

Nintendo

LEVEL5

MAA-CTR-AE4P-UKV

NINTENDO 3DS SOFTWARE QUICK GUIDE
INAZUMA ELEVEN® GO: LIGHT / SHADOW





Connect Your World!

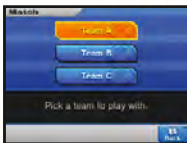
Select **CONNECT** from the Title Screen and load your save data to expand your options with Nintendo 3DS communication features!

Challenge Each Other!

Local Play

Up to 4 players can play in a single match! Choose **MATCH** and follow these steps:

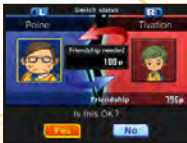
- 1 Have one person choose **HOST** to set up a game, and the others **JOIN** to participate in that game.
- 2 Select your teams. (Your team formation, name, emblem and more can be set in advance in **CONNECT SETTINGS**.)
- 3 Decide on the rules, pitch and who's going to control which players, and get the match underway!



Trade Players!

Local Play

Select **TRADE** to exchange players. Once you've connected to each other, pick the players you want to trade, spend the required Friendship Points and you're done!



You will need:

- System in the Nintendo 3DS™ family One for each player
- Inazuma Eleven® GO: Light/Shadow Software One for each player

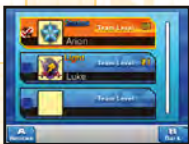
Compete via StreetPass!



Select STREETPASS CHALLENGE to acquire other players' team data via StreetPass™ and play them in matches!

- 1 Select ISSUE A CHALLENGE, then ACTIVATE STREETPASS.
- 2 If you connect to another player also using StreetPass for this game, you'll receive their team data. When you're done, select TAKE UP A CHALLENGE to play against that team!

Note: To end StreetPass communications, select DEACTIVATE STREETPASS in ISSUE A CHALLENGE.



Download Players and Special Moves!



Select DOWNLOAD to receive items, new players for your team and more via the internet!

At certain times, new items and characters will be available for download! When your download is complete, check the in-game messaging feature iNAttr for info. Downloaded items will be added to a special shop in-game.

Get Up to Speed!



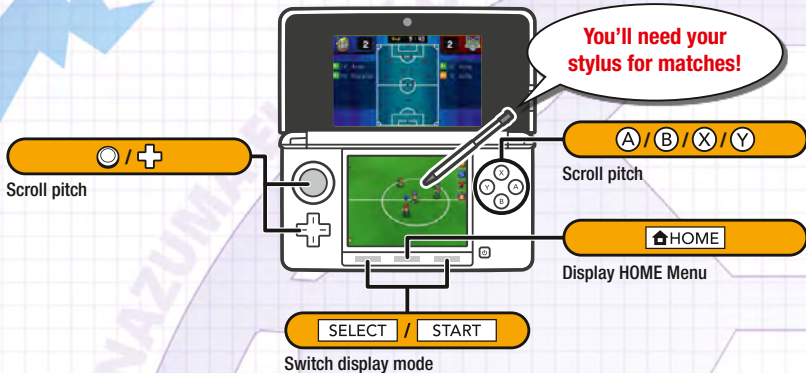
Select TURN ON NOTIFICATIONS to use SpotPass™! SpotPass will function even while your system is in Sleep Mode and will let you connect automatically to the internet to download all kinds of info. When you want to stop using SpotPass, select TURN OFF NOTIFICATIONS.

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



On the Pitch

When you come up against an opponent in a match or battle, you'll be shown a view of the pitch. You will mainly be using the stylus during this time.



Get Moving!

Slide to draw a line

Place the stylus on a player and slide them in the direction you want to move them!

Note: Players will move automatically even if you don't give them directions.



Pass it Around!

Touch a point on the pitch

When you have a player in possession of the ball, touch somewhere on the pitch to kick it to that point. You use this same action at kick off or during a corner kick.



Mark the Opponent!


Touch an opposing player

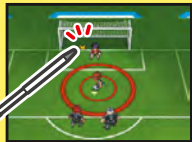
When an opposing player has the ball, touch them with the stylus and all nearby teammates will rush in to steal the ball from them!



Beat the Keeper!

Touch the goal

When one of your players approaches the goal with the ball, touch the goal to take a shot. Choose the type of shot and shot strength, or touch  to bring out a special move!



Go Head to Head in Command Duels!

Touch commands

When a player with the ball collides with an opposing player, a command duel will ensue! It's your job to be decisive and choose the most effective commands.

It's Elementary!

Both players and special moves can have one of four elements: Air, Earth, Fire or Wood. Use them strategically to decide the match!



Air beats **Earth**,
Earth beats **Fire**,
Fire beats **Wood**,
and **Wood** beats **Air**!




Show Off Your Moves!

Touch  to pull off powerful special moves!



Summon Your Spirit!


Touch 

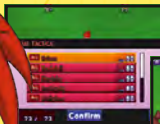
Touch  to summon your Fighting Spirit! Players with active Fighting Spirits will be far stronger than normal!



Engage in Special Tactics!

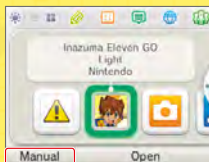
Touch 

Touch  to initiate Special Tactics. Use them at the right time to change the course of the match!



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.



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.

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.

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Getting About Town

In the RPG section of the game, you take control of Arion and advance the story by completing objectives, talking to people and so on. You can also check the status of your team, kit out your players and more.

L / R

Rotate viewpoint (Press both at once to recentre)

○ / +

Move around

X

Open main menu

A

Perform actions, such as talking and opening doors

Y

Open map

HOME

Display HOME Menu

SELECT / START

Skip event

Move around and perform actions

Note: Use any of the following controls, or touch the Touch Screen, to advance the text:

(A, B, X, Y, L, R, ○, +)

Note: All screenshots are from the Light version of the game.

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