.

◆ Note that you cannot use **S** during battles.

Shot Blocking


Players with special moves marked with B can block shots if they are near the trajectory of an opponent's shot.



When players from opposite teams intercept each other to gain control of the ball, a command duel takes place. Touch a command to select it. The player who wins will leave the duel in possession of the ball.



1 Player Info

The players' FP, TP and element type (p. 33). The player in possession of the ball will have  displayed beside their information.

2 Form

The form value is determined by the player's stats (p. 32) and element type. The higher this figure, the more likely the player is to win the duel.

③ Commands

The command on the left is less likely to result in a foul, but has a low chance of winning the duel. The command on the right is more likely to cause a foul, but has a higher chance of winning. Touch the lightning bolt icon to perform a special move (p. 27).

④ Element Relationship Map

Shows the relationship between the four elements: Air, Fire, Earth and Wood.



When you're setting the type of shot or save, or at the start of a command duel, touch the lightning bolt icon to spend TP and perform a special move. Be sure to select the best move for each situation.



- ◆ Sometimes special moves will fail. If this happens, the player's TP will only decrease slightly.
- ◆ When your player and a rival player attempt a special move at the same time, the move that will be performed is decided by the players' stats and the strength of the special move.

Special Move Types

There are five different varieties of special moves, and each can be performed in a different situation. Shot, Dribble, Block and Save are moves that can be performed during a match or battle, while the effects of Skill moves will be applied automatically once the player has learned the move.

Special Move Development

If a special move is successfully performed a certain number of times during matches or battles, V2, L5, etc. will be added to the move name and the move will become stronger.



Touch **T** to spend TTP (Team TP) and perform one of your team's special tactics. You can manually select which special tactic to use.



- ◆ When your team and the rival team attempt a special tactic at the same time, the special tactic that will be performed is decided by each team's overall stats and the strength of the tactics.
- ◆ After touching this icon, it will temporarily be unavailable once the match has commenced again.

Types of Special Tactics

There are three types of special tactics: Attack, Defence and Other. Each type can be used in a different situation.



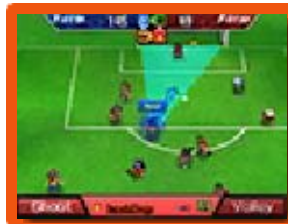
Touch 🏆 to use one of your players' Fighting Spirits. Select a Fighting Spirit from the list.



- ◆ You can have up to three Fighting Spirits on the pitch at one time in a match.
- ◆ After summoning a Fighting Spirit, once the match commences, the 🏆 icon will be temporarily unavailable.

Fighting Spirit Effects

Once a player has summoned a Fighting Spirit, their success rate when taking shots will greatly increase, as will the likelihood of winning command duels. Powerful spirit moves will also become available to use.



While a Fighting Spirit is on the pitch, the player's commands will change and they will not be able to perform special moves.

⚡ FSP (Fighting Spirit Points)

While a Fighting Spirit is on the pitch, FSP will be required to select commands, perform spirit moves and engage in Spirit Duels.

When a Fighting Spirit's FSP run out, it will vanish. Once a Fighting

Spirit has left the pitch, the player's FP will decrease significantly, so be careful.

Spirit Duels

If two players who have summoned Fighting Spirits on opposite teams intercept each other to gain control of the ball, a Spirit Duel will take place.

Spirit Duels are the same as command duels in that both players face off and select a command.

When aiming to keep or gain possession of the ball, select KEEP or STEAL. If maintaining your own FSP and lowering your opponent's is your priority, select ATTACK.

Depending on the Fighting Spirit, you may be able to perform a spirit move here.



FSP

Spirit Linking

Once a Fighting Spirit has vanished, it can be summoned again by pooling the TP of all the other players on the team together.

- ◆ Spirit Linking will become available to use as you progress in the game.

Developing Fighting Spirits

Fighting Spirits will grow stronger the more you summon them. Numerals will be added to their name as they level up.



30 Time Out

Touch 🖐️ to pause the match, giving you time to perform actions on the Items and Formation screens. To continue the match, select **BACK TO MATCH**.



- ◆ After calling a time out, the icon will be temporarily unavailable once the match has commenced again.



31 After a Match

After a match, the match statistics will be displayed. Touch OK to progress to the next screen.

Results Screen

If you win a match, your players will receive Experience Points, as well as items, Prestige Points and Friendship Points.



① Player Info

The gauge represents each player's Experience Points. When it becomes full the player will level up and grow stronger.

② Points Gained

Experience Points gained when you win a match are made up of Victory Points and an additional Nice Play Bonus (p. 23).

③ Prestige Points and Friendship Points Earned

④ Items Won

Penalty Shootout

If a foul is committed by the defending team in their penalty area, a penalty will be awarded to the attacking team. If the two teams are tied at the end of a match, a penalty shootout will take place.

Touch a shot path for the kicker or the defence path for the goalkeeper. In a shootout to decide the result of the match, you can charge the power of the kick or the catch strength by touching CHARGE, setting it to On. This can be done up to three times per shootout.



Each player has eight different stats.

As they gain Experience Points and level up, their stats will increase and they'll grow stronger.



◆ Types of Stats

Kick	The ability to successfully take a shot.
Dribble	The ability to hold on to the ball while dribbling.
Technique	The ability to pull off special moves.
Block	The ability to block an opponent's shot or interrupt their dribbling.
Speed	The higher this stat, the faster the player will move on the field.
Stamina	The higher this stat, the less likely the player's FP are to decrease.
Catch	The ability to save a shot or to receive a pass well.

Luck

The higher this stat, the higher the player's critical rate (the possibility of a special move's strength temporarily increasing).



33 Elements

Players and special moves come in four different element types. The relationship between the four types is described in the diagram below.



Command Duels and Elements

The elements will influence the outcome of command duels. In addition, if another player of the same element type is nearby, the effect will be doubled and the chance of winning will increase. If three players of the same element type are near each other, then the effect is tripled and the chance of winning is even higher.

Special Moves and Elements

The strength of a special move will increase if the player's element type is the same as that of the special

move.



Players can learn special moves in the ways mentioned below.

Levelling Up

At certain levels, players will learn new special moves.

Move Manuals

Acquire Move Manuals in various places such as shops. Select **SPECIAL MOVES / FIGHTING SPIRITS** from the Main Menu and you'll be able to teach players new special moves.

- ◆ You can only use a Move Manual once.



Select TACTICS from the Main Menu and then FORMATIONS, or select MENU then FORMATION on the Match Start screen or during a time out to access the Formations screen.

Change players' positions by touching and dragging them around. Alternatively you can press Ⓐ to select them and move them with Ⓞ or ⛶.

◆ You cannot move players around during a time out.



1 Team Type

Cycle through your teams and manage your players for the main story, battles and multiplayer.

2 Players & Positions

Select a player and their information will be displayed on the top screen. The colour of their border indicates their position.

- Forward (FW)
- Midfield (MF)
- Defence (DF)
- Goalkeeper (GK)

③ TTP

These points are necessary for performing special tactics (p. 28).

④ Bench

Players on the bench.

⑤ Coach

Select to change the team's coach. Players' stats will change depending on the coach.

- ◆ Players and coaches have a certain level of compatibility. The players whose stats increase because of the coach are marked with 🏠 and players whose stats decrease are marked with 🏠.
- ◆ You will be able to change the story team's coach after you complete the main game.

⑥ Formation

Touch to change the formation type.

⑦ Special Tactics

Touch this icon or press ⊗ to check your team's special tactics.



Check out the various special training spots and spend Prestige Points to improve your players' stats. The stat you can improve varies from spot to spot.

- ◆ You cannot use special training spots that do not have a glowing ring at the base.

Carrying Out Special Training

After activating a special training spot, select a player then touch START! or press (A). The training



wheel will start spinning and the amount by which your stat increases will depend on the message shown on the wheel when it stops.


- ◆ When a player has completed a certain amount of special training, each time you increase any of their stats further, an opposing stat will decrease. This opposing stat will differ from player to player.
- ◆ Training one character over and over will increase the number of Prestige Points necessary to continue training them.
- ◆ Players who have reached the highest level and have raised one of their stats to the maximum will display **MAX**.

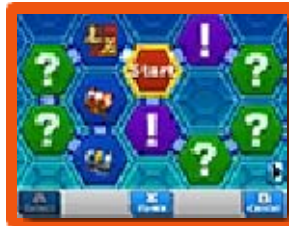


Talk to Mr Veteran or any other character marked with the same icon to challenge various teams.



Selecting Opponents

Select a rival team from the route board. Teams you have not yet reached on the board and so cannot challenge are marked with a question mark. In order to challenge teams marked with an exclamation mark you will first need to fulfil certain conditions or progress further in the game. Teams you've already beaten will be marked with a rank (S, A or B) and teams you have played but not beaten will be marked with . Win matches and move around the board to unlock treasure chests.



Multiplayer Co-op (Local Play)

After you have chosen your opponent on the board, select your team from the Multiplayer options on the right side of the Touch Screen to play a co-op match together with up to three other players via Local Play.

The rules and setup are basically the

same as for connect matches (p. 39-41). The player who activates multiplayer co-op will be the host. Other players can join as clients by selecting MATCH in Connect on the title screen.

 **You Will Need:**

- One Nintendo 3DS system per player
- One copy of the software per player



Talk to PalPack Dealers and you will be able to recruit players through the steps described below.

1. Acquire PalPack Cards

First, talk to a PalPack Dealer and view their deck and you'll be able to exchange Friendship Points for PalPack Cards.



2. Check the Conditions

Check the conditions for recruiting the player on the top screen. You may be required to acquire an item, take a photo, find a conversation topic, etc. to be able to recruit them.



3. Fulfil the Conditions

When you have fulfilled all the conditions, talk to any PalPack Dealer and select INVITE to recruit the player for your team.

Battle Recruiting

Some players will request to join your team after you have beaten them in a battle.

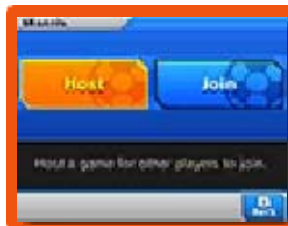


Match (Local Play)

Select CONNECT on the title screen, load your save game and then select MATCH to connect and play matches with up to three other players via Local Play.

Match Menu

First, select either HOST or JOIN, then select the team you would like to use. Your teams can be edited in Connect Settings (p. 46).



Host

The host recruits the other players. Once everyone has joined, touch SELECT.

Join

Join the host's match as a client. Once you have found the host's match, select it to join.

You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player



In a match with two players, the host can select SETTINGS to adjust the match settings.

Select START MATCH for a one-on-one match. The match will start as soon as the rules and stadium have been set.

For a match with three or more players, once all the players have joined, the match settings can be adjusted.

- ◆ The available settings will depend on the number of players and their actions.

1. Choose a Team

Select the side you want to play on. A side with no players on it will be controlled by the computer.

2. Assign Players

Choose which players will take part in the match. Selected players are marked with ✓.

3. Formations

A team leader (the host or the first player to enter the opponent team) can set the team's formation.

4. Choose an Opponent

If the opponent is set to be a computer, the host can select an opponent team.

5. Choose Your Kit

A team leader can set the kit to be worn during the match.

6. Set the Rules

The host can set the length of the match, whether to include extra time and switch on/off penalties. Choose from the pre-set rules A to C, or create your own mix of rules.

7. Choose a Stadium

The host can select a pitch to play the match on.



During a match you will only be able to control the players assigned from your own team.



The players will be marked with four different colours at their feet (● P1 ● P2 ● P3 ● P4) and the players you can control will have a white border around their coloured marker.

The match controls and the screen display will be basically the same as for a regular match (p. 23-30).

Connect Match Specific Rules

- Only the team leader can call a time out.
- When multiple characters are in the right positions to take part in a shot chain or a shot block, the nearest player will perform the technique.

After the Match

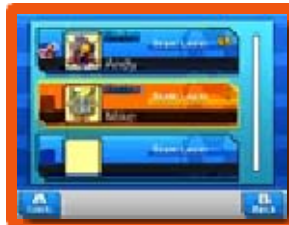
When the match ends, the results for your own team will be displayed. After this, you will be able to save your game.

- ◆ You can view the number of won connect matches at any time by selecting INFO from the Main Menu in the main game, and touching PLAY RECORDS (p. 18).



StreetPass Challenge (StreetPass)

Select CONNECT on the title screen, load your save game and then select STREETPASS



CHALLENGE to receive other players' team data and play matches against them via StreetPass.

- ◆ To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

Issue a Challenge

Activate StreetPass and set your team to be sent.

Change Team

Select a team to be sent to other players. Teams can be edited in Connect Settings (p. 46). Select ISSUE A PREVIOUSLY RECEIVED CHALLENGE to send other team data you have received via StreetPass instead of your own team data.

Activate StreetPass

Activate StreetPass for this software on your Nintendo 3DS system to start sending and receiving challenges.

Deactivate StreetPass

Deactivate StreetPass for this software on your Nintendo 3DS system.

View Received Challenges


View challenges received via StreetPass.

You can save up to ten challenges at any one time. Any challenges received after that will cause older challenges to be deleted. To prevent challenges from being deleted select the challenge then touch LOCK or press (A).

Take Up A Challenge

Play against StreetPass Challenge teams you've received so far.

Win to receive various items. Some items are specific to either Inazuma Eleven Go: Light or Shadow. You may also receive rare items in this way.

- ◆ Challenges you have completed will be marked with a rank (S, A or B) corresponding to the score of the match. Matches attempted but not won will be marked with .



43 Trade

Trade (Local Play)

Select CONNECT on the title screen, load your save game and then select TRADE to connect with another player via Local Play and exchange characters.

- ◆ Some characters cannot be exchanged.

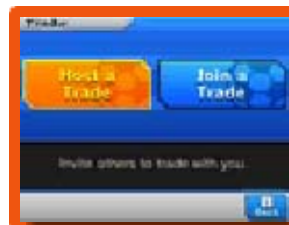
You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Setup

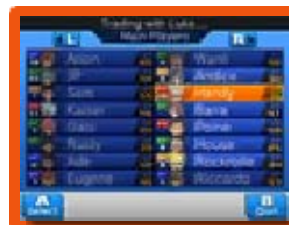
1. Start the Trade

One player selects HOST A TRADE and the other player can then select JOIN A TRADE.



2. Select Characters

Once you have connected with the other player, select a character from your team to trade.



3. Spend Friendship Points

Once you have both made a selection, the characters can be traded. You will both be required to

spend Friendship Points to complete the trade.



This software supports
Nintendo Network™.

Download (Internet)

Select CONNECT on the title screen, load your save game and then select DOWNLOAD to connect to the internet and receive items, recruitable characters and more.

Downloadable Content

Get new items and characters via an internet connection over a limited period after the game's release.

Once the download is complete and has been saved you can check the details in iNattr (p. 18) in the main game.

Downloaded items will be available in the school shop, and downloaded characters can be found with dedicated PalPack Dealers.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

About 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, send messages and much more!



Notifications

(SpotPass™)

This software is compatible with SpotPass.

Select CONNECT on the title screen, load your save game and then select TURN ON NOTIFICATIONS to activate SpotPass for this software. Once you have activated SpotPass, your system will automatically search for a compatible internet access point and receive various notifications when it is in Sleep Mode, even when the software is not running.

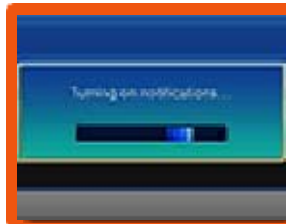
To use SpotPass, you must first:

- 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

Read the warning message carefully, then activate SpotPass by selecting YES. Extra data will be created on the SD Card.



Deactivating SpotPass

Select CONNECT on the title screen,
load your save game then select
TURN OFF NOTIFICATIONS to
deactivate SpotPass notifications.
Read the notice and select YES.



Select CONNECT on the title screen, load your save game then select CONNECT SETTINGS to edit your communication settings.

Write Message

Input a message to be sent to other players via StreetPass Challenge (p. 42). You can input a maximum of 16 characters.

Team Management

Edit your teams for wireless play. This screen is the same as the Tactics (p. 16) screen in the main game.

Change Team Name

Edit your team name. You can input a maximum of 11 characters.

Match Settings

Set your team's kit and emblem here. You can also set the stadium, computer team and rules for wireless matches.



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