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Thank you for selecting Inazuma Eleven® 3: Lightning Bolt 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  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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Language Selection

This title supports the following languages: English, French and German.

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

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DIGITAL SOUND ELEMENTS 
presented by PROCYON STUDIO

This product uses Digital Sound Elements by Procyon Studio.

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-AXSP-EUR-00



Title Screen

New Game

Start a new game from the beginning. Choose a name for your save file using the on-screen



keyboard. You can also select characters with \oplus / \odot and confirm input with \textcircled{A} . Touch \leftarrow , or press \textcircled{B} , to delete a character. Select CONFIRM when you are ready to start.

Continue

Continue a previously saved game. Touch CONTINUE on the title screen, then touch the save file to load your game.

Connect

Communicate via Wireless Communication, SpotPass and StreetPass. Touch CONNECT on the title screen, then touch the save file to enter the CONNECT menu.





Saving Your Game

Select SAVE from the main menu (p. 13) to save your progress.

- ◆ Do not turn the power off, press any buttons or remove the Game Card while the game is saving.



Number of Available Save Slots: 1

Quitting Your Game

Press during the story to suspend play. Then select YES to quit the game and return to the title screen.

- ◆ If you quit the game, any unsaved progress will be lost.

- 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.

This game is played by using both the buttons and the Touch Screen. The controls below are for the main menu (p. 10-13).



Touch Screen Controls

Select menu item/action	Touch a menu item/action
Confirm	Touch
Go back one screen	Touch /
Display submenu	Touch
Switch pages	Touch /
Confirm selected menu item/action	Touch
Cancel selected menu item/action	Touch
Scroll window	Slide the bar



Button Controls

Menu navigation	/
Confirm	
Go back one screen	

Switch info
page

ⓧ

Display
submenu

Ⓨ

Switch
between
pages

Ⓛ / Ⓡ



You can use either the stylus or the buttons to control your characters in story mode (p. 7-14).



Touch Screen Controls

⚡ Move

To move your characters, touch the Touch Screen and slide the stylus in the direction you want to go. Slide it far away to make them run!



⚡ Talk/Investigate/Open Doors

Icons (🗨️ / 🗳️ / 🚪) will appear over things nearby that you can interact with. Touch these icons to talk with people, investigate objects, or open chests or doors.



- ◆ If you touch a distant character or treasure chest, even if no icon is displayed, your character will automatically approach and interact with it.

⚡ Advancing Message Texts

When you have finished reading a message text, touch the Touch Screen with the stylus to continue.

Map Controls

Touch the area on the map that you wish to go to.



Button Controls

Move	+ / ○
Talk/ Investigate/ Open doors	Ⓐ
Run	+ / ○ + Ⓑ
Change camera angle	Ⓛ / Ⓡ
Return camera angle to default	Ⓛ + Ⓡ
Open main menu	ⓧ
Advance message text	Ⓐ / Ⓛ / Ⓡ
Suspend game and return to title screen	START
Skip cutscenes	START (during cutscene)



6

Match Mode Controls

Below are the controls for match mode (p. 15-23). You will mainly use the Touch Screen when in match mode.



Touch Screen Controls

Using the Touch Screen, slide the stylus from a player to draw a line along which they will move.



When you have possession, touch another player to pass the ball to them. Touch the goal to shoot.

For a more in-depth explanation of these controls, please read p. 17-20.



Button Controls

Advance message text

Ⓐ / Ⓘ / Ⓡ

Scroll pitch

⊕ / ⊙ /
Ⓐ / Ⓑ / × / Ⓨ

Fire up your team

Hold Ⓘ / Ⓡ

Teams can only activate this once per match.

Change player markers

START



7

Game Screen

Move through the story, exploring various areas and talking to different characters. You will also be challenged to four-a-side battles (p. 28).



1 Current area name

2 Task

Shows your current task. Complete this to progress through the story.

3 Current location

You can see what's in your surrounding area.

▶ Your current location and direction

● People and animals

↑ Direction of destination

🚩 Your destination

🎯 Restore Points (p. 9)

🏪 Shops (p. 9)

⚡ Special training spots (p. 28)

4 Main menu icon

Touch this icon to call up the main

menu (p. 10-13).



When you leave an area, use the map to select your next destination. Your current location will be shown by this icon: 🏠



Japan Map

Touch 🇯🇵 while on the map to display the Japan map. You'll be able to access many different locations as you progress through the story.



Liocott Island

Touch 🏝️ on the Japan map to travel to Liocott Island with Inazuma Airways. Choose an area to visit in the same way you would do on the map.



Accessible Areas

More areas will become accessible when you find maps hidden in treasure chests, when you make headway in the Extra Competition Route and as you progress through the story.





Shops

Use Prestige Points to go shopping. Speak to the shopkeeper, choose an item, touch to decide on a quantity, then touch CONFIRM to buy the item.



G-Mart

Sells restorative items.



Kool Kit

Sells equipment.



Magic Moves

Sells move manuals (p. 22).



Restore Points

You can recover all the Fitness Points (FP) and Technical Points (TP) (p. 14) of players on your team here, using your Prestige Points.



Inazuma Bus

Once you have progressed far enough in the story, you will be able to enter the Inazuma Bus by



leaving your current map location, or by tapping on the bus (🚌) while on a map screen. While on the Inazuma Bus you will be able to use several features that will help you progress through the game.

- ◆ You can also organise your team and scout for new players at the dormitories.



Mr Veteran

He helps you organise your team.



Mr Firewill

He is in charge of the Extra Competition Route (p. 28).



Video-phone

Use this to scout potential team-mates (p. 24&26).



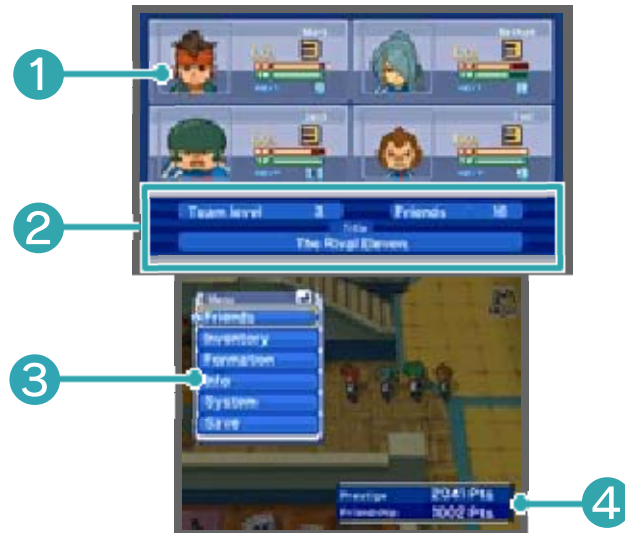
Connect-ion Map

Use the connection map (p. 25) to add even more players to your squad.



10 Main Menu Screen

While in story mode, press ⊗ or touch 🏠 on the Touch Screen to call up the main menu.



1 Current party

Shows the friends currently in your party who will take part in battles (p. 28). Here you can view their level, their FP and TP (p. 14) and the amount of experience required to reach the next level.

2 Team information

Shows your current team level, team title and total number of friends.

3 Main menu (p. 11-13)

From this menu you can organise your team, learn moves, use items and view your team information.

4 Prestige and Friendship Points

Gain more points by winning matches and battles as well as opening certain treasure chests.

Prestige
Points

Can be used in shops,
at Restore Points
(p. 9) or at special
training spots (p. 28).

Friend-
ship
Points

You need these points
to scout more players
for your team.



11 Main Menu 1




Friends

Here you can view information about your friends and organise your team.



1 Friends list

The first four characters in your friends list make up your party and will take part in battles (p. 28). The first sixteen make up your story team and will take part in matches. The rest of your friends are displayed in brown and are your reserves.

- ◆ Players shown with the  icon are important players who cannot be dismissed. When this icon is bright, the corresponding player cannot be substituted either.

2 Swap

Touch this icon or press **(A)** after selecting a friend to swap them with another player.

3 Commands

Change equipment and special moves (p. 22), use items and sort your friends.

⚡ Player Stats

Each player has different stats, which change as players gain more experience and level up.



Kick

Determines shooting power.

Body

Determines the likelihood of keeping the ball while dribbling.

Control

Determines accuracy of passing and shooting.

Guard

Determines a player's defence against an opponent's dribbling and shooting.

Speed

Determines running speed.

Stamina

Determines endurance. The higher this is, the slower the player will lose FP (p. 14).

Guts

Determines the ability of a player to compete for the ball.

⚡ Equip

Select
COMMANDS, then
EQUIP to change
your equipment
and boost your
stats.



Inventory

View any items,
equipment or
special moves you
currently have.

When you want to
use an item, select
the item you want to use and then
who you want to use it on. You can
see the effects of the item on the
top screen.



- ◆ Get items by winning matches and battles, opening treasure chests or by buying them from shops (p. 9).



12 Main Menu 2



Formation

Alter your formation for story mode, battles and Connect Matches.

⚡ Formation Screen



① Starting eleven

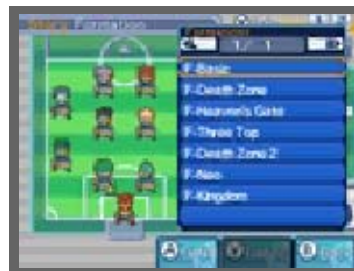
Select a player and they will be surrounded by a white box. The selected player's stats will be shown on the top screen.

② Current formation

③ Substitutes

⚡ Change Formation

Select FORMATION to choose a suitable formation from the list.



⚡ Player Swap

Swap players with the stylus, or select a player with **(A)** and move them around the pitch with **+** / **(C)**.



- ◆ Use the same method to bring on substitutes from the bench.

Key Player

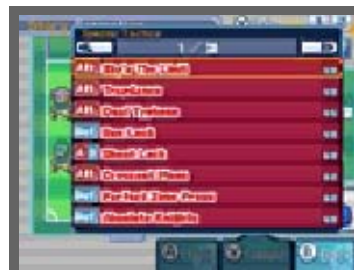
Select KEY PLAYER from the submenu to nominate the leader of your team. The team's



overall ability changes depending on who is nominated as the key player.

Special Tactics

Select SPECIAL TACTICS (p. 20) from the submenu to see which tactics your players have learnt.



- ◆ Add to your special tactics mid-match or find them in certain treasure chests.



13 Main Menu 3



Info

This is where you can check information about your team, friends and special moves.

Blog

Contains information about Inazuma National events.

◆  will appear on screen when there is a new blog post.

Player Binder

Here you can view reports on your own team-mates as well as rival players.

Status

Use your mobile to check information on scouting, recruitment and locations.

Team Strip

Change the kit worn for Connect Matches and the Extra Competition Route.

Connect Info

Check results of Connect Matches.

FFI Standings

Look at the results and current standings of the Football Frontier International (FFI) competition.



System

Contains many system-related options. Change control and volume settings, and view tutorial slides. You can also check your records, such as playing time and top scorer.



Save

Touch the save slot or press **(A)** to save your progress. Please wait until saving is complete before turning the system off.

- ◆ **Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving.**



14 FP/TP/TTP

FP and TP are used up as you play football matches and battles.



FP (Fitness Points)

These represent a player's energy levels. Players will tire as a match or battle progresses. A player won't be able to run as quickly if their FP is too low.

TP (Technical Points)

You need these points to perform special moves (p. 22).

TTP (Team Technical Points)

You need these points to activate special tactics (p. 20).

15 Pre-Match

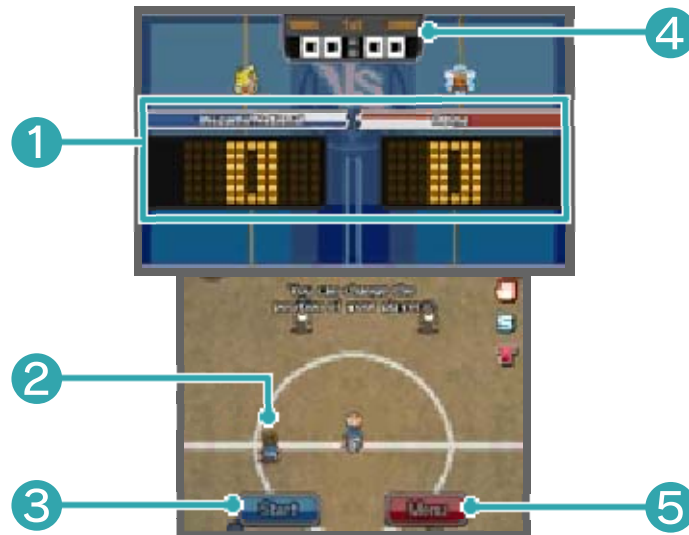
The game enters match mode when you begin a match against another team. Matches are played using the stylus.



Pre-Match Screen

Select NEXT after confirming your formation and starting line-up. Select NEXT again after checking your opponent's team. Touch START to begin the match.

- ◆ This screen is displayed at any break in play, such as as before the start of the second half or when a goal is scored. Touch START or CONTINUE to resume the match.



1 Score

Your team's score is shown on the left; the opposing team's on the right.

2 Player positions

Use the stylus to adjust the

positions of your players before starting or resuming the match.

③ Start

Touch here to start the match.

④ Time elapsed

Shows the time elapsed in the current half.

⑤ Menu

Adjust your formation, use items and organise your team.

- ◆ There is a limit to how many items you can use in a match.



16 Match Screen

Touch a player and slide the stylus across the Touch Screen to move your players during a match. You can use \oplus or \ominus , and also \textcircled{A} , \textcircled{B} , \textcircled{X} and \textcircled{Y} to scroll around the pitch.

◆ Press **START** to display such things as each player's element.

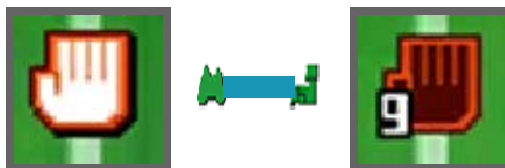


1 Possession indicator

This appears above the player in possession of the ball.

2 Hand icon

Touch this for a time out where you can reconfigure your tactics and formation, or plan your next move. After taking a time out, the colour of the icon will change and you will not be able to take another time out for a short while.



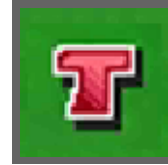
3 S icon

Touch this to take a shot, or activate a shooting move with the long shot ability (p. 18), providing the player has enough TP.



4 T icon

Touch this to use special tactics (p. 20).



Match Tips

The following will be displayed on screen during a match.



The path the player will run.



Where the player will pass the ball to.



The player you are currently controlling.

Nice Play Bonus

You will get a Nice Play Bonus if you manage to string a number of successful passes together or win a number of consecutive duels for possession. The Nice Play Bonus will be added to your experience at the end of the match.





17 Moving and Passing



Moving

Use the stylus to move players. Slide the stylus from a player in any direction to draw a line along which they will then move.



- ◆ Even if you don't move the players yourself, they will automatically move around the pitch reacting to the current phase of play in the match.



Charging

While dribbling with the ball, tap your player repeatedly with the stylus. If you get it right, you will shake off any chasing opponents easily.



Passing

While in possession of the ball, touch the spot where you want the pass to go to. Use this for kick-off and corner kicks as well.



- ◆ You will be declared offside and

concede a free kick if you make a forward pass to a player who is further ahead than the last two opposing players.

Through Ball

Slide a ball through by passing slightly ahead of a team-mate. They will run to meet the ball.



18 Shooting



Shooting

Get into a shooting position, then touch the opponent's goal to shoot. Select your shot course, type and strength, and then your shot will be taken. Touch the lightning symbol to use a special move.




- ◆ Before choosing your type of shot, you can change the shot course as many times as you wish.

Direct Shot

When passing to a team-mate in front of the goal, touch the goalmouth before they receive the ball to take an early shot, increasing your chances of scoring.

Long Shots

Touch  to take a shot from distance. You can also use long shot special moves marked 'L', providing the player has enough TP to activate one.



Shot Chain

If a team-mate has a special move marked with 'C' and is standing in the path of a shot, they can string together a shot chain.



Shot Blocking

If a team-mate with a special move marked 'B' is standing in the way of an opponent's shot, you may have the chance to block it.



- ◆ If your opponent's special move is stronger than yours, you may not block the shot, but you could reduce its power.



Crossing

Draw the goalkeeper out of position with the player in possession of the ball, then pass to a player standing in front of the goal to create a scoring opportunity.



Penalty Kicks

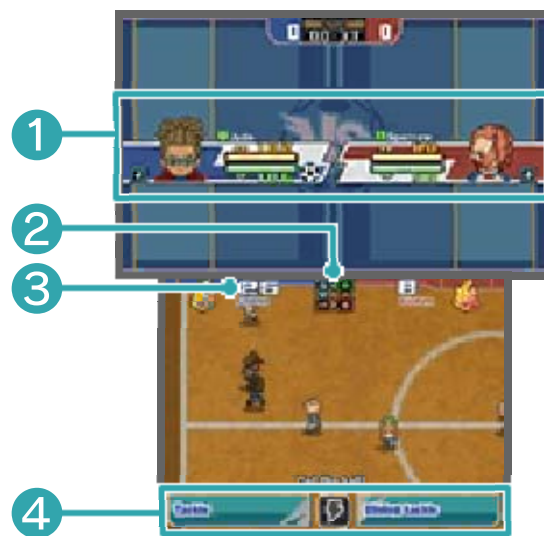
A foul committed by the defending team in their penalty area will result in a penalty being awarded to the attacking team. Also, penalties will sometimes be used to decide the outcome of a match ending in a draw. Touch to choose a spot to aim for, or a spot to defend if you're the goalkeeper.

Power Toggle


In a penalty shoot-out, you can use the power toggle up to three times to add power to your penalty, or to improve your chances of saving the penalty if you're the goalkeeper.



When the player with the ball comes into contact with an opponent they will automatically enter into a duel. Select what to do by touching one of the available commands. The outcome will depend on the command chosen, and the player's relative form. The higher the form, the higher the chance of success.



1 Player information

Shows each player's element (p. 21), FP and TP. The player in possession of the ball will have the  icon displayed next to their information.

2 Element chart

Air beats earth, wood beats air, fire beats wood and earth beats fire (p. 21).

3 Form

This number is based on a player's stats and element. The higher the number, the higher the chance of

success.

4 Commands

On the left is a reliable command and on the right is a powerful but more unstable one. You can also touch the lightning symbol to perform a special move.



Special Moves

In a duel, or when shooting, you can also touch the lightning symbol to perform a special move in exchange for some TP.



- ◆ If your opponent performs a special move at the same time, the outcome will be decided on the players' ability and the strength of each special move.





Firing Up Your Team

When your team is fired up they will be temporarily strengthened. Their shooting and duelling success rate will be boosted, as will the strength of their special moves. Performing special moves will also use less TP than normal. Once the fired up gauge empties, your team will return to normal.

Hold **L** or **R** to fire up your team. You can only do this once in each match.



Special Tactics

Touch **T** to use some TTP to activate one of your team's special tactics. After using a special tactic, you will not be able to use one again for a short time.



- ◆ The special tactics categories are as follows: 'Attack', 'Defence', 'Attack/Defence' and 'Kick'. Different special tactics require different amounts of TTP.
- ◆ In the same way as special moves, if your opponent uses a

special tactic at the same time,
only the more powerful tactic will
be activated.



Every player and special move has a corresponding element. There are four: air, wood, fire and earth. These elements play a large part in deciding the outcomes of duels and contests between special moves.



Elements in a Duel

Choose players who you know are going to have an advantage over the opponent in duels.



Elements which have an advantage will be brighter, while ones with a disadvantage will be displayed in grey. Also, if two players of the same element are nearby, they can double up in duels, increasing their chance of success. For an even better chance, three players of the same element can triple up. Use this to your advantage in tough matches.



Elements and Special Moves

The strength of a special move will be increased if the player and the move share the same element.



Each player can learn up to six special moves. Special move slots one to four can be filled by levelling up, while slots five and six can be learnt from a teacher or a move manual. Select INVENTORY from the main menu, then select SPECIAL MOVES to check which special moves you have learnt.



Learning Special Moves

⚡ Learning Moves by Levelling Up

When a player gets to a certain level, they will learn a special move. Newly learnt moves will be displayed on the match results screen (p. 23), so be sure to look out for them.

⚡ Learning Moves from Manuals

Move manuals can be found in certain treasure chests or bought in shops. Open the command menu from the special moves screen, and then select LEARN MOVE in order to learn a new special move.



◆ Choose the recipient wisely, as

manuals can only be used once.

Teaching Moves to Other Players

After you have reached a certain point in the game, you will be able to teach special moves you have learnt to other players. Choose the player who knows the move and the player who wants to learn it. To finish, select the move you want to teach and a destination slot.

- ◆ Prestige Points are required to teach moves.



Improving Special Moves

If you use a special move successfully in a match a number of times, the move may improve and become more effective.



Co-op Moves

Moves marked '2P' or '3P' are co-op moves. These moves are executed by cooperating with



fellow team-mates. Select a move on the special moves screen, then touch SET. to change co-op move settings. You can nominate co-op partners, or select RANDOM to have partners randomly assigned.



Skills

Skills differ from special moves.
Once learnt, they work
automatically.



Your players will gain experience each time you win a match or battle. Become stronger by gaining experience and levelling up. You may also receive Friendship Points, Prestige Points and items.



1 Total experience gained

Your Victory Points and Nice Play Bonus will be added together post-match and shown as your total experience gained.

2 Friendship Points earned

3 Prestige Points earned

4 Items received

5 Experience gauge

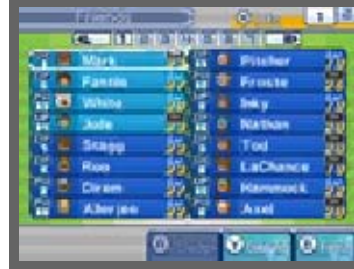
Shows each player's experience. Players will level up once this gauge is filled.





Amount of Friends

You can add friends in many different ways. You can have up to 100 players as your friends, from whom you can choose a squad of 16 to compete against others.



- **Maximum number of friends: 100**



25 Connection Map

By using the connection map, you can add to your number of friends. You can look at the connection map on the Inazuma Bus.

- ◆ Recruit players from the map to progress around it.



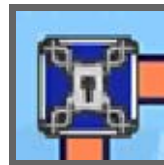
Using the Connection Map

- ① Select one of the character icons displayed on the connection map and use your Friendship Points to find out their whereabouts.
- ② Find the player, talk to them and convince them to join your team.



Route Lock

A lock icon indicates that you need to do something to progress past this point. Look for hints as to what this may be.



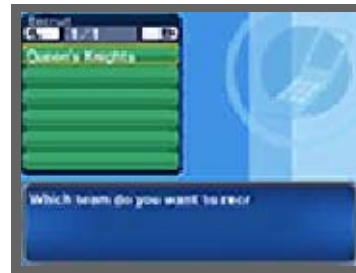
26 Recruit System

You are able to recruit players from teams you have beaten previously. To do so, use the videophone on the Inazuma Bus.



Using the Recruit System

Choose the team you want to recruit from, then choose a player from the list. You will get a hint as to their



location, which you can check at any time on your mobile by selecting INFO, then STATUS from the main menu. The subsequent process is the same as when using the connection map.






Battle Scouting

After winning a battle, one of the opposition players may ask to join you. Select YES to add them.



Capsule Scouting

Use the tokens earned in battles, or found in treasure chests, in the capsule machines . You can scout players that you've encountered in battles.



Using Capsule Machines

- ① Choose a token (red, blue or yellow) to put in the capsule machine.



Different players can be scouted using different coloured tokens.

- ② Insert a token, and turn the handle to receive a capsule. Some capsules contain players' contact details.

- ③ Select YES to contact the player and add them to your friends.



The more matches and battles you win, the stronger your players will become.



Battles

As you move around in story mode, you'll have to take part in sudden battles.



These battles take place with just four of your teammates. Complete the objective displayed on the top screen within the time limit to win. The more battles you win, the more experience, Friendship Points and Prestige Points you gain.

- ◆ If you run away from or lose a battle, you will lose Friendship Points and Prestige Points.
- ◆ There are no long shots, fired up phases or special tactics in battles.



Training Facilities

You can improve specific stats using training facilities. Choose a course and battle your way to the end. If you lose a battle along the way, you'll have to start over from the beginning! There's a team of 11 waiting to challenge you at the end

of the course.

- ◆ You cannot save while inside the facility.

Special Training

If you find a special training spot, you can use Prestige Points to improve you and your friends' stats. Each special training spot affects different stats, so keep an eye out for new ones.

- ◆ The more you use Prestige Points to improve a single player, the more Prestige Points will be required to improve them further.
- ◆ If you improve one of the stats too much, other stats will begin to deteriorate.



Special training spot

You can train here when the circle is flashing.

Extra Competition Route

Here you can play against teams you have already beaten. To play a match in the Extra Competition Route, speak to the headmaster, Mr Firewill.



Starting a Match

- ① Choose a team to play against in the Extra Competition Route. As the story



progresses, the number of teams to choose from will increase. Each time you win a match on the route, you will receive a rank. Beat teams at top ranks to unlock special items.

- ② Decide whether you want to play as your team from the story or whether you want to play



with a specifically made Connect team. Select **TEAM UP WITH A FRIEND** to play a cooperative match using Local Play (p. 32).





Connect Menu

On each system's title screen, touch CONNECT and select your save game file.



From the Connect menu, you can either select MATCH (p. 31) to play a match, TRADE (p. 30), DOWNLOAD FROM NINTENDO NETWORK (p. 35), NOTIFICATIONS (p. 35) or STREETPASS CHALLENGE (p.34) to send a StreetPass™ challenge via Local Play. Please be sure to read the information below before playing.

- When using communication features, information such as your team name will be visible to other people online. Therefore please do not use words or terms that may be considered offensive to other people, infringe on their rights, or provide important information that may be used to identify a specific individual.



Trading (Local Play)

Select TRADE from the Connect menu to trade players with other users. Up to two players can trade at once.

You Will Need

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

Setup

- ① Select TRADE, then have one person choose HOST and the other select JOIN.



- ② Choose the player you want to trade, and if you're happy with the terms of the trade, select YES to finalise it.

Information Shared in this Mode

- Team name
- Team information





Search for Opponents (Local Play)

Play matches with your friends wirelessly. If each has a copy of the software, up to four players can compete. In each game, Connect Match will become available as you progress through the story mode.



You Will Need

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



Setup

● Host

Select HOST from the Match menu, then choose which Connect team you want to use. Once friends have connected to you, touch CONFIRM or press **(A)**.

● Client

Select JOIN from the Match menu, then choose which Connect team you want to use. Choose a host to connect to and then touch CONFIRM, or press **(A)**. Up to four players can connect at once.



Adjust Settings

Settings such as match rules will be decided by the host or the first player to enter the team. Decide on a strategy, a kit and a pitch before beginning.



Connect Match Rules

Take control of the players you have chosen from your team in a Connect Match. In a Connect Match, ●



● ● ● marks are displayed beneath a player's feet, with the players you control being marked white. The controls and menus for a Connect Match are the same as for a normal match (p. 15-23).



Connect Match Rules

- Each team can only fire up once. Anyone from within the team can trigger this.
- The only player who can open the menu is the one who entered the game first.
- If multiple characters can activate shot chain or shot blocking moves at the same time, the player who joined the game first will choose which moves to activate.



Connect Match Stats

Once a Connect Match is over, the stats of your team are displayed. Your team level and title change depending on your performance. Connect Match stats can be viewed at any time by selecting INFO, then CONNECT INFO from the main menu.



The results are saved automatically after a Connect Match ends.



Information Shared in this Mode

- Team name
- Team information





Play the Extra Competition Route with a Friend (Local Play)

You can have a friend help you out in the story mode's Extra Competition Route. Up to four players can connect at once.

You Will Need

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

Setup

- ① Choose an opponent to play against.



- ② Select **TEAM UP WITH A FRIEND** and, after the game is saved, Connect mode will begin.



Choose who you want to take on.

③ After that, the process is the same as for a normal Connect Match. Once you've decided on all the settings, the match will begin.



◆ The rules for the Extra Competition Route are essentially the same as for a Connect Match.

Information Shared in this Mode

- User name
- Team name
- Team information
- Play record



Select EXTRAS from the game selection screen to enjoy more from the Inazuma Eleven series.



Movies

Replay the cutscenes from the story mode.



Collection



Illustrations

Browse fantastic illustrations of the characters, maps and special moves!





Send Challenges via StreetPass

The StreetPass feature allows the Nintendo 3DS system to automatically search for and communicate with other Nintendo 3DS systems. You can send and receive StreetPass challenges from other players.

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

Activating StreetPass

- Setup
- ① Select CONNECT from the title screen, then STREETPASS CHALLENGE. StreetPass Connection can be found at the bottom of the StreetPass challenge menu.
- ② If StreetPass is deactivated, select YES to activate it. The StreetPass settings will be saved to the system.

Deactivating StreetPass

If StreetPass is activated, you can deactivate it by going to StreetPass Connection, which is found in the StreetPass challenge menu, and selecting YES.

You can also deactivate StreetPass from the HOME Menu by opening the System Settings, selecting DATA MANAGEMENT, then STREETPASS MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE STREETPASS.

You can restrict communication with other players through StreetPass via Parental Controls.

◆ For more information, refer to the Operations Manual.



Information Shared in this Mode

- User name
- Team name
- Team information
- Profile
- Play record





Receive Notifications and Bonus Data (SpotPass™)

Get the latest updates and bonus data from the Nintendo Network™ via SpotPass.

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

To activate SpotPass and set up the notification registration, select **CONNECT** on the title screen, then press **(A)** to continue, and then select **NOTIFICATIONS**. You can then choose to receive notifications and bonus data via SpotPass.

Deactivating SpotPass

If SpotPass is activated, select **CONNECT** on the title screen, then press **(A)** to continue, and then select **NOTIFICATIONS**. You can then choose not to receive notifications and bonus data via SpotPass.



Download from Nintendo Network

If you select "Download from Nintendo Network" you can receive the latest downloadable items and characters. You will be notified via Notifications when new items and characters are available.

By connecting to the Nintendo Network, you will gain access to additional data, including items and unlockable players to scout.

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!



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