Inazuma Eleven® GO Chrono Stones: Thunderflash

1 Important Information

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.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.

◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

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.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/doc/index.php?id_4=883

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of

any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

accompanying the software are protected by domestic and international intellectual property laws.

2 Information Sharing

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.

3　Online Features

This software allows you to connect to the internet and download items, recruitable characters and more. For more information, see the Download page (p. 30).

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

This software supports Nintendo Network™.

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

Online Precautions

● If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user

name or nickname for your Mii characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

● Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

● Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable.

In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

● Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

4 Parental Controls

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

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

● StreetPass™
Restricts the sending/receiving of challenges via StreetPass.

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 ✛ to
navigate and Ⓐ to select. Touch
⬅ or press Ⓑ to delete a
character.
Select "Confirm" to start the game.

⚡Continue

Continue with a previously saved
game.

⚡Connect

Play using the wireless features on
your Nintendo 3DS system
(p. 27-32).

⚡Extras

View Movies, listen to music, create SD Link data and more. The available content will grow as you progress through the main game. Select "Password" to enter special passwords, which will be provided by Nintendo, to receive items and players. Select "SD Link" or "Secret" to link with compatible titles (p. 33).

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Before quitting your game, be sure to select "Save" (p. 12) from the Main Menu and select "Yes" to save your current progress. After you have finished saving, you can turn your Nintendo 3DS system off.

◆ There is only one save slot for 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.

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7　Basic Button Controls

⚡ Menu Controls

◎/✛	Navigate
Ⓐ	Confirm
Ⓑ	Return to the previous screen
Ⓛ/Ⓡ	Change page

⚡ Story Mode (p. 9-12) Controls

◎/✛	Move
Ⓐ	Talk, examine, etc.
Ⓧ	Open the Main Menu
Ⓨ	Open the Map
Ⓛ/Ⓡ	Move camera
Ⓛ+Ⓡ	Reset camera to default position
✛/Ⓐ/Ⓑ/Ⓧ/Ⓨ/Ⓛ/Ⓡ	Advance text
START / SELECT	Return to title screen/skip cutscene
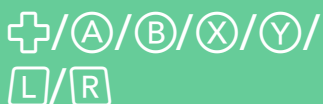
⚡ Match Mode (p. 13-20)
Controls

✚/Ⓐ/Ⓑ/Ⓧ/Ⓨ/ Ⓛ/Ⓡ	Advance text
◎/✚/Ⓐ/Ⓑ/Ⓧ/ Ⓨ	Move the camera around the pitch
START / SELECT	Scroll through the displayed player information

INAZUMA ELEVEN GO CHRONO STONES

⚡ Menu Controls

Touch an icon on the Touch Screen to select it.

A Select	Confirm
B Back	Return to the previous screen
◀L R▶	Change page
Yes	Confirm action
No	Cancel action
▯	Scroll

⚡ Story Mode (p. 9-12) Controls

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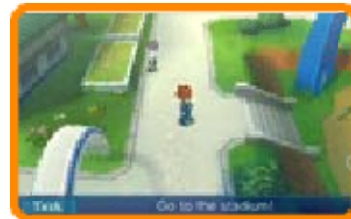
Talking & Interacting

Characters and objects that can be talked to or interacted with will display the following icons when approached.

😛	Talk with these characters.

⭐	Interact with these objects, or open doors.
📷	Take photos at these locations.
✴	Challenge these characters to a battle.

Advancing Text

Touch 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. 11-12), touch 🚚 to view the map, and touch ⚡ to check message threads in InaLink.

⚡ Match Mode (p. 13-20) Controls

Touch a player on your team and slide the stylus to draw a line. The player will move following the line you've drawn. 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. 13-19).

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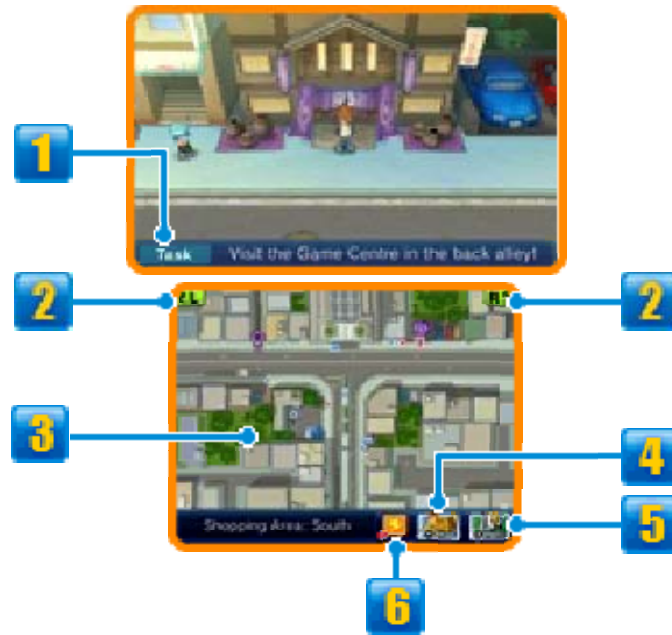
1 Task

Your current objective.

2 L/R Icon

Touch to move the camera.

3 Minimap

View your current position and information about your surroundings.

- Current Position and orientation
- Other characters
- To the current objective
- Current objective
- Shops (p. 10)
- Restore spot (p. 10)
- Special training spot (p. 10, 24)
- Competition Route (p. 25)
- PalPack Dealer (p. 26)

4 Map Icon

Touch to display the Map. You can touch your desired destination on the map to travel there.

◆ You will be able to travel to more locations as you advance through the game.

5 Menu Icon

Touch to bring up the Main Menu (p. 11-12).

6 InaLink

Touch to check message threads in InaLink.

⚡ Inazuma Time Machine Bus

Enter the Inazuma Time Machine Bus (TM Bus) to travel to various times and locations.

Interact with the device next to the driver's seat and choose your destination.

Battles

During Story Mode, you will be challenged to a five-a-side football battle every so often. The controls are the same as in Match Mode (p. 13-20), 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.

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

⚡ Shops

Spend Prestige Points (p. 11) to buy items. Talk to the shop clerk, choose an item and touch 🔼 and 🔽 or use ◎ or ✛ to change the quantity. Touch "Select" or press Ⓐ to buy an item.

🟡 Types of shops

🔘 Conven-ience store	Sells various items, including restorative items.
🔵 Sports shop	Sells equipment.
🟣 Special moves shop	Sells Move Manuals.

⚡ Restore Spots

Spend Prestige Points to restore the FP and TP (p. 11) of your entire team.

⚡ Special Training Spots

Spend Prestige Points to improve your team members' stats (p. 21).

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Touch 🚜 or press Ⓧ to open the Menu Screen. Here you can check your team's info or select various menu options (p. 12).
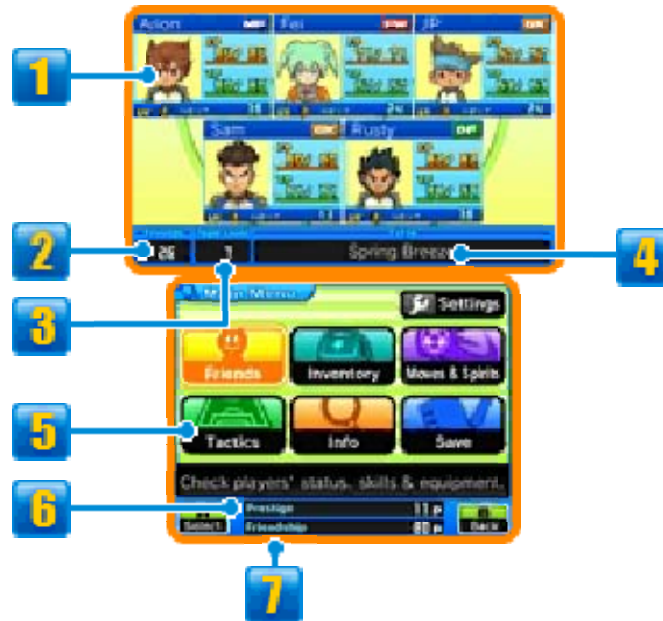
1 Team Info

The status of your current battle team members. The icon in the top-right corner indicates their preferred field position (p. 23).

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 falls to 0, they will become tired and their movement will slow down. The player will also be more likely to lose command duels (p. 15).
TP (Technical Points)	These points are necessary to perform special moves (p. 16).
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 the story progresses and in accordance with your main players' abilities.

5 Menu Options

Select an option to perform various actions.

◆ 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, and special training (p. 24). 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.

You can select the following options from the Main Menu.

⚡ Friends

View information on your players (p. 21) and their equipment. Select a player to do the following:

Swap	Switch with another player on the list.
Equip	Change the player's equipment.
Moves/Spirits	View your player's special moves and Fighting Spirits. Select an empty slot in which you can learn a new move with a Move Manual, or attach a Fighting Spirit to the player.
Celebration Type	Select the celebration type this player performs when scoring a goal in a match or battle.

Shirt No.	Change the player's shirt number.
Dismiss	Remove the player from your team. Players with 🔑 beside their name cannot be removed.

⚡Inventory

View your items, gain new players by scouting with PalPack cards (p. 26), change your players' equipment, your team kit and emblem, and view the celebrations players perform when scoring a goal.

⚡Moves & Spirits

View your players' special moves and Fighting Spirits. These can be taught with Move Manuals and Spirit Manuals.

⚡Tactics

Change the team line-up and formations for different types of matches and battles.

⚡Info

View information about teams, players, etc.

⚡ Save

Save your current progress. Any unsaved data will be lost, so please be careful.

⚡ Settings

Adjust various game settings.

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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.
Select "Menu" at the beginning of
the match or half time to use items,
equip players and change
formations.
◆ You can only use up to three
   items in a match.

⚡Match Screen

Scroll around the pitch during a
match with ◎/✜/Ⓐ/Ⓑ/Ⓧ/Ⓨ.
◆ Press ⎡START⎤ or ⎡SELECT⎤ to cycle
   through the following information:
   the red and blue circles at the
   players' feet, element types
   (p. 21), FP and TP, and players'
   names.

1 Time Elapsed

Matches are split into a first half and second half.

2 Scorer and Time of Goal

3 Pitch Map

● Players on your team
● Players on rival team

4 Goals Scored

5 Players' Movement Route

6 Match Icons

Touch to perform various actions.

◆ Once you have performed an action you will be unable to repeat this action for a while.

Time Out Icon	Touch "Items" to use recovery items, and "Tactics" to view formations and players.
Tactics Icon	Use Special Tactics (p. 17).
Fighting Spirit Icon	Summon a Fighting Spirit.
Mix 'n' Match Icon	Use Mix 'n' Match (p. 19).

S Shot Icon	Perform a direct shot. Touch when far away from the goal and the icon colour is different to perform a long shot (p. 14).

Advance Gauge

During a match, the Advance Gauge may appear. Fill the gauge by performing actions such

Advance Gauge

as dribbling the ball, passing, and winning command duels. Once you have filled the gauge, an event will occur!

⚡Moving

Touch a player and slide the stylus across the Touch Screen to draw a line. The player will move following this line.
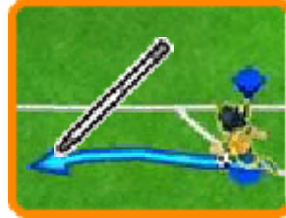
◆ Even if you don't indicate a path for your players, they will move automatically depending on their surroundings.

⚡Passing

When one of your players is in possession of the ball, touch another player to pass, or

touch 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.

◆ The type of pass will change depending on the situation during the match.

The Offside 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 offside offence.

Defence

When a player from the opposition is in possession of the ball, tap them and any nearby players on your team will home in on the opposing player and attempt to gain control of the ball.

Shot Blocking

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

Shooting

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. 16).

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.

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.

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.

⚡ Command Duel Screen

When a command duel takes place, the following screen will be displayed:

1 Base Power

This number is based on the players' stats. The higher the number, the greater chance the player has to win the command duel.

2 Nearby Teammates

3 Player Info

The players' FP, TP and element type (p. 21). The player in possession of the ball will have ⚽

displayed beside their information.

4 Element Relationship Map

5 Commands

Choose either "Left" or "Right". If you happen to choose the opposite direction to the opponent, you will pass them automatically. If you happen to choose the same direction to the opponent, the victor will be based on the Base Power of the players.
Touch the lightning bolt to perform a special move (p. 16).

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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.

◆ 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 strength of the
   special move.

⚡ Special Move Types

Different special moves can be
performed in different situations,
depending on its type. Shot,
Dribble, Block and Save are moves
that can be performed during the
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.

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Touch 🝱 to spend TTP (Team TP) and perform one of your team's special tactics.

◆ 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.

⚡Types of Special Tactics

There are three types of special tactics: Attack, Defence and Both. There are various situations in which they can be used.

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18　Fighting Spirits

⚡Using a Fighting Spirit

Touch 👑 to summon
one of your players'
Fighting Spirits, or to
Armourfy the Fighting
Spirit.

◆ You can have up to three Fighting
Spirits on the pitch at one time in
a match.

Summoning a Fighting Spirit

Select a Fighting
Spirit from the list
and select
"Summon" to
Summon a
Fighting Spirit.
The success rate of taking or saving
shots and the likelihood of winning
command duels greatly increases
once a player has summoned a
Fighting Spirit. 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.

Armourfy

Select a Fighting Spirit from the list and select "Armourfy" to surround the player's body in the Fighting Spirit's aura.

While armourfied, the success rate of taking or saving shots and winning command duels is increased even more than when summoning a Fighting Spirit. Your special moves will also become more powerful.

◆ You cannot use spirit moves while armourfied.

A Mix 'n' Match's Fighting Spirit

While Mix 'n' Matched (p. 19), a player can use any attached Fighting Spirit.

⚡FSP (Fighting Spirit Points)

While a Fighting Spirit is on the pitch, FSP will be drained. When a Fighting Spirit's FSP runs out, it will vanish, and the player's FP will decrease significantly.
The amount of FSP drained differs between summoning a Fighting Spirit and armourfying a Fighting Spirit.

Fighting Spirit Summon	FSP will be required to select commands, perform spirit moves and engage in Spirit Duels.
Fighting Spirit Armourfy	FSP will be required to perform special moves or when engaging in a Spirit Duel. FSP will also be drained over time even when the player is not performing an action.

Spirit Linking

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

⚡ Spirit Duels

If two players who have summoned or armourfied Fighting Spirits on opposite teams intercept each other, 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 in possession of the ball, you can select either "Attack" or "Charge". If you are trying to regain possession you can "Block" your opponent's advance. You can also perform a spirit move or special move here.

◆ Select "Armour" while a Fighting Spirit is summoned to armourfy the Spirit.

FSP

⚡ Developing Fighting Spirits

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

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Touch **M** to
perform a
Mix 'n' Match.
Choose a
Miximaxed player
and select "Mix 'n' Match".

⚡ Mix 'n' Match Effects

Mix 'n' Matched
players have a
greatly increased
success rate in
command duels
and when saving or taking shots,
and can use the Fighting Spirits of
the player they Miximaxed with.

◆ You can summon a Fighting Spirit
   when Mix 'n' Matched.

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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. 14).

3 Prestige Points and Friendship Points Earned

4 Items Won

Penalties

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 catch strength by touching the "Power" icon, setting it to On. This can be done up to three times per shootout.

⚡ Stats

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 the ball while dribbling.
Block	The ability to block an opponent's shot or interrupt their dribbling.
Catch	The ability to save a shot or receive a pass well.
Technique	The ability to pull off special moves.
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 is to decrease.

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

⚡Elements

Players and special moves come in four different element types.

Command Duels and Elements

The elements will influence the outcome of command duels.
In addition, if a teammate of the same element type is nearby, the player's power and chance of winning will increase. If two teammates of the same element types are nearby, then the effect is even more powerful 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.

Non-Elemental Special Moves

These special moves are neutral and therefore not affected by elements.

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Players can learn special moves in the following ways:

⚡Levelling Up

At certain levels, players will learn new special moves.

⚡Move Manuals

Acquire Move Manuals in various places such as shops. Select "Moves/Spirits" within "Friends" from the Main Menu and you'll be able to teach players new special moves.

◆ You can only use a Move Manual once.

About Overwriting Special Moves

Once you have completed the game, you will be able to overwrite some special moves that characters have learned.

Special Moves When Miximaxed

Players who have performed Mix 'n' Match can use up to two special moves of the character they have Miximaxed with. You can check which moves are currently shared by selecting a character in "Friends" from the Main Menu, then "Moves/Spirits".

Select "Tactics" from the Main
Menu, select your team and then
"Formation", or select "Tactics"
before a match starts, during time
out, etc. to show the image below.
Here, 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 Formations

Select to change the team's
formation.

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 Team Type

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

4 Coach

Select to change the team's coach. The total amount of TTP and the strength of special tactics will change depending on the coach.

◆ You will be able to change the story team's coach after you complete the main game.

5 Players on The Bench

6 Tactics

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

7 Team Lv. & TTP

These points are necessary for performing special tactics.

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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 Ⓐ. 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**.

Find Steve or any other character marked with 🆁 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). As you defeat teams, treasure boxes on the board will become accessible.

⚡ Multiplayer Co-op (Local Play) 📶

After you have chosen your opponent on the board, select your team, then select "Multiplayer" to play a co-op match with up to three other players via Local Play. The basic rules are the same as for Connect matches (p. 27).

You Will Need:

● One Nintendo 3DS system per player
● One copy of Inazuma Eleven® GO Chrono Stones: Thunderflash or Inazuma Eleven® GO Chrono Stones: Wildfire per player

Setup

The basic process for setup is the same as for Connect matches.
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.

Use PalPack Cards to recruit players through the steps described below.

⚡ 1. Acquire PalPack Cards

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, select "Inventory", then "PalPack" within the Main Menu. Choose the card 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.

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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.

You Will Need:

● One Nintendo 3DS system per player
● One copy of Inazuma Eleven GO Chrono Stones: Thunderflash or Inazuma Eleven GO Chrono Stones: Wildfire per player

Setup

First, select either "Host" or "Join", then select the team you would like to use. Your teams can be edited in Tactics (p. 32).

Host	The host recruits the other players. Once everyone has joined, touch "Select", setup the match settings and begin the match. ◆ Settings may vary depending on the teams' combination.
Join	Join the host's match as a client.

⚡ Match Rules

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 basically be the same as for a regular match (p. 13-20).

Connect Match Specific Rules

・Only the team leader can call a time out, summon Fighting Spirits, etc.
・When multiple characters are in the right position 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 will be displayed on screen. After this, you will be able to save your game.

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⚡ Challenges (StreetPass) 👤))

Select "Connect" on the title screen, load your save game and then select "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.

Activate StreetPass

● Setup
Set a team to be sent to other players by selecting "Challenge Team" within "Own Challenge" of the Challenge menu.

Deactivate StreetPass

To deactivate StreetPass for this software, select "Data Management", then "StreetPass Management" in the System Settings. From here, select the Inazuma Eleven GO Chrono Stones icon and touch "Deactivate StreetPass".
You can also deactivate StreetPass by selecting "StreetPass Settings" in

"Own Challenge".

⚡ Challenge Menu

Select "Challenge" from Connect to display the following options.

Own Challenge

Touch "Challenge Message" to send a message to other players, "Challenge Team" to select a team to be sent, and "StreetPass Settings" to activate StreetPass. Teams can be edited with Tactics (p. 32).

Received Challenges

Play against StreetPass challenge teams you've received so far. Win to receive various items. Some items are specific to either Inazuma Eleven GO Chrono Stones: Thunderflash or Inazuma Eleven GO Chrono Stones: Wildfire. You may also receive rare items in this way. Completed challenges will have a medal displayed next to them.

Saving Challenges

You can store 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 "Save" or press Ⓨ. This will save the challenge in your Favourites tab.

⚡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.

◆ You will need Friendship Points in order to Trade.
◆ Some characters cannot be exchanged.

You Will Need:

● One Nintendo 3DS system per player
● One copy of Inazuma Eleven GO Chrono Stones: Thunderflash or Inazuma Eleven GO Chrono Stones: Wildfire per player

Setup

1. One player selects "Host a Trade" and the other player can then select "Join a Trade".

2. Once you have connected with the other player, select a character from your team to Trade.
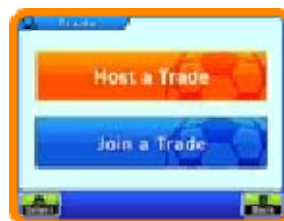
3. Once you have both made a selection, the characters can be Traded.

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.

⚡ Download (Internet) 🌐

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 InaLink (p. 9) via the main
game Menu. Access downloaded
items by finding Mr Veteran.
Downloaded characters can be
bought from PalPack Dealers in the
school.

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

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Notifications (SpotPass™)

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature will periodically connect to the internet (if available) and receive various notifications.

◆ Data received via SpotPass is saved to the SD Card, so make sure you always have an SD Card inserted into your system.

Activating SpotPass

To use SpotPass, you must first accept the Nintendo 3DS Service User Agreement and Privacy Policy, and set up an internet connection.

◆ For information on these, refer to the Operations Manual.

Setup

Select "Connect" on the title screen, load your save game and then select "Notifications".
Read the warning message carefully, then activate SpotPass by selecting "Yes". Extra data will be created on the SD Card.

⚡ Deactivating SpotPass

SpotPass can be deactivated at any time.

Setup

Select "Connect" on the title screen, load your save game, then select "Notifications". Touch "Yes" to deactivate SpotPass.

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Select "Connect"
from the title screen,
load your save game
then select "Tactics"
to change various
aspects of your team. Select the
team type from the list, and select
the option you wish to change.

⚡SD Link

Select "Extras" from the title screen, load your save game then select "SD Link" to create SD Link data. Load SD Link data from Inazuma Eleven® GO: Light or Inazuma Eleven® GO: Shadow to this software, and something will happen…

⚡Secret (Local Play) 📶

Link Inazuma Eleven GO Chrono Stones: Thunderflash and Inazuma Eleven GO Chrono Stones: Wildfire to receive special bonuses.

You Will Need:

- Two Nintendo 3DS systems
- One copy of Inazuma Eleven GO Chrono Stones: Thunderflash
- One copy of Inazuma Eleven GO Chrono Stones: Wildfire

Setup

Select "Extras" from the title screen, load your save game and then select "Secret" to begin the link.

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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