

INAZUMA ELEVEN™

TRADING CARD GAME™

FOOTBALL FRONTIER



Evans: "Are you ready for the ultimate football battle? Read on to master the rules of the INAZUMA ELEVEN™ TCG!"

GETTING STARTED

To play, each player needs their own starter set, which includes:

- 1 goalkeeper character card
- 10 starting character cards
- 1 30-card deck
- 1 playmat
- 1 starter guide

Make sure you have everything before you start. Separate the goalkeeper and the starting characters from your 30-card deck.

Note: In the INAZUMA ELEVEN™ TCG, the cards you play may change the basic rules of the game. The card is always right. This means you should always do what the card says — even if the rules say something different.

There a
power,
you wh
techniq
the sam
found in



ATTRIBUTES

There are 4 different attributes in the INAZUMA ELEVEN™ TCG: power, speed, teamwork and tactic. A character's attribute tells you which of these key skills they are best at. Powerful super techniques also have an attribute, and you'll need characters with the same attribute on the field to use them! Attribute icons can be found in the top-left corner of a card.



Power cards have a red frame and this icon. Power characters use their strength and can-do attitude, along with fierce super techniques, to flatten any opponent who gets in their way!



Speed cards have a green frame and this icon. Speed characters and super techniques may lack raw power, but they're excellent for breezing by opponents before they know what happened!



Teamwork cards have a purple frame and this icon. Teamwork characters are often high level and specialize in cooperative plays and super techniques that maximize teamwork!



Tactic cards have a blue frame and this icon. Tactic characters rely on brains over brawn and use tricky moves to confuse their opponents! Tactic cards can only be found in separately sold booster packs.



There are also cards with no attribute. These have a grey frame and no icon.



CARD TYPES

STARTING CHARACTERS

Starting characters are included in your starting characters pile and form the core of your team. Starting characters have the following card elements:

Card Name

Attribute
(see page 4)

Team
(see page 25)

Position
(see page 8)

Ability
(see page 22)

Skill Points (SP)

Collector's Number



Card Type

Flavor Text

Rarity

Fired-Up Points
(see page 25)

Starting characters pile
characters have the

RESERVE CHARACTERS

Reserve characters go in your deck. They can be more powerful versions of your starting characters, or additional characters you can play during the game. Reserve character cards look the same as starting characters, but have these extra card elements:

Team
(see page 25)

Level
(see page 15)

Card Type

Flavor Text

Rarity

**Fired-Up Skill
Points (FSP)**
(see page 14)

Assist Points (AP)
(see page 17)





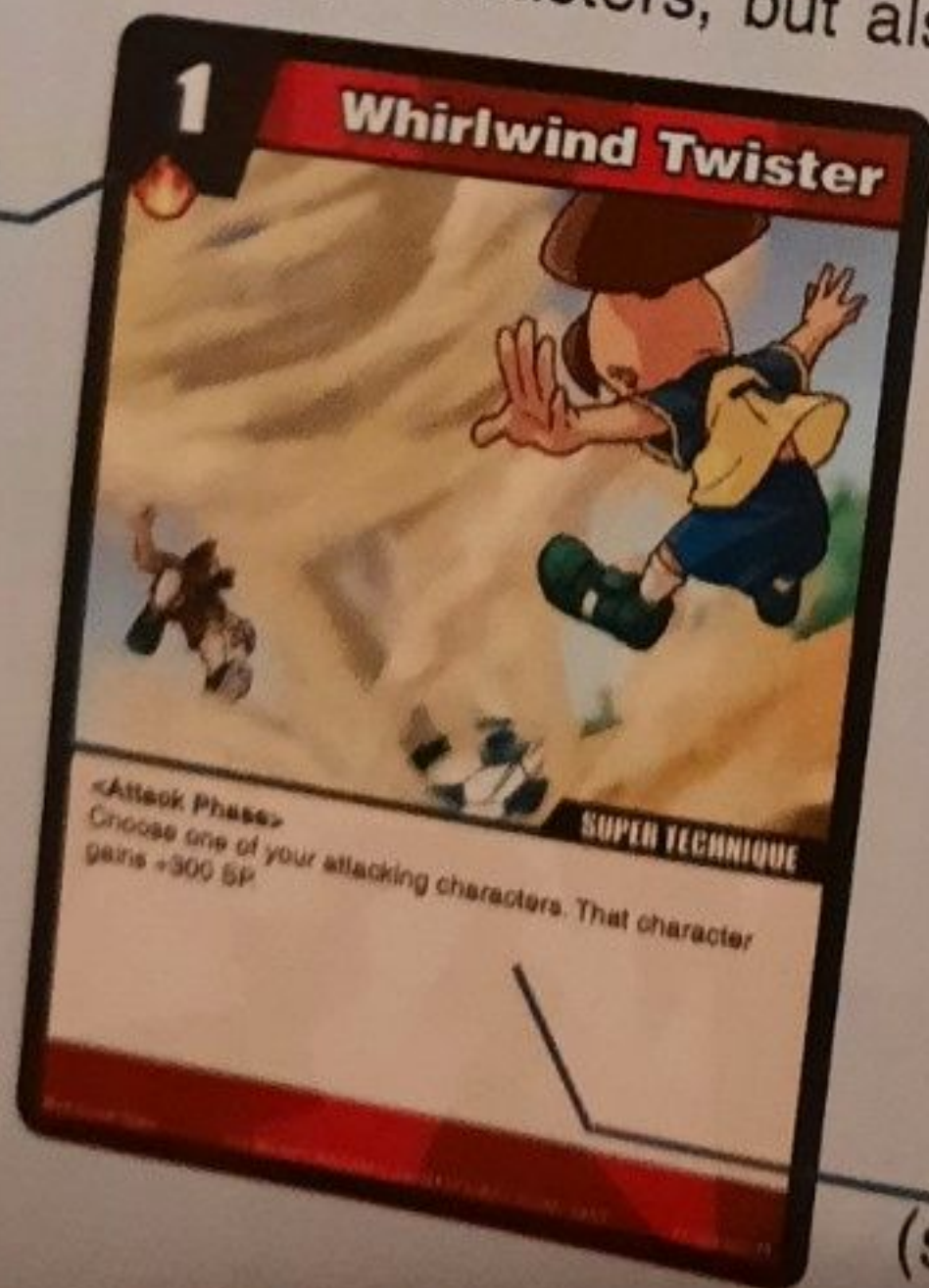
GOALKEEPERS

Goalkeepers are a special kind of character. They aren't included in either your starting characters pile or your deck. Each player has only one goalkeeper, which is placed in the goal zone behind their side of the field. These cards have the same information as the starting character cards. (Goalkeepers do not have a position.)

SUPER TECHNIQUES

Super technique cards go in your deck and help you improve your plays and increase your characters' SP. Super technique cards look the same as starting characters, but also have these card elements:

Requirement
(see page 17)



Effect
(see page 17)

イナズマイレブン

トレーディングカードゲーム
世界への挑戦編 第3弾
激闘! ファイアードラゴン!
1パック 5枚入り

During the game
playmat in which
description of each

FIELD

Your playmat res
action happens.



イナスマイレブン

トレーディングカードゲーム
世界への挑戦 第3巻
登場! ファイアードラゴン!
1パック 5枚入り

IE-09

GAME ZONES

During the game, there are different zones on and off your playmat in which you need to place your cards. Here's a quick description of each zone.

FIELD

Your playmat resembles a football field. The field is where the action happens.

SIDES

The field has 2 vertical rows called sides. When it's your turn to attack, you choose which side you want to attack on. Only your characters placed on that side can be used in the attack, and only your opponent's characters placed on that side can be used to defend. Always attack on the side where your opponent is weakest!

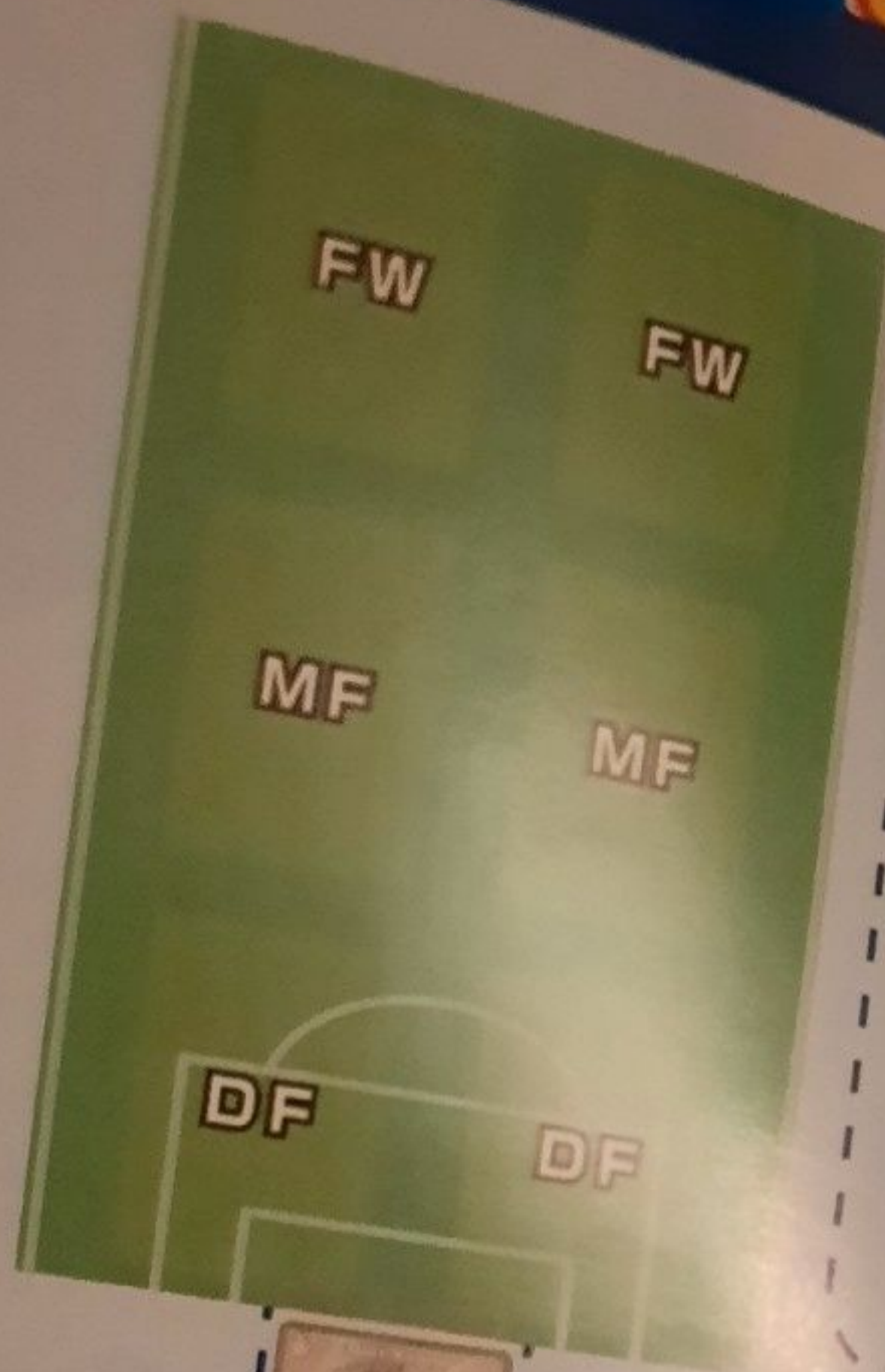
LINES

Your side of the field has 3 horizontal rows called lines, 1 for each character position. Starting and reserve characters can only be placed on the field in the line that matches their position: forward (FW) characters can only go in the front line, midfield (MF) characters can only go in the middle line, and defence (DF) characters can only go in the rear line. Pay careful attention to a character's position when you place their card on the field! Each line can only have 2 characters at a time, 1 on each side. So you can never have more than 6 characters in total on the field.



Effect

(see page 17)



Goal Zone

GOAL

Your goalkeeper is placed in the goal zone, just behind your side of the field. The goalkeeper is not considered to be 'on the field'.

BENCH

The bench is where your characters wait that are in play but not on the field. During the strategy phase of each turn, you can place 1 character from your hand here. At the end of each turn, your reserve characters on the field are returned to the bench. These cards are always face-up.

イナズマイレブン

ソートリングカードゲーム
への挑戦編 第3弾
ファイアードラゴン!

DECK

DISCARD
PILE

STARTING
CHARACTERS

OUT
PILE



DECK

During the game, place your deck of cards in the section labeled 'deck'. Whenever the rules or a card's text tell you to draw a card, take the top card from your deck and add it to your hand. Your deck is always kept face-down.



DISCARD PILE

Cards that have been used, and are no longer in play, are placed in the section labeled 'discard pile'. For example, after playing a super technique or assist, place the used card here. Discard piles are always face-up, and you can look through either player's discard pile at any time.



STARTING CHARACTERS PILE

Your 10 starting characters are placed in the section labeled 'starting characters'. The cards in this pile are always face-down during the game.



OUT PILE

When you remove starting characters from the field at the end of each round, they go in the section labeled 'out pile'. Starting characters in the out pile are not used again during the same game. Cards in the out pile are always face-up, and you can look through either player's out pile at any time.

your side
the field'.

ay but not
you can
each turn,
ne bench.

PLAYING THE GAME

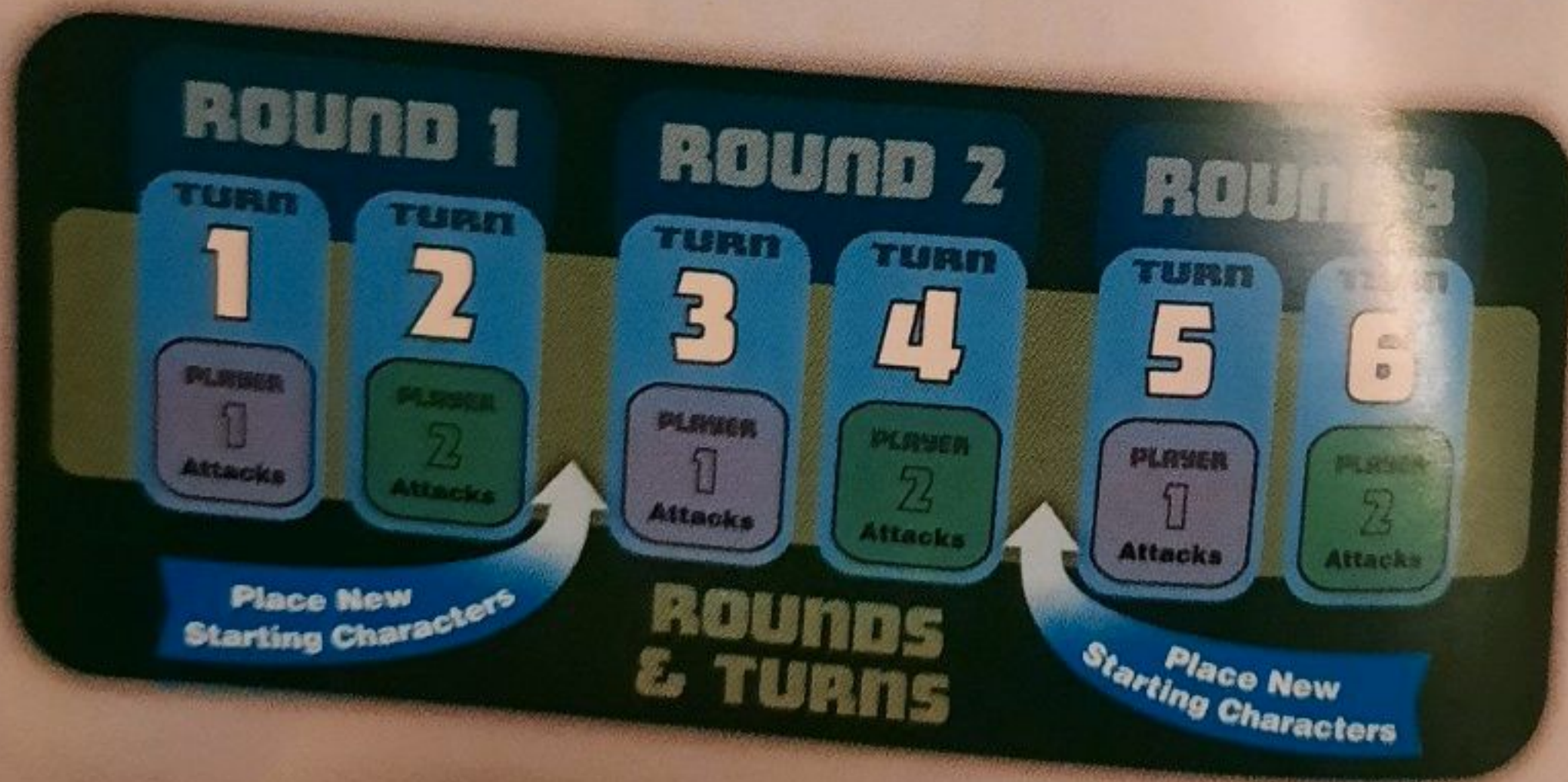
HOW TO WIN

During the game, you will use your characters to break through your opponent's defences and score goals. You win the game if:

- 1 - You have scored the most goals by the end of the 6th turn,
- 2 - Your opponent runs out of cards in their deck, or
- 3 - You win the penalty shootout. (See page 22.)

GAME BASICS

A game has 3 rounds. Each round is made up of 2 turns, so there are 6 turns in total in a game. You can use the turn counter on your playmat to keep track of what number turn it is. At the end of the 6th turn, whichever player has scored more goals is the winner.



イナズマイレブン

トレーディング

GAME SETUP

- 1 - Set up your playmat
- 2 - Shuffle your deck
- 3 - Place your goalkeeper
- 4 - Draw 5 cards from your starting hand
- 5 - Flip a coin to decide who goes first



Opponent's hand



GAME SETUP

1. Set up your playmat and cards as shown in the image below.
2. Shuffle your deck.
3. Place your goalkeeper face-up on the table in your goal zone.
4. Draw 5 cards from the top of your deck. These cards are your starting hand. Don't show the cards in your hand to your opponent!
5. Flip a coin to decide which player attacks first (Player 1).



PLACING STARTING CHARACTERS

At the beginning of turns 1, 3 and 5, both players must choose new starting characters from their starting characters pile and place them on the field. When it's time to place new starting characters, follow these steps:

- 1 - Hold up the screen portion of your playmat to hide your side of the field while you place your new starting characters.

Hold up to hide!



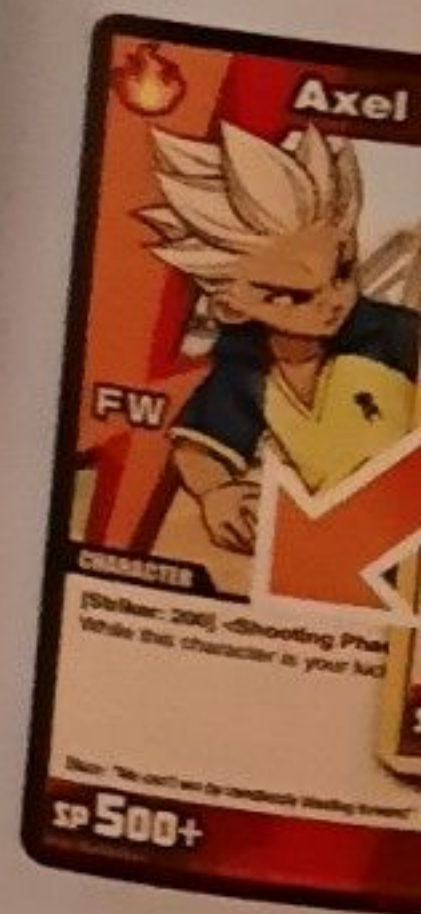
Fold down when done!



- 2 - Choose at least 2 starting characters from your starting characters pile and place them on the field face-up. (Pay attention to your character's position: you can only place a character in a position on the field that matches the position on that character's card.)

- 3 - Once both players have placed their starting characters, lower the screen section of your playmat. (See page 23 for extra tips on placing starting characters.)

Note: You have to spread your 10 starting characters out over 3 rounds. Don't use too many in 1 round, or you may not have enough characters for the rest of the game!



GAME PHASES

STRATEGY PHASE

A good strategy will lead you to victory!

1 - Place Starting Characters

At the beginning of turns 1, 3 and 5, both players must place new starting characters on the field. (See previous page.)

2 - Draw a Card

Each player takes the top card from their deck and adds it to their hand.

3 - Play a Reserve Character

First, the attacking player can choose 1 reserve character from their hand and place it face-up on their bench. Then the defending player can do the same. If you don't have a reserve character to play, or don't want to play one, you can pass — but this is your only chance to play a reserve character this turn. When you place a reserve character on your bench, if you already have a character there with the same name, you must place the new card on top of the old one. That character then becomes fired-up.

Fired-up characters use their fired-up skill points (FSP) instead of their regular skill points (SP), and many characters have abilities that can only be used if they are fired-up. Stacked cards are treated as one card, and you only use the abilities, FSP, attributes, etc., of the top card.

Characters can become very powerful when fired-up, so you should always be looking for opportunities to get them fired-up during a game!



4 - Position Your Characters

First, the attacking player can choose up to 2 ready reserve characters from their bench and move them onto the field. Then, the defending player can do the same.

When you move a reserve character from your bench to the field, if you already have a character with the same name on the field, you must place the new card on top of the old one. This also causes this character to become fired-up. (See page 27.)

When moving characters from the bench onto the field, you must meet these conditions:

- A)** You can't move a reserve character onto the field if that character's level is higher than the turn number. (See image below.)
- B)** You must have an open space that matches your reserve character's position. (Or a character with the same name in the space where you want to put your reserve character.)
- C)** The reserve character you want to move must be 'ready'. (See page 21.)

TURN
2



Can move

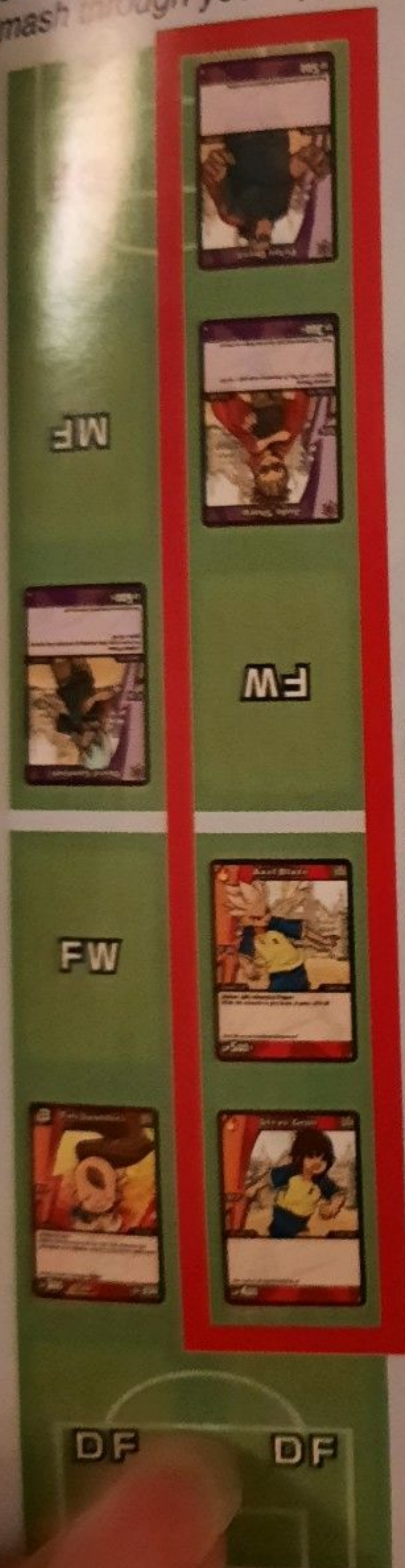


Can't move

Important! After steps 2, 3 and 4, both players may play super techniques or use abilities. After each of these steps, first the attacking player can play a super technique or use an ability, then it's the defending player's turn. Take turns playing super techniques and using abilities until neither player wants to use any more. Then move on to the next step.

ATTACK PHASE

Smash through your opponent's defence!



After the strategy phase, move on to the attack phase. During the attack phase, the attacking player will attempt to break through their opponent's defence. If they succeed, they'll get to take a shot at the opposing goal!

1 - Choose the Action Side

The attacking player chooses which side of the field to attack on. The attacking player will use characters on that side ('the action side') to attack, and the defender can use only their characters on the same side to defend.

Action side

Only FW and MF characters on the attacker's side can participate in the attack, and only MF and DF characters on the defender's side can participate in the defence.

2 - Power Up

First, the attacking player can play a super technique, or an assist or use a character's ability to increase their side's SP or interfere with their opponent. Then, the defending player can do the same. Take turns playing super techniques or assists and using abilities until neither player wants to use any more. (For information about characters' abilities, see page 22.)

To play a super technique, you must meet these conditions:

- A) Level:** You cannot play a super technique if its level is higher than the current turn number.
- B) Requirement:** For each attribute icon on the super technique, you must have a character on the field with the same icon.

Note: When you play a super technique during an attack, all of your characters on the field count towards the super technique's requirements. However, only characters participating in the attack will add their SP when deciding if the attack succeeds or not. Remember, your goalkeeper is not considered to be on the field, so don't count their attribute when checking to see if you can use a super technique!

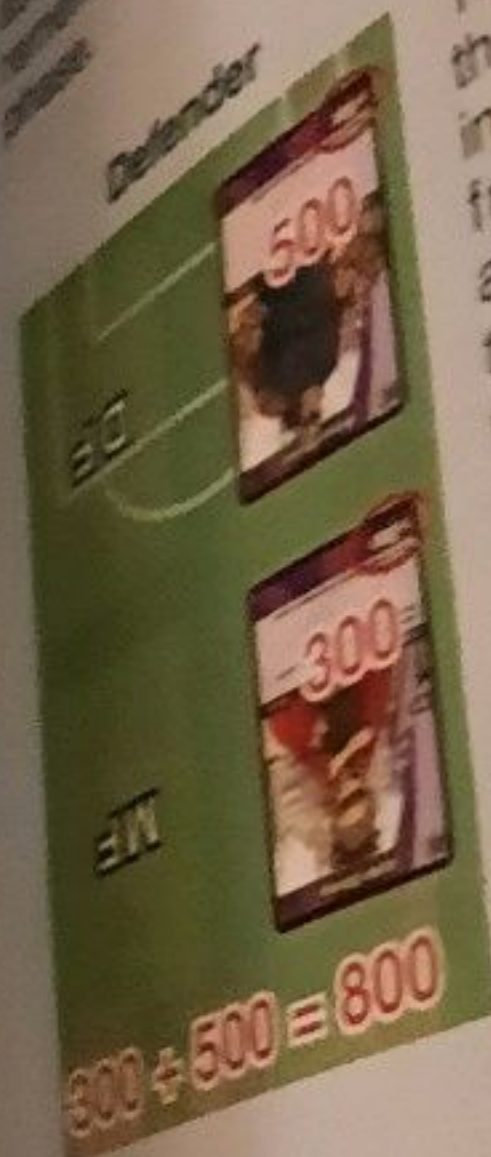
Unless the card says otherwise, any increases in SP or other ongoing effects from a super technique last only until the end of the phase in which you played the super technique.

To play a super technique card, take it from your hand and place it next to the field. Read its effect, do what it says and then place the super technique card in the discard pile.

Playing an assist means placing a reserve character from your hand into the discard pile and adding its AP to the SP of one of your characters that is attacking or defending. The character who gives the assist and the character who receives the assist must have the same attribute or team. The increase in SP lasts until the end of the attack phase.

You can leave super techniques on the field to remind you to move them to the discard pile.

Defender



Attacker



Attack succeeds

SHOOTING PHASE
A desperate shot! A last-second save?

This phase only happens if the attacker succeeds in the attack phase. Otherwise, skip the shooting phase and go straight to the end phase.

1 - Draw a Card
Both players take the top card from their hand.

2 - Draw a Card
Both players take the top card from their deck and add it to their hand.

2 - Choose a Kicker
The attacking player chooses a card from their hand to use as a kicker.

Choose a Kicker
The attacking player chooses one of the characters that participated in the attack to be the kicker. The kicker and the defender's goalkeeper are the only characters that will participate in the shooting phase.

First, the attacking player can play a super technique, an assist or use an ability. Then, the defending player can play a super technique or use an ability. (The goalkeeper cannot receive assists.) Take turns playing super techniques, assists and abilities until neither player wants to use any more. (See page 17.)

At the end of the shooting phase, there is one final opportunity to make or break the shot. Each player flips over the top card of their deck. The attacking player adds 100x the level of the card they flipped to the kicker's SP, and the defender does the same for their goalkeeper.

If the kicker's SP is high
scores a goal!

If the goalkeeper's SP is 0 and a goal is scored, the goalkeeper's SP is 0.

if the kicker's and goal chance and compare S



$$500 + 100 = 600$$

After a goal is scored
move on to the end p

At the end of the shift, use super techniques or a pile. (Increases in S scored a goal, take the chance and place it in keep track of your goal flipped over during the on the bottom of the

イナマイツ

5. Compare SP

The attacker adds up the SP of their kicker, including any additions or subtractions from super techniques, assists, abilities and the last chance, and the defender does the same for their goalkeeper.

If the kicker's SP is higher, the shot is good! The kicker's team scores a goal!

If the goalkeeper's SP is higher, the shot has been blocked and no goal is scored.

If the kicker's and goalkeeper's SP are tied, repeat the last chance and compare SP steps until one side has a higher SP.



$$500 + 100 = 600$$

$$300 + 300 = 600$$

It's a Tie! Flip Again!

After a goal is scored or defended, the shooting phase ends; move on to the end phase.

At the end of the shooting phase, remember to place any super techniques or characters used as assists in the discard pile. (Increases in SP and other effects wear off now.) If you scored a goal, take the last card that you flipped over as a last chance and place it face-down to the left of your goalkeeper to keep track of your goal. Then both players take any other cards flipped over during the last chance and place them face-down on the bottom of their deck in any order.

END PHASE

The tables have turned!

1 - Ready Your Characters

First, ready all of the exhausted characters on your bench by turning them upright. These characters can now be used again.

2 - Return Characters to the Bench

Take all of your reserve characters from the field and place them sideways on your bench to show that they are exhausted. Exhausted characters cannot be moved onto the field and can't use abilities that require you to exhaust them. Leave starting characters on the field for now. If you had a fired-up character on the field, move only the reserve character card(s) on top of that character to the bench and exhaust them.



3 - End of Turn

At the end of each round (after turns 2, 4 and 6), both players move all of their starting characters from the field to their out pile.

The player who was the defender this turn now becomes the attacker, and a new turn starts with the strategy phase.

At the end of the 3rd round, the game ends and the player with the most goals scored wins. If the score is tied, the winner is decided by a penalty shootout.

PENALTY SHOOTOUT

In a penalty shootout, follow these steps:

1 - Flip a Card

Each player flips over the top card of their deck.



2 - Compare Levels

The player with the higher-level card scores a goal. If both have the same level, neither player scores a goal.

Repeat this 5 times. The player with the most goals after 5 flips wins the game. If the game is still tied after 5 flips, continue to flip over cards one at a time until one player's card is higher than their opponent's. That player wins the game. If a player ever flips over the last card of their deck during a penalty shootout, that player immediately loses the game.

CHARACTER ABILITIES

Most characters have abilities. These can be very powerful, so you should be sure to read them carefully to learn how to use your characters most effectively. Unless the card says otherwise, any increases in SP or other effects from abilities last only until the end of the phase the ability is used in.

Some abilities can be used only while a character is on the bench. These abilities are marked with the  icon. Also, some reserve characters have abilities that can be used only when the character is fired-up. These are marked with the  icon.

Some abilities have a cost. For example, 'Jude Sharp's' ability says '**Discard 1 card: While this character is your kicker, it gains +200 SP**'. In this case, '**Discard 1 card**' is the cost. You must pay the cost of abilities like this in order to use them.

Unless the card says otherwise, you can use these abilities more than once in the same turn, as long as you can pay the cost each time.

PHASE RESTRICTIONS

Most abilities and super techniques can be used only in a certain phase, or only on one player's turn. The card will list during which phases and turns it can be used. For example, 'Whirlwind Twister' can only be played during the attack phase. Cards and abilities without an instruction like this can be used in any phase, or always apply while the card is in play.

<Attack Phase>

Choose one of your attacking characters. That character

SUPER TECHNIQUE

STARTING CHARACTER FORMATIONS

For your first few games while you get used to the gameplay, you should use these formations for your starting characters each round:

If you have the 'Axel Blaze' Starter:

Round 1

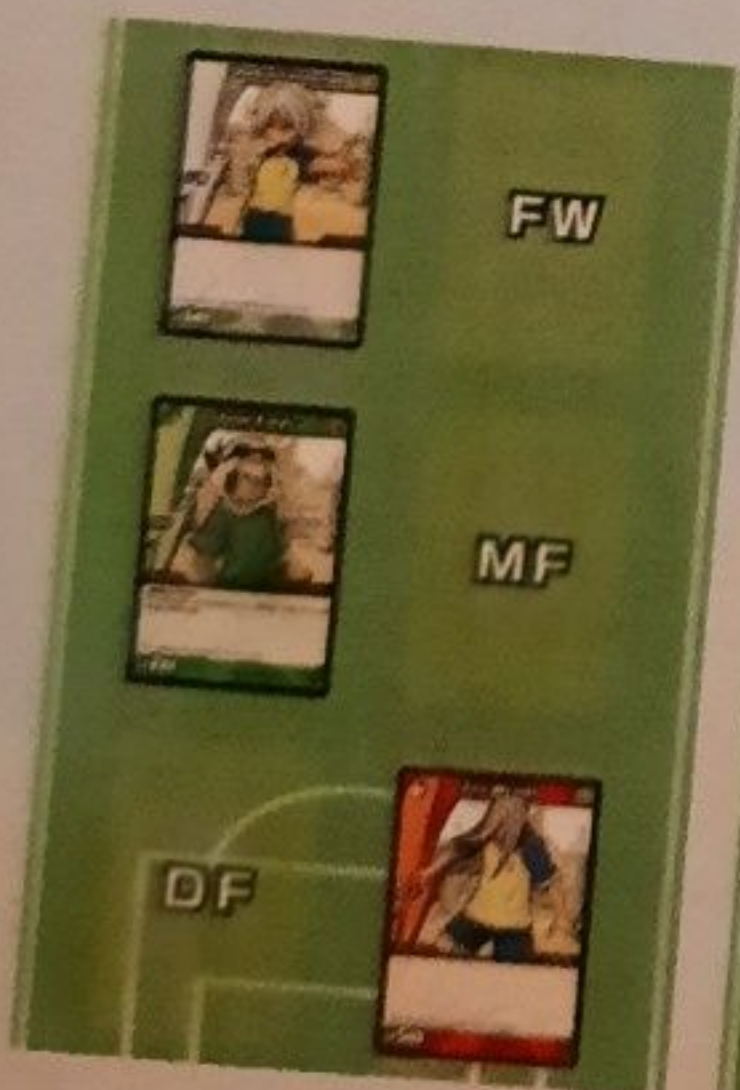
Shadow Cimmerian
Steve Eagle
Jim Wraith

Round 2

Maddie Moonlight
Steve Grim
Jamie Cool

Round 3

Axel Blaze
Kevin Dragonfly
Tim Saunders
Jack Wallside



If you have
Round
Kevin D
Steve C
Jim Wra



After you
different f
how to pla

1 - You mu

2 - Don't g
the game
with 3 FW
the field!

3 - There's
in your st
game!

Make sure
among yo
your oppo

ues can be used only in a certain
rn. The card will list during which
For example, 'Whirlwind Twister'
ttack phase. Cards and abilities
can be used in any phase, or
play.

SUPER TECHNIQUE

characters. That character

ons

get used to the gameplay, you
your starting characters each

Round 3
Axel Blaze
Kevin Dragonfly
Tim Saunders
Jack Wallside



you have the 'Jude Sharp' Starter:

Round 1
Kevin Dragonfly
Steve Grim
Jim Wraith

Round 2
Shadow Cimmerian
Tim Saunders
Peter Drent

Round 3
David Samford
Jamie Cool
Jude Sharp
Jack Wallside



After you play a few games, or modify your deck, you can try different formations. But keep these tips in mind when deciding how to place your starting characters:

- 1 - You must place at least 2 starting characters each round.
- 2 - Don't get stuck with unused starting characters at the end of the game — this is a waste! For example, don't leave yourself with 3 FW characters on the last round. You can only place 2 on the field!
- 3 - There's no point in including more than 6 of the same position in your starting characters pile — you can't use them all in a game!

Make sure you have a good mix of FW, MF and DF characters among your starting characters, and you'll be ready for anything your opponent throws at you!

EXPANDING YOUR DECK

You can collect even more of your favourite INAZUMA ELEVEN™ characters and super techniques from booster packs! Add these cards to your starter deck to build your football dream team. But, if you change the cards in your deck, you must follow these rules:

- 1 - Your deck must have 30 or more cards.
- 2 - You can't include more than 3 cards with the same name in your deck.
- 3 - You must have exactly 10 starting characters.
- 4 - You can't include more than 1 starting character with the same name.
- 5 - You must have exactly 1 goalkeeper.

Some cards are harder to get than others. The rarest cards are often the most powerful! You can tell how rare a card is by looking at the football icon in the bottom-right corner of the card:

- Common cards are the easiest to get.
- Rare cards are harder to find. They have a foil border and their illustrations have a foil background.
- Super rare cards are the hardest of all to get. They have amazing gold foil — you'll know a super rare when you see one!
- Starter cards can only be found in a starter set.

TEAMS

These are the different teams represented in the INAZUMA ELEVEN™ TCG. Sometimes a card's text will refer to a team by name, so study this chart to know who you're up against!



Action side: The attacking side during the characters on the

Assist: Playing to increase the discard and the or team. For the to the SP of the assist.

Assist points: character that is

Attribute: Most power, speed, to

Bench: During your hand on the the field are re characters you the game.

Card name: T cards with the s if they have the determining how

Collector's num first part tells you card it is within know when you

Deck: Your dec techniques of yo in your deck. Fo cards called 'Axe deck, not 3 of ea

[Defender: X]: A number after 'Def

Discard: Someti discard a card, tak that you discard a the field.

GLOSSARY

Action side: The side of the field the attacking player has chosen to attack on. The attacking player uses the SP of their FW and MF characters on the action side during the attack. The defending player uses the SP of their MF and DF characters on the same side.

Assist: Playing an assist means discarding a reserve character from your hand to increase the SP of one of your characters on the field. The character you discard and the character who receives the assist must have the same attribute or team. For the rest of the phase the AP of the character you discarded is added to the SP of the character receiving the assist. A goalkeeper cannot receive an assist.

Assist points: AP is used when one character assists another. The AP of the character that is assisting is added to the SP of the character receiving the assist.

Attribute: Most characters and super techniques belong to 1 of the 4 attributes: power, speed, teamwork and tactic.

Bench: During the strategy phase of each turn, you can place 1 character from your hand on the bench. At the end of each turn, your reserve characters on the field are returned to the bench and have to become exhausted. The more characters you can place on your bench, the more options you will have during the game.

Card name: The name of a character or super technique card. Even if 2 cards with the same name have different illustrations, effects, abilities or stats, if they have the same name, they are considered to be the same card when determining how many copies you can include in your deck (3).

Collector's number: The number in the bottom-right corner of your card. The first part tells you which set this card is from, and the second part tells you which card it is within that set. This makes it easy to keep track of your collection and know when you've collected all the cards in a set!

Deck: Your deck is made up of 30 or more reserve characters and super techniques of your choice. You can't use more than 3 cards with the same name in your deck. For example, there might be several different reserve character cards called 'Axel Blaze', but you can only use 3 cards called 'Axel Blaze' in your deck, not 3 of each different 'Axel Blaze' card.

[Defender: X]: An ability that increases a character's SP while defending. The number after 'Defender' tells you how much SP the character gains.

Discard: Sometimes the rules or a card's text will tell you to 'discard' a card. To discard a card, take a card from your hand and place it in the discard pile. Cards that you discard always come from your hand — you never 'discard' a card from the field.

Discard pile: Cards that have been used and are no longer in play are placed here. For example, after playing a super technique or assist, you must place the used card here.

[Dribbler: X]: An ability that increases a character's SP while attacking. The number after 'Dribbler' tells you how much SP the character gains.

Exhausted: At the end of each turn, reserve characters must be moved from the field to the bench and turned sideways. A card that is sideways is called exhausted. You can't move an exhausted character from the bench to the field.

Field: The field is where the action happens. Your playmat has your half of the field. By lining it up with your opponent's playmat you create a full football field. Each half field is split into 3 lines and 2 sides.

Fired-up: When you play a character from your hand onto your bench, or move a character from your bench to the field, if you already have a character with the same name on the bench or on the field, you must stack the character you're moving or playing on top of the character that's already there. Then, that character becomes fired-up. Fired-up characters use their FSP instead of their regular SP, and many characters have abilities that can only be used if they are fired-up. A fired-up stack of cards is treated as one card, and uses only the FSP, abilities and attributes of the top card.

Fired-up skill points: While a character is fired-up, use their FSP instead of their regular SP.

Flavor text: Text on a card that does not affect gameplay. It can tell you an interesting fact about the character or a fun quote.

[Goal Fever]: In each shooting phase, you can only gain 1 extra shooting phase from cards with [Goal Fever]. In other words, if you play more than 1 card with [Goal Fever] during the same shooting phase, and score a goal, you only get 1 extra shooting phase after that. However, if you play another card with [Goal Fever] during your extra shooting phase and score, you can get a third shooting phase after that (etc.).

Goalkeeper: Your goalkeeper is kept separate from your starting characters pile and your deck. Goalkeepers can't receive assists from other players, but have powerful abilities and protect your goal from your opponent's shots. Goalkeepers are not considered to be on the field.

Hand: These are the cards you draw from your deck and hold. As you draw cards, the number of cards in your hand will increase; and as you play or discard them, the number of cards in your hand will decrease. Don't let your opponent see what cards you have in your hand!

are no longer in play are
super technique or assist, you

character's SP while attacking.
SP the character gains.
characters must be moved
s. A card that is sideways
must be moved from the

ur playmat has your half
playmat you create a full
2 sides.

hand onto your bench,
if you already have a
on the field, you must
top of the character
mes fired-up. Fired-
ular SP, and many
they are fired-up. A
uses only the FSP,

up, use their FSP

lay. It can tell you

ly gain 1 extra
ords, if you play
ting phase, and
that. However,
extra shooting
ter that (etc.).

your starting
assists from
al from your
he field.

old. As you
and as you
decrease.

Kicker: During the shooting phase, the attacker chooses a character from the action side that participated in the attack phase to be the kicker. At the end of the shooting phase, the kicker's SP is compared to the defending goalkeeper's SP.

Last chance: At the end of the shooting phase, each player flips over the top card of their deck. The attacking player adds 100x the level of the card they flipped to the kicker's SP, and the defender does the same for their goalkeeper. This really is the last chance for both players to make or break the shot!

Level: The number in the top-left corner of a reserve character or super technique card is its level. A card with a level can't be used until the turn number is greater than or equal to its level. The higher a card's level, the more powerful it is, but the harder it is to use.

Lines: Each player's side of the field has 3 horizontal rows called lines, 1 for each character position. Starting and reserve characters can only be placed on the field in the line that matches their position: FW characters can only go in the front line, MF characters can only go in the middle line, and DF characters can only go in the rear line.

Out pile: Starting characters that have been removed from the field are placed here. Characters in the out pile are not used again during that game.

Penalty shootout: If the game is tied after the 6th turn, the winner is decided by a penalty shootout. Each player flips over the top card of their deck, and the player with a higher level card scores a goal. Repeat this 5 times. After the 5th flip, the player with the most goals wins the game. If it's still a tie after 5 flips, flip again 1 at a time until 1 player scores a goal. That player then wins the game!

Play: Using a card from your hand is called playing it. You can play reserve characters, super techniques or assists.

Position: A character's position is shown on the left side of their card. The positions are forward (FW), midfield (MF) and defence (DF). Characters can only be placed on the field in the line that matches their position.

Ready: Ready is the opposite of exhausted. Turning an exhausted card upright shows that it is ready to be used in the next turn.

Requirement: For each attribute icon in the top-left corner of a super technique card, you must have a character on the field with a matching icon in order to play the card.

Reserve character: These cards, which go in your deck, have a level in the top-left corner. These characters are stronger than starting characters, but you can't move a reserve character from your bench to the field if its level is higher than the current turn number. Also, when you play a reserve character from your hand or move one onto the field, if you already have a character with the same name on your bench or on the field, you must place the reserve character on top of that character. Then, that character becomes fired-up.

Round: A round is made up of 2 turns. At the start of each round, both players must set up a new formation by placing new starting characters on the field. At the end of the 3rd round, the game ends!

Sides: The field has 2 vertical rows called sides. When it's your turn to attack, you choose which side you want to attack on. The attacker's FW and MF characters on the chosen side participate in the attack, while the defender's MF and DF characters on the chosen side attempt to stop them. Always attack on the side where your opponent is weakest!

Skill points: SP represents a character's general football skill. The higher a character's SP, the better. During the attack phase, the attacking player's FW and MF characters' SP is compared to the defending players' MF and DF characters' SP. During the shooting phase, the attacking player's kicker's SP is compared to the defending player's goalkeeper's SP.

Starting character: Starting characters go in your starting characters pile, not in your deck. Your starting characters pile may include no more than one character with the same name.

Starting characters pile: Your 10 starting characters go here. At the start of each round, you must place 2 or more unused starting characters from here on the field.

[Striker: X]: An ability that increases a character's SP while it is the kicker. The number after 'Striker' tells you how much SP the character gains.

Super technique: Super techniques can increase your characters' SP, interfere with your opponent and help you pull off amazing shots or saves. Like reserve characters, super techniques can't be played unless the turn number is equal to or higher than the super technique's level. In addition, you cannot play a super technique unless each attribute icon on the card matches the icon of a character on the field.

Turn: Players alternate taking turns during the game. A turn is one player's chance to attack, and includes the phases described starting on page 14.



© 2011 Upper Deck International BV, Flevolaan 15,
1382 JX Weesp, The Netherlands. All rights reserved.
www.upperdeck-international.com. Printed in Belgium.

© LEVEL-5/FC INAZUMA ELEVEN • TV TOKYO

© TOMY

Licensor for Europe: ARAIT Multimedia, S.A.
Not for sale outside of Europe.

www.InazumaElevenTCG.com



TURN SEQUENCE

Remember the phases of each turn!
Check inside for a more detailed explanation.

Strategy Phase

- 1 - At the start of a round (turns 1, 3 and 5), each player places new starting characters on the field.
- 2 - Each player draws 1 card.
- 3 - Each player can play 1 reserve character from their hand.
- 4 - Each player can move reserve characters from the bench to the field.

Attack Phase

- 1 - Choose which side will be the action side.
- 2 - Power up. Play super techniques and assists.
- 3 - Compare SP.

Shooting Phase

- 1 - Each player draws 1 card.
- 2 - Choose which character will be the kicker.
- 3 - Power up. Play super techniques and assists.
- 4 - Last chance. Each player flips over the top card of their deck.
- 5 - Compare SP. If the shooting side's total SP is higher, they score!

End Phase

- 1 - Ready exhausted characters.
- 2 - Move reserve characters back to the bench and exhaust them.
- 3 - If it's the end of a round (turns 2, 4 and 6), each player moves all of their starting characters from the field to their out pile.
- 4 - Your turn is over. Now it's your opponent's turn.