



Local Play will be unlocked as you progress through the game. Up to 4 players can participate. All players must have a copy of the software.

## You Will Need:

Nintendo 3DS™/Nintendo 3DS XL system . . . . One for each player INAZUMA ELEVEN® 3 Software . . . . . . . One for each player

#### Setup for matches

- 1 On the title screen, select CONNECT, then MATCH. One player must select HOST, while the other player(s) select JOIN.
- 2 Choose which team you want to use in the match.
- 3 After deciding the teams, participating characters, formation, and pitch, it's time to begin!

In Inazuma Eleven & you can even play Extra Competition Matches with a friend!

#### Setup for trading

- 1 On the title screen, select CONNECT, then TRADE. One player must select HOST, while one other player selects JOIN.
- 2 Select the character you want to trade.
- 3 Once each player has agreed on which character to trade, select YES and the trade is complete!



Activate StreetPass<sup>™</sup> to send and receive player challenges! To communicate using this feature, all players must activate StreetPass for this software.

#### Setup

#### Activating / Deactivating StreetPass

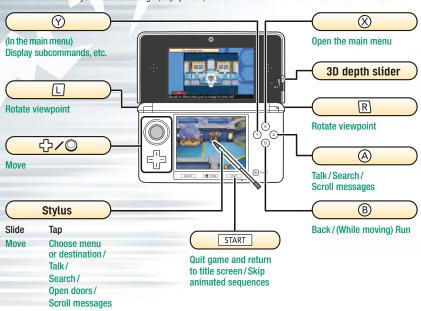
- 1 Select CONNECT
- 2 Select STREETPASS CHALLENGE
- 3 On the next screen, select STREETPASS CHALLENGE again
- 4 Select STREETPASS CONNECTION
- 5 Select YES when StreetPass is deactivated to activate StreetPass
- 6 Select YES when StreetPass is activated to deactivate StreetPass.

Note: You can restrict StreetPass functionality via Parental Controls. For more information, refer to the Operations Manual for your system.



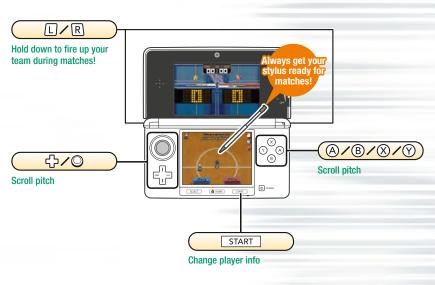
# Controls for RPG segments /

Move your characters around different locations and talk to different people to progress through the story. You can also check your team's strength, equipment, and other useful information from the main menu.





During the game, you will be challenged by other teams. During these games, you will mainly use the stylus.





Draw lines with the stylus

Draw lines from players on the pitch by sliding the stylus across the Touch Screen. The player will follow the line you draw!

Note: Players will move automatically if no line is drawn.



#### Pass to your team-mates!

Tap where you want to pass

When a player has the ball, tap the Touch Screen to have him pass to that location. The same controls apply at kick-off and for corner kicks.



### Shoot to score!

Tap the goal

When a player in possession of the ball gets near the opponent's goal, tap it to have the player shoot!

You can choose the type and strength of the shot too. Also, tap the lightning icon to have the player use special moves!



#### **Electronic Manual**

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.



#### Enter command duels!

If a player with the ball runs into a member of the opposing team, a command duel will be triggered. Try to choose the command with the best chance of success!



# This is only a basic guide. There are lots of other special controls, so check the e-manual for more information!

This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Operations Manual for your system or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

IMPORTANT: Please read the separate Important Information Leaflet.

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