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Introduction

Hiya folks, and welcome to my guide on the soccer RPG game, named Inazuma Ele- ven. The game is published by, well Nintendo and developed by Level-5. This guide is my third one, nearly after three years of long gap. This guide will cover the game's story and the other parts of it. Please note that this guide is for the European version of the game, and thus, is different from the Japanese version of the game. So Japanese folks, please check the Japanese version guide, which you may find on the same page as of this one. I hope you may find this guide a tad interesting and helpful, and if not, at least not the misguide. So, let's kick off, shall we? Oh, I almost forgot, I'm gonna use the word SOCCER throughout the guide, so don't think I'm talking about any other game while reading through the guide.

Version History

Version 0.5, Dated 6 August 2012: Completed the guide. Version 0.5, Dated 7 August 2012: Submitted the guide to GameFAQs, Neoseeker and Super Cheats.

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An Inazuma Welcome To The Game

This game revolves around a young and enthusiastic boy named Mark Evans, who is the grandson of David Evans, a legendary goalkeeper who died under suspicious circumstances. Mark studies at Raimon Junior High and aspires to make his school's soccer club the best of the Japan (yes, this game takes place in Japan, so live with it). The only hindrance is that his club members are not even up to the required eleven, and the current members of the club are not very interested in playing soccer. Despite all of these hardships, Mark's still optimistic and believes that their team has what it takes to become the best of the best. But the road to become the best is not easy. An evil lurks in the dark, which has a history of well over 40 years. This game is a soccer RPG, i.e., it has both the element of soccer (you have to play matches) and RPG (roam around, collect best stuff and so on...). Both parts will be dealt separately. The soccer part- This also has two parts- match and battle. A battle is a four- man mini-match which you may play while roaming around the town and school. This kind of matches are good for training weak players of your team and may also be quite frustrating while "chest-hunting". The RPG part- The usual RPG thing. You roam around, buy edibles and items from shops, make the team strong enough to face tough opponents, interact with people etc. If you have ever played any RPG title, this should be a cake-walk. If not, then also it's quite simple and can be mastered quickly.

The Controls

Here are the controls- For RPG Directional keys- Move your character, selections etc. (duh) Stylus- Move the character, select options, interact with people, chests. A button- Interact with objects/people B button- Hold to run/walk (setting dependent), cancel any command or go back in menu X button- Opens the main menu Y button- Not used L button- Rotate camera R button- Same as above Start- Go back to title screen Select- Not used For soccer matches/battles Directional keys- Move the camera to different locations. Handy for checking enemy player positions Stylus- Control players in the match, take shot, select moves A, B, X, Y buttons- Move camera L/R buttons- Hold down to get "Fired up". Start- Go back to title screen Select- Not used

The HUD

Note that in order to conserve space, I have made both the screens side by side. The Upper Screen The Touch Screen

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_____________________________________________________________________________________________
[1] || | | || [3]| | || | | || | | || | | || | | ____ || | | __|
[2] |_____|| | | || | | |_____||_____| [1]- The name of the area in which you are present. [2]- The task you have to perform in order to proceed further in the game. [3]- The Options icon, represented by a bag.
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Accessible via stylus touch or X button. The upper screen shows the map of the area in which you are. The blue dots represents the people, the purple arrow the area where you have to go to comp- lete the given task and the red triangle represents the position of your play- er. The map of the area is drawn pretty much accurate. This means you will be able to locate anything from the map, for instance stairs, rooms, lockers etc. The place where your next objective lie is marked with a flag icon, which is visible only when you enter that area which has the objective.

The Gameplay

Being a soccer RPG, you are bound to play soccer matches. Your goal (actually Mark's goal, got it, goal? goal? Meh, I give up) is to become the National Soccer champions. No easy feat it is though, you have to defeat 9 strong teams to do so. You have about 1000 players, tons of cool, and sometimes awkward moves, and your friend's support (and no, I'm not talking 'bout Wi-Fi) at your disposal to fulfil your dream. The gameplay is divided, as stated at the start in two parts, in one, a RPG and two, soccer playing. Here's a bit more detailed rundown on both of the forms of the gameplay of this game.

RPG Part

This is the part which you will be doing in most of the part of the story. In this mode, you have four players, out of which three can be set according to your wish (Mark is always there, no matter what), with whom you can roam around the Inazuma town. On your way you will find lots of people hanging about. You can talk to them, some of them give useful information, some say something funny and many just are simply useless. Nevertheless, you should have a chatter with everyone possible, it's fun and the game was supposed to be that way. You will also find some blue chests every here and there. These contains several useful items which have a variety of uses, from filling a little bit of TP to giving complete freedom from those annoying soccer battles.

Recruiting

Kinda like the feature from the Pokémon franchise, you can 'collect' aka recruit a player in your team. This can be done by three methods: first, you can find some players standing around which can be simply recruited by talking to them. These players are listed in the appropriate parts of the guide where they make their first appearance. Second, by using Celia's Scouting method and third by using Nelly's Recruiting method. Interesting, isn't it? But the catch is that unlike Pokémon, you can only have a maximum of 100 people in your team, including the reserves. This means you've to make a player leave the team if you're on the limit of 100 and want to recruit another player.

Shops

Another useful thing in the Inazuma town is the shops. They are two types of them- Sports Shop and Convenient Store. The first sells soccer kits, which are used to power up certain abilities of the players who wear them or to just look cool. These kits are dealt in a different section called Apparel and Items. The second sells edibles which are used to refill the TP and FP of the team member. This is also dealt in the section Apparel And Items. You can also sell anything from your inventory for some Prestige Points. Good feature if you're in a dire need of some Prestige Points.

Apparel And Items

In this game after a certain point, you are able to buy new uniforms and kits for your team from various shops scattered around the Inazuma Town. The uniforms you purchase can be worn through the Info->Team Strip option. These uniforms are just to customize the look of your team. But the other apparels are useful. They include bracelets, boots and gloves (for keeper only). These three items have varied effect on the players. For example, a bracelet raises power of the player and another bracelet increases the guts of the player. You can equip these items from Item->Equipments option. These items prove vital against strong foes and can level the match which you otherwise are losing. Another purchasable available in the game is the edibles. They refill TP and FP of the selected player. Their effects vary from one item to another. The last kind of purchasable available in this game is the special move manuals. These manuals can be used to teach a player a move. There are four colours which indicate the type of move: red for striking move, blue for dribbling move, yellow (I do think it's more like orange, but oh well) for goalkeeping and green for defending. You may also notice that each move has its own element. If taught to the person who has the element same as the move, the move's strength increases. Also, a manual with a grey background is a rare move, which can be only obtained (as far as I've seen anyways) by winning matches from Sonny's route, where they are dropped randomly. These moves also vary in strength, which can be seen by the number of lightning bolts on the move. One lightning bolt means low power move, two means medium power and three means high power move.

Prestige Points and Friendship Points

Prestige Points are the currency of this game, which can be earned by winning matches and battles and selling something from your inventory in the shop. These points have a varied use: first, you can use them for recharging your team up through Rejuvenation Points. Second, you can buy items from the shops through Prestige Points and third, you can use them for special training at the Special Training Spot. Friendship Points, unlike Prestige Points are targeted on a specific task; to recruit the players through scouting. Each player requires a specific amount of Friendship Points before you can recruit him to the team. Friendship Points, just like Prestige Points are collected through winning matches and battles. Beware though, you lose both of these points if you lose a match or battle.

Story

Well, the story is an integral part of any RPG, so might as well give it a slot here. If you're aiming for the completion of the story, it will means you have to talk to people and do some stuff, as instructed by the game's objective screen. These stuff varies from being a simple trip from A to B to taking on a long journey from A to B. Hey wait, did I repeated myself? Whoops, sorry. But, by speaking (?) in this fashion, I mean to say that the story is a bit linear, so you won't be worrying about too many complex situations.

Soccer Part

This is the part where you have to play a game of soccer with an opponent (duh) team. The soccer playing in this game is further divided into two parts- Match and Battle.

Match

The matches you play in this game are vital for completing the game, as each match edges you closer to the title of the National Champs, which is the main theme and objective of this game. The match consists of two halves, 1st and 2nd, each being of approximately 30 minutes game time (5 minutes in real world). Your aim is to score goals in amount greater than the goals scored by the opponents. While playing you have to perform four types of work, namely goalkeeping (not letting your opponent get a goal on you), defending (not letting the opponent near the goal), dribbling (taking the ball towards the opponent's goal) and striking (scoring the goal, the most fun and challenging part IMO). If you're playing this game, then perhaps it means you know all this stuff already. Each of'em is dealt in a separate section below.

Goalkeeping

Categorized as defence, goalkeeping in real world is perhaps the hardest part of soccer. Your goal is to defend your goal from the incoming opponent's shots. In this game this feat is achieved by two methods, one by using normal moves and other by using Special Moves. Normal moves means either Catch (left) or Punch (right). Using the option on the left i.e. catching the ball means you maintain your possession of the ball, but this is also a bit risky, since catching has a higher chance of failure (not that much though). On the other hand, using the option on the right i.e., punching the ball means you have a better chance of saving the goal, but you lose the possession of ball and the ball may be stolen by another opponent player, who may just take a rebound shot, making things difficult. The bottom line is that the moves on the left are safer but with lower chance of success and the moves on the right are riskier but surer to succeed and it is up to you to decide with which you go. Also, these normal moves do not work against the Special Moves. That being said, where there is a will, there is a way and thus, there is a way to stop opponent's Special Moves. Yup, you got me, using your own Special Moves to counter the opponent's shot. Their success rate depends on the current level of the performer of the move. This means that if the goalkeeper is at an higher level then your move has a higher chance of succeeding. Although more factors are involved in it, which are discussed in Special Moves and Elements section, which are a bit further down in the guide.

Defending

As stated above, defending means to stop the opponent player from getting the ball to the goal. This, in this game is done again by two methods, first, normal moves and second, Special Moves. Normal moves are of two types, Tackle (left) and Sliding Tackle (right). As above, the move on the left is more accurate but is less likely to net you the ball and the move on the right is less accurate but has a higher probability of netting the ball to you (although the ball may just slide off away from you). Also, using sliding tackle means a higher probability of getting foul, which means the ball is given to the opponents. Also, the normal moves do not work against special moves. There are, as usual, Special Moves at your disposal for defending as well. Your special moves can be countered by the opponent's special dribble move, and the guy with the better move, level or element wins it all, I mean wins the duel.

Dribbling

Dribbling means to get the ball towards the enemy goal to score a goal. These are also of two types, normal and special moves. Normal consists of two moves, Dodge/Feint (left) and Charge(right). As always, the move on the left has a higher probability of keeping the ball but lower success rate and the move on the right has a lower probability of keeping the ball to you but a higher chance of success. These normal moves also are unable to counter against a special move. Dribbling special moves are only counter able by opponent's defence special moves and again, the guy with the better move, level or element emerges victorious.

Striking

Striking or shooting is the part which gives a decisive stamp on the result of the match. Your goal is to get the ball inside the net in order to score. Simp- le eh? Nope, it isn't. In Inazuma Eleven, you can score by two methods as always, either by normal moves or by special moves. Normal moves consists of, no, not two, but four parts, two for normal conditions and two for a bit different circumstances. The normal moves contain Shoot (left) and Chip Shot (right). The move on the left is more accurate, but has a lower success rate, i.e. it can be easily stopped by the goalkeeper. On the other hand, the move on the right is less accurate (disastrously inaccurate if not done right) but with miraculously high success rate. If you pass the ball to a player and at the same time you use the stylus for taking the shot, that is, to aim the shot, you will perform a direct shot as soon as the player makes contact with the ball. These shots are more powerful normal shots and they have higher success rates. There are two kinds of direct shots, Volley (left) and Header(right). Both of them are quite accurate (although the right one is comparatively less accurate) and are very powerful. Nine out of ten times they score a goal on the opponents with weak and near your own level, but is not perfectly workable against strong opponents. And now (triumph), here comes the special moves for striking! They are also element and level dependent, aside from being ranked on their own power, to be effective.

Battles

These are the soccer matches played while you roam around. Technically it's RPG part, but well... Here you have the four players (out of three which you can configure) which will play against four players of an opponent team. These battles are of four kinds- 1. The simple score-a-goal to win- As the title suggests, all you have to do is to score a goal at the opponent to win. If your team's level is high enough, you can simply use direct shots to win, otherwise use the special moves or chip shot to score. 2. The two-goal difference win- Quite same as the above, but here you have to score two goals instead of one to win. A bit of a catch is that you have to be two goals ahead of your opponent to actually win. This means if somehow the opponent scores one goal on you, then you have to score three goals to win. Use the same tactics as above to win. 3. The defend-the-ball win- Here you have to keep the ball under your possession until the time runs out. You lose if any of the opponent's player gets possession of the ball. Also, for this kind of battle, your goalie (and the other one as a matter of fact) is free, so you have one more man. Use him as well and keep passing the ball every now and then. 4. The take-the-ball win- This is also quite simple (although not too much). You just have to gain possession of the ball from the opponent player. Just look out for their incoming passes and try to send one player on each of the opponent. Also, use Time Out as much as you can, it helps a lot.

Special Moves

After completing Chapter 1, you unlock the ability to use some really cool looking moves (Special Moves in European version, Hissatu in Japanese, and yes, I'm showing off) for every type of work you do, and it's an essential part of the game. It's done by clicking on the lightning icon in the middle of the menu (which pops out when you are in a duel) and selecting the move which you desire. The move you choose determine whether you succeed or not. This success rate is greatly determined by the element of the player and the move, which is explained a little further down. Each player has four special moves which he learns while playing through the story or by levelling up. In addition to this, each of them has two additional slots which can be filled in with the moves of your choice. This means you can teach a move to a player who does not have a move of that genre. For instance, a player who is deficient of a defence move can learn a defence move, which greatly increases its efficiency. Prefer a move which matches the player's element for best results.

TP and FP

TP and FP are the two health bar equivalents of the game. TP means Technique Points and is used in a battle for the usage of special moves. If it gets low, you won't be able to use special moves. FP stands for Fitness Points and is the measure of the player's fitness. If it is low, then the player will move slowly, miss the passes a lot, get pinned down easily etc. In short, you have to be fit every time so that you can do best in a match. You can refill your team's TP and FP either by using edibles (the VERY long and costly way) or by Rejuvenation Points (which cost a little Prestige Points).

Elements

Element refers to the kind of player. In this game, there are four kinds- Fire, Wood, Air, Earth. The elements are a key factor which determines the success of a player or a move, as each element is stronger against one element and weaker against other. For instance, fire beats wood, wood beats air, air beats earth and earth beats fire. This means a fire type player (like Axel) has a better chance of succeeding against a wood type player (like Kevin) but he has a lower chance of succeeding against an earth type player (like Mark). The left out element (if continuing the previous example, wind type) has no effect on that particular element (fire type from the previous example). In that case, the win is decided by the form.

Form

The form is just a numerical value, the greater the form, the greater the chances of winning a duel. This, when combined with elements give good results, as a player with form lower than the opponent can win if his element is higher and a player with a lower type element can win the duel if he has a consider- ably high form.

Stats

Each player has 7 stats which represents his strength and weaknesses. A low stat means that the selected player is weaker in that section and work is needed to improve that player in that area. Although if a specific stat is raised too much, other stats of the player starts to drop, so be cautious while training a player. The stats and their descriptions are as follows- Kick Determines the power of kick of the player. Higher the kick, higher the chances of scoring goal. Body Not really sure about it. Control Determines the control of the player on the ball. The higher it is, the higher the chances are of keeping the ball under possession after a successful duel. Guard Determines the defensive skill of a player. The higher it is, the higher the chances of defending the ball from an opponent. Speed Determines the speed of a player. The higher it is, the easier it is to reach the opponent and perhaps (not sure of it), to win the duels. Stamina Determines the player's capability to last in matches. The higher it is, the longer the player lasts in a match without tiring out. Guts Determines the player's will to take on an opponent. The higher it is, the more likely the player will face the opponent, otherwise he will just cower away.

Formations

Formations are the arrangements of the team on the field. There are a total of 16 formations for the matches and 10 formations for battle. Every formation has its ups and downs and it's up to you which formation you use. Below is a list of the formations and its basic rundown.

Match Formations

1. F-Basic |Basic formation, balanced in offence and defence 2. F-Death Zone |More or less like F-Basic, but with more defenders, most |of the opponents use this formation 3. F-Ghost Dance |Uses the midfield more, good for both attack and defence 4. F-Wild Park |Basic formation, 3-man defence and offence 5. F-442 Grid |Defence based formation, systematic movements 6. F-Super Star 5 |Offensive formation, poor in defence 7. F-Crane Wing |Defensive formation, perfect for not letting anyone near |the goal 8. F-Infinite Wall |Defensive formation, quite a bit like F-Ghost Dance 9. F-Free March |Offensive formation with 3 strikers 10. F-Heaven's Gate |Offensive formation, individual based 11. F-Phalanx |Defensive formation, midfield concentration 12. F-Butterfly |Offensive formation, good for early attacks on opponents |who does not have players on the side 13. F-Dot Prison |A 3-4-3 formation, man to man marking type. Best if |mastered 14. F-Bow & Arrow |Offensive formation, focuses on the middle 15. F-Midfield Block |Defensive formation, focuses on the midfield 16. F-Phoenix |Balanced formation

Battle Formations

1. B-Basic |Basic formation, for beginners 2. B-Flat Back |Defensive formation, for pure defence 3. B-Attack |Offensive formation, good if the opponent is centred in the |centre (my personal fav) 4. B-Breakthrough |Offensive formation, for pure offense 5. B-Pressure |Balanced formation, again good against the opponents who |are in the centre 6. B-Slash |For those who prefer to play from the left (like me) 7. B-Right Wing |The opposite of the above, for those who prefer to play |from the right 8. B-Train |For those who tear through the centre 9. B-Triangle |Offensive formation, sort of an inverse of B-Attack 10. B-Lance |Defensive formation, one striker

Time Out

During a match or a battle, a small red hand appears on the upper right corner of the touch screen. This is the Time Out button. Press it to pause the match so that you can plan your next move. It's very useful for setting up players for further actions, like positioning players for attacks beforehand. Once used it takes about 10 seconds to be enabled.

Fired Up

In the middle of chapter 2, you'll unlock the ability to get 'fired up' in a match. It does three things: 1. Reduces the cost of TP used to 3/4 2. Makes the moves stronger 3. Raises the chance to win the match It is a good thing to use in a match. But be sure to use it on a right time, as it can only be used once per match and it lasts for about 1/4th of the total match. I'd say you use it when the 2nd half is halfway done.

Tips & Tricks

1. Always stay a step ahead of your enemies. Watch the anime people. Whoops, sorry. Before playing a match against any team, save and then play the match. This way, you can get a brief idea of their play style. Also you can also know their team's level, by clicking on the info button on the screen where the rival team's formation is shown. So, if your team gets defeated, you can have a better idea to exact revenge by knowing their power and going beyond them. In simple words, train beyond their level. 2. Use your equipment wisely and in right places. It's a RPG, and you get special clothing to raise specific powers, like kicking power, ball control power, stamina, defence power, speed etc. So, if you want to raise your attacker's power, equip them with boots with good kick power. Same goes for the defenders, equip them with anything which raises their defence power. For midfielders, equip good shot holders with kick power boots and good defenders with speed boots. 3. Try to get all the chests that you encounter in any area. Some contain very handy items which can be lifesaving. 4. Try to recruit players as early as possible. If you're planning to fully complete the game, then you'll be raising your roster to around 44 players at total. 5. Apart from some storyline events, the enemy players also use TP for their special moves. Use this to your advantage and drain the strong players (especially the striker and goalkeeper) of their TP. This will make things a whole lot easier. 6. During the match, sometimes you have the option to go to Menu to do stuff. Use this opportunity to substitute low TP players with new players to keep your team fit. There are many more things in this game, which will be discussed when they become available in the game, so that the spoilers may be avoided.

The Beginning

Prologue

So here we are, at the start of the game. Here is the walkthrough format which I am gonna follow- Task- Anything which you have to do to proceed further. No. Of Chests- Chests available in the area. Walkthrough- The actual description and aide for you. I have used the directions with respect to the directions of the DS. This means when I say right, it is the right of your DS. Alright, here's the first one.

After you start a new game, you are asked to type a name for your save file. Do so and then watch the two warnings (like anybody's gonna do it anyways). After that, watch a movie (skipable by Start) and then, off we go!

Area- Club Rooms

Task- Go to the pitch to practice! No. Of Chests- 1 Walkthrough- Now you get control of Mark Evans, the main protagonist for the game. Your first goal is to go to the pitch to practice alone. Talk to the guy (A button) standing right in front of you and he will tell you where the pitch is, which is on the right, of course. He also tells you about the blue glowing spot in the club room. This Rejuvenation Point is the place where you can refill your team's power, so that you may play the match again with full power. He also tells you to check the Help in the System menu for more hints. After chit-chatting with him, it'd be a good idea to run around the area a bit. Go downwards and talk to all the people there, just to get familiar with the gameplay. While talking, you may have noticed a blue coloured chest at the parking lot (with some cars there). Open it (A button) and you will obtain a bottle of milk. Useful, eh? Then go into the clubroom and talk to all people there. Also notice the Rejuvenation Point there. Now come out and follow the path to the right. Before going through the divider, talk to the kid with glasses near the divider. He will tell you some tips about the life in Raimon. These include the usage of B button (for running/walking depending on your settings from the Settings sub menu in the System menu) and saving the game by selecting Save from the menu. After getting this free advice, run off across the divider.

Area- School Pitch

Task- Go to the pitch to practice! No. Of Chests- 2 Walkthrough- Now here we are, at the pitch, right at the centre of the area. This is where you are supposed to go, but hey, who listened to Big Daddy anyways? So, let's roam around and talk to everyone a bit. You may have noticed two sets of stairs, one at the upper part and other at the left part. These are the houses of education, or in plain words the school buildings. The upper one is the Second Year Building, which include Mark's classes, and First Year Building, currently blocked by a lover boy. After you get familiar with them, you may like to open the two chests on the side of those two buildings to get Rice Ball (2nd Year Building left side) and Mineral Water (1st Year Building down side). While checking out the area, you may notice a guy at the right stairs of the 2nd Year Building in greens. He's Mr Veteran. Talk to him to get the layout of the school. He's an important guy, so talk to him whenever you can. After that, go upwards and climb the stairs. Go through the door (the open one in the centre) to go into the school building.

Area- Raimon 2nd Year Building

Task- Go to the pitch to practice! No. Of Chests- 3 Walkthrough- So, back to school (I'm scared). This is the ground floor of the building, which has staff room on the right, a canteen and a library on the left and stairway in the centre. There is also a pathway there, but currently it is inaccessible. Talk to all the people there and don't forget to take the 60 Prestige Points (your currency) from the chest in the canteen's upper left corner. Also, talk to the guy in the canteen to know about item usage. Talk to the person at the counter to buy items. Now, head upstairs. On the extreme right, there are Mark's class and rest are anonymous classes. In the class which is to the left of Mark's, there is a chest containing a Cookie Bar (yum) and on the left there is a Mineral Water chest. Now, let's move one level up. Whoops, someone, who we know (ahem) broke the glass and thus, we are not permitted upstairs. So let's head back to the pitch. On the way back, there are five dividers just before the door which leads to the pitch. In the corner of the last divider from the right, there is a pair of sunglasses. Pick it up (A button). Now go out.

Area- School Pitch

Task- Go to the pitch to practice! No. Of Chests- 0(you opened it all, duh) Walkthrough- Now let's just head to the pitch. Upon reaching there, you will be treated with a cutscene and then you will have your first battle of four. This would be a little troubling with the stylus for you, but use the stylus slowly and carefully to get near your opponents. When you reach there, there will be a screen telling you the tricks to steal the ball. Read them and then when you see the same as you saw in the screen, select the right one (Sliding Tackle). See how you get hold of the ball smoothly and you are done. Objective completed. After that you will be again treated with a cutscene, after which you regain control.

Area- School Pitch

Task- Go to the club room meeting! No. Of Chests- 0 Walkthrough- There is nothing to do here, so we might as well head back to the club. When you reach there, you will see a small scene outside the club. After that, head back to the club and talk to Steve (in the centre) to see yet another scene. After that, a new chapter starts.

Chapter 1- Royal Academy Is Here!

The chapter starts with a scene where you have to find the white spikey haired boy. This scene also introduces the Blog, where you can find hints and info on the current objective. The Blog can be read by pressing X, then Info and then Blog.

Area- Club Rooms

Task- Ask around and try to find Axel! Chests- 0 Walkthrough- Your goal is to talk to everyone and find out Axel. You have to go to the back gate (at the parking lot). There's a kid who tells that Axel has left. Now you have to go to front gate. Head there.

Area- School Pitch

Task- Leave via the front gate! Chests- 0 Walkthrough- Upon entering this area, a scene occurs, after which a new area in the town, i.e., The Tower is unlocked. Your objective changes, now you have to go to the Tower. Go to the front gate, and don't forget to say "Hi" to those two rugby boys. When you go to the gateway, an option pops out, asking you whether you want to go to the map or not. Choose yes and you will be shown a screen where the key locations of the Inazuma Town are shown. Scroll down to the Tower and hit A button.

Area- Tower

Task- Head to the Tower! Chests- 1 Walkthrough- Upon entering the area, a small cutscene occurs. After that you have to go to the tower. Explore the beautiful sunset to see two boys, two cats and a romantic poetic couple. Also notice the lightning bolt there. Though it is unusable at the moment; it is a handy place to remember. Now after sight- seeing, head to the tower through the stairways there, and don't forget to read the signboard there. When you reach there, objective again changes, this time to climb the tower. But before climbing that up, go to your left and at the left-most corner of the fencing beside the house, there is a chest which contain a Popular Bracelet. Now go back to the steps of the tower and press A button to climb up the tower (ha! and I thought Mark was a law-abiding citizen) and see a small scene. Then climb back down and walk up to the stairs and see one more scene (cool kick).

Area- Raimon 2nd Year Building

Task- Follow Axel! Chests- 0 Walkthrough- Now a new day starts and you have to kick off your day with following Axel. Mark, you sure are breaking rules a bit too much. Anyways, just get out of class and rush (actually, take your time) to your left towards the stairway to see Axel going down. Follow him to the lower level and see a small scene. After that, your objective changes to have a chat with Nathan (the blue haired guy who helped in soccer battle against Rugby boys). This also unlocks the baseball field area. But before rushing there, talk with the Raimon student in the front of the staff room (right side). He gives hint of a recruitable player near the soccer clubroom. Well, we've got one more recruit. Time to go go go. But before going there, talk to the green haired boy who is standing beside the staircase. Aah, one more recruit, but a hesitant and stubborn one. Talk to him 8 more times and he will run away from you. Meh, I don't have that much of a bad breath. Anyways, back to Nathan. Head out through the doors. Also check the blog (oh c'mon, you ARE reading it, aren't you). Note- Sometimes, the green haired boy does not appear straightaway, you may have to go to another area and come back in the school to find him.

Area- School Pitch

Task- Find some club members! Four to go! Chests- 0 Walkthrough- Go down through the left staircase to find a kid standing there. Talk to him and he will offer his services to the team, on conditions, of course. After getting his assurance (and humiliation) go down and talk to the second kid there to get the same hint about the same to your left to go to the clubroom.

Area- Club Rooms

Task- Find some club members! Four to go! Chests- 0 Walkthrough- Go straight to the left most part of the area to discover a kid with a pink cap. Talk to him and answer his question with a yes to get him into the team. Now, continue to your left and to the wall of the lowermost building to find the same kid (his name is Paul Peabody btw). Talk to him nine times more and he'll again run away. Gosh, this kid's a natural..... criminal. Now go up, following the path to go to the baseball field.

Area- Baseball Field

Task- Find some club members! Three to go! Chests- 2 Walkthrough- Go to the uppermost part of the area to find a chest containing Graft Kit. Then go to the right side stands which are at the right of the baseball field to find a chest containing Milk. Then go back to the lower right part of the area to find Nathan. Talk to him to get him in the squad as well. Next, talk to the kid at the left of the sprint track. He will tell you about checking the classrooms for players. So head back directly to the classrooms.

Area- Raimon 2nd Year Building

Task- Find some club members! Two to go! Chests- 0 Walkthrough- Go up to the first floor and follow the corridor to the left. Talk to the boy standing between the two classes and he'll pinpoint the location of your third recruit. Go in the class at the far left and talk to the guy who is hiding in the corner. Answer his question yes and you get one more recruit. Now that you require only one more player, it's time to ask to the glassy boy outside. So let's head out there.

Area- School Pitch

Task- Go and talk to Willy! Chests- 0 Walkthrough- Go down the stairs and talk to Willy. Hear his ridiculous terms and answer yes (need makes the donkey father) to make him a member of the team as well. Now that you have scraped together a team, you have to tell everybody in the clubroom. You have also unlocked the Player Binder, where you can see the players which you have recruited and also the players you have fought against. Now, let's head back to the club room.

Area- Club Rooms

Task- Return to the soccer clubroom! Chests- 0 Walkthrough- Enter the clubroom to give everybody the good news. After that you will be having some practice. Talk to Silvia to start a practice match. You can choose the players you want by using X button to open up the menu and then selecting Friends->Swap. Choose the player you want and then hit the A button. Go to the list's top most part and hit A button again on the player which you want to swap your selected player with. Win this one and you're done. Now talk to Silvia again and answer her question with a yes to move on further in the story or answer no and then yes to have one more practice match. After practicing to your heart's content, talk to Silvia and answer her question with a yes to trigger a couple of scenes(I always say that flattering makes a fool out of anybody, but this....). After that, your objective changes to find Jack. So, what are you waiting for? Let's go.

Area- Raimon 2nd Year Building

Task- Find out where Jack's hiding! Chests- 0 Walkthrough- Talk to the boy at the far right and he'll show you a locker which is moving. Check that locker to find out Jack hiding in there (how that fat man got in it in the first place?). After opening the locker, a scene takes place, which will ultimately lead to a battle against the sumo club. You have to hit the locker to win. Use the tactics described above and you will win easily. Also, you get info on the elements, which are very handy and useful to use. If you lose somehow, you can always talk to the leader of the sumo group for a rematch. After winning, a scene takes place and then you get Jack back into your team. Now you have to talk to Silvia to start the match. Go down and talk to her to start the match. But, first a cutscene.

Match- Raimon VS Royal. Academy

The match starts with a small chat of the players. After that, you get to setup your formation. I recommend it to leave it as it is, it's the best one for now. Hit next to see the Royal's formation. Hit next again to start the match. Watch as your team gets pummelled down easily, as Royals are in a totally different league than yours. They even got some special moves, which you are totally deprived of. Sit back and see them doing goal after goal. After a while, the score will be 18-nothing, the score being in the favour of Royals, of course. After displaying the proof of their overwhelming strength, a scene occurs, and one more goal is added to the Royal's side. After that, one more goal is added to Royals by a spectacular shot, The Death Zone. After that, a couple of scenes occur, and Willy proves himself a run-off (geez, and I thought Peabody and Jack are good at running). After the end of the scenes, we get a new player, none other that the legendary Axel Blaze! Take that, Royal Academy. After seeing the scene, add Axel to the team by selecting him by A button and then going to the list on the right and pressing A button on any blank space. The game starts again with Axel as forward. After the kick-off, an opponent starts charging towards the goal. When he ultimately reaches there, Mark babbles about the Shot Stopping Technique No. 1, the God Hand. He fires a shot towards you, which you have to stop with God Hand. It can be done by touching the thunder icon between the Catch and Punch options and selecting God Hand from the options. Do it and Mark will stop the first goal with his God Hand. Then he passes the ball over to Axel, and he charges down the entire Royal defenders to take a shot at the goal. Touch the goal area and select Fire Tornado from the Special Moves icon to trigger a cutscene. After you score a goal, some more cutscenes happen. After that, you win the match and unlock the Connect mode, where you can play multiplayer games through Wi-Fi. You are prompted to select a name and an emblem for your team. After that fuss, you can save your game. Do so and a new chapter begins.

Chapter 2- The Dream Begins!

Task- Check the noticeboard downstairs! No. Of Chests- 0 Walkthrough- The chapter starts with a small talk and after that, you have to go to the noticeboard which is downstairs. Go down one level and then go to the crowd which has gathered to see the notice. Read the notice on the wall by pressing the A button. Looks like you've got one more match coming towards you. Now your objective is to confirm this match notice with Mr Wintersea. He's at the staff room. Go there and talk to the teacher at the left most corner and he will tell you about the whereabouts of Mr Wintersea. He's on the second floor with Principal Firewill. So, let's head upstairs. When you arrive on the second floor, go to the left to find the principal's office. As you reach there, a scene takes place (great teachers we got here, huh), after which you have to go to the clubroom to talk to a girl. Go out and up to the field. Before you get there though, you have yet one more face-off with Nelly. She tells you about the soccer battles, which can be fought randomly now, in the Inazuma Town. They are good sources of training as well as Prestige Points, so get ready and gear up!

Area- School Pitch

Task- Go to the soccer club room! No. Of Chests- 0 Walkthrough- Just head down towards the soccer clubroom. Be careful though, you will most probably be challenged by a team for a soccer battle. Use the same tactics as you used before and this will be a scratch.

Area- Club Rooms

Task- Go to the soccer club room! No. Of Chests- 1 Walkthrough- Go down the stairs to the right and find a chest at the right of the staircase containing Youth Bracelet. Now head back into the clubroom to trigger a scene. And buiya (I hope the spelling is right), you unlocked the Scout system. This is very useful as you can search out new players for your team through this system. Also, you have now unlocked the River Bank area. The next objective is to go to the river bank so that you may practice. You can now talk to Celia to scout out players. You may want to do so right away, or you may not, it's your choice. Check the Recruiting System (Celia) section for more info on recruiting players. Go out of the clubroom to find the headmaster (gah, I wish to rip him off). He offers his help to the soccer club by giving the option to change the roster of the soccer club team. He also tells about the Story squad and Connect squad (now that is the reason I let him live). Now as the tennis courts are unlocked; let's head there for some goodies. Go upwards towards the baseball field. Follow the path to go to the tennis courts.

Area- Tennis Courts

Task- Go to the river bank! No. Of Chests- 2 Walkthrough- This area has the tennis courts and the third year building at the topmost part of the area, currently blocked by a bully. As soon as you enter this area, you meet up with Peabody again. Talk to him nine times and this time he will finally join the team! Yay. Add him to the roster, just like you did for Axel. You have also unlocked a route on the Connection Map by befriending Peabody. Now continue along the wall to the right to find a chest containing a Cookie Bar. You may also see stairs leading to a building. Don't bother climbing, they are blocked anyways. Instead, head downwards to check out the tennis courts. At the left of the left side pathway, there is a chest containing Youth Boots. Now head in to the tennis courts and go to the lower right corner to find a chest which contains Milk. Now that we've got everything we could possibly get, let's head on to the river bank through the main gate. But first, you may like to go to the Tower area for some goodies. Go to the gate to meet up Axel. Watch a small scene, after which you regain control. Walk up to the gate and select yes to go to the map, then select the Tower area.

Area- The Tower

Task- Go to the river bank! No. Of Chests- 0 Walkthrough- Go to the lower right area (the area with the thunderbolt) and talk to the cat to get the key to the Athletics Club room, which is situated just beside the soccer club room. Now climb up towards the tower but don't go up to the tower. Instead, take a left and go to the house that is standing there. There is a person standing there who is a twin of the Mr Veteran at the

|==========| |Area- River Bank| |==========| Task- Go to the river bank! Chests- 0 Walkthrough- Enter the area to trigger a scene. Now you have to put Axel in your party (man, why are they throwing them off like that if they are planning to put them back anyways). Now go to the pitch and talk to Edmounds to start the practice. You can also have a practice match with them if you want. After practice, you obtain a new move for Axel, the Inazuma Drop. Now you have to go to the station to board a train to Wild Junior High School. You also get a message telling about the co-op moves partners. Leave the school via the front gate to go to the station. |==========| |Area- Station| |==========| Task- Go to Wild Junior High! Chests- 4 Walkthrough- Go to the road going to the right to find a chest containing a Stamina Bar. Now go to the topmost part of the area and then follow the road to the right to find a chest containing a Sports Drink. At the upper left corner of the area, there is a convenient store where you can buy edibles, equipment and special move manuals. Go in and buy whatever you like. After that, go to the station (in the upper centre part) and buy a ticket to Wild, don't worry, you won't have to pay a dime. Don't forget to recharge your team with the Rejuvenation Point there. Now you have arrived at the Wild Jr. High. Open the two chests in front of you to find a Spinning Cut move manual and a Stamina Bar. Continue further right to meet up with Nelly. After that, continue over to the bridge in the centre to start the match. You can also go back to the city through the right side of the area. You have to put Axel and Jack in your team first, though. After a small cutscene, the match finally starts. ___ ___ | /----------\ | | /_ Match- Raimon VS. Wild _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 15 (at an average) Their Weakness- Generally weak defence, particularly in forwards and midfielders. Recommended Team Level- 23-25 Use the Butterfly formation as always and put Max as a third striker. Pass to Axel and do the Inazuma Drop move to score a goal. After that, you can use any shots to score goals on'em. Also, you can get past the strikers and midfielders quite easily as they don't have any moves for defending. After the match is finished, you get a Wild kit, a Wild Plank formation card and a Stamina Bar. After the ensuing cutscene, you are prompted to save your game. Do it for the start of a new chapter. ___ ___ | /==========\ | | /__ Chapter 4- Uncover The Secret Facility __\ | | / \ | |/| / (CH4)\ |\| |/==========\| \/ \/ Task- Go to the club room! Chests- 2 Walkthrough- The chapter starts at Mark's class, with the information that you have unlocked yet another route at the Connection Map. You have to go to the soccer club room to talk to a guy. But first, go one floor up and then to the right to Nelly's room. You can now go into the room to find 2 chests containing a Soccer Magazine and 70 Prestige Points. Now go straight to the club room. Also, by unlocking this chapter, you gain access to the defend the goal type soccer battles. |==========| |Area- Club Rooms| |==========| Task- Go to the club room! Chests- 0 Walkthrough- Enter the soccer club room to trigger a cutscene. After the cutscene, walk out from the club to trigger yet another cutscene (aargh, I hate repeating myself). After that you unlock the Nelly's scouting system. You can call players from another teams (reminds me of European soccer clubs). For details, read the Recruiting System (Nelly) section. Now, you have to go to the gym area. So, let's head there directly. |==========| |Area- Gym| |==========| Task- Go to the hideout behind the gym! Chests- 5 Walkthrough- Take the chest near the upper left path for Tennis Club Key. Then, follow the path to the right and then to up. Take the first right you see on the pathway to arrive at the gang hideout's gateways (some hideout). Enter the area and take the chest there to obtain a Sports Drink. There's also a chest at the lower most part of the area. Open it for a Stamina Bar. Then go up and talk to the kid in white shirt to trigger a cutscene. After that you have to play a battle match against his team (why is anything never easy). Anyways, beat him to watch one more cutscene (they would at least have removed the goal, jeez). After the "devised" cutscene, you have to go to the west building aka 1st Year Building. You have also unlocked a route on the Connection Map. But before going there, head out from the exit at the right to go to the sweet shop. There is a chest at the parking lot in the right corner. You can also enter the shop for buying some moves and other things. When you're done here, head back to the gang hideout. Exit through the lower most part of the area and go to the left to find a chest containing a Stamina Bar. Now go to the pitch area and head to the left most part to find the 1st Year Building (remember the lover boy?). Go into the building. |==========| |Area- Raimon 1st Year Building| |==========| Task- Go to the lab! Chests- 2 Walkthrough- Open the chest at the left of the doorway to obtain a Sports Drink. Then go one level up and go to the lower end of the corridor to obtain a Life Bracelet from a chest there. Now head back down and go to the lab at the lower end. Talk to the teacher there to trigger a cutscene. After that, you have to go to the Shopping Area (man I hate teachers). Go out and leave through the main gate to go to the Shopping Area. |==========| |Area- Shopping Area| |==========| Task- Go to the model shop! Chests- 2 Walkthrough- Upon arriving at the area, an old lady comes near you. Talk to her to get info on the area. This area has a sports shop which sells boots, gloves and kits, model shop (your current destination), an under construction convenient store and a mysterious shop. It has also got two locked areas, first an arcade and second the back alleyway. Go to the shop marked as "Raijin Models" and don't forget to take the chest on your way which contains Sports Drink. Talk to the man behind the counter for a little chit chat. After that, you have to go to the statue at the lower right corner of the school pitch area. Silly Nelly. You've also unlocked a route on the Connection Map. Anyways, head out from the shop and continue to the right. Go to the pink brick way to open a chest containing Spirit Boots. Then get out of there and head to Raimon. |==========| |Area- School Pitch| |==========| Task- Go to the statue! Chests- 0 Walkthrough- Just go to the lower right corner of the area and talk to Nelly, who is standing over there to trigger a cutscene. After that, you have got a new facility to train, which is called the Flash Training Facility. You can work out on specific skills of the whole team like kick power, guard, control, speed, guts and even on the increasing of Technique Points and Fitness Points. Choose one of the courses by talking to the guy at the counter and reach to the end of the area, all the while playing soccer battles in each room, to play a soccer match with a composite team of your previous rivals. Win the match to complete the course. At the end of each course, your chosen ability will increase bit by bit. As for some tips for the survival of this insane training ground, there are some handful tips for you, which include- 1. Don't hesitate to use your special moves. Better lose TP than match. 2. Some rooms have chests in them which contain edible items. They are handy for restoring TP and FP. Use them if you need. 3. Before talking to the guy in the last room, i.e. a big soccer field, make sure your team members are fully charged and match ready by using consumables from the inventory. And before I forget, you have also unlocked a route on the Connection Map by unlocking this facility. After you complete any course here, you can go out to continue with the story. You can also continue training if you like, but I'd rather go out to at least charge up. Anyways, whatever your decision maybe, once you go out, you are treated with a cutscene. After that, you get a manual for Inazuma-1. Now you have to start the match by talking to Silvia in the club room. You can also train if you like. Whatever you do, speak to Silvia to advance further. |==========| |Area- Club Rooms| |==========| Task- Go to the station! Chests- 2 Walkthrough- You start at the soccer club room. Go out and go to the Tennis club room, which is at the left of your club room. Get in and open the chests there to receive Gentleman's Kit and Super Armadillo move manual. Now go out and directly head to the station. Note- There may also be a recruitable player standing near the door there. I saw him when I was at Chapter 6, so I'm not 100% sure about the time he's there, so if someone can confirm this, please let me know. |==========| |Area- Station| |==========| Task- Go to the station! Chests- 0 Walkthrough- Just board the train, like you did last time. The match will start as soon as you select yes from the choices given. ___ ___ | /----------\ | | /_ Match- Raimon VS. Brainwashing _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 18 Their Weaknesses- Err, no love for soccer? Alright, exactly nothing. Recommended Team Level- 26 The team here is pretty weak, but the real challenge comes from their Goalie (I'm not talking about his haircut) and their striker Turner, both of them are at level 30. This makes the scoring part a little bit difficult. But with the Inazuma-1, you can score pretty easily. Teach it to Axel and take the shot. Their formation is also a bit awkward to break, especially with the Basic formation, which results in a whole lot of clutter at the opponent's area. Better use the Midfield Block or Butterfly formation to get the better results. Alternatively, if you didn't taught Axel the Inazuma-1, you'll be facing a team who never tires out, no matter how many times they use their special moves. This means only one thing: trouble. So, unless you are up for some real big challenge, you may want to go with the Inazuma-1. After the match ends, you obtain a Brainwashing Kit, a F-442 Grid match forma- tion card and a Hyper Bar. ___ ___ | /==========\ | | /__ Chapter 5- Beware The Maid Cafe?! __\ | | / \ | |/| / (CH5)\ |\| |/==========\| \/ \/ Task- Go to the soccer club room! Chests- 0 Walkthrough- Wierd name for a chapter. Anyways, you start at the 2nd Year Building, at Mark's classroom. Since there's nothing of interest here, you may like to drop by at the Newspaper Club room for one more recruit. |==========| |Area- Swimming Pool| |==========| Task- Go to the soccer club room! Chests- 0 Walkthrough- Walk up to the Newspaper club and talk to the guy in pinkish colour hair to recruit him as well to the team. Now head straight to the club room. |==========| |Area- Club Rooms| |==========| Task- Go to the soccer club room! Chests- 1 Walkthrough- Go to the left part of the map, where the other club rooms reside. Check the lowest wall of those club rooms to locate a chest containing Sports Drink. Now go to the soccer club room to initiate a cutscene. After that, your have to visit the maid cafe in the shopping area. But first, go to the baseball field. |==========| |Area- Baseball Field| |==========| Task- Go to the cafe in the shopping area! Chests- 2 Walkthrough- Check at the right of the athletics track to discover a chest containing Strength Bracelet. Now go to the lower part of the baseball field for a chest which contains a Stamina Bar. Now let's head off to the shopping area. |==========| |Area- Shopping Area| |==========| Task- Go to the cafe in the shopping area! Chests- Walkthrough- Just walk up to the flag icon to trigger a scene. Say yes to the man's question (he won't let go of you if you don't) and you'll get a new task, to go to the Golden Temple. Head to your left and enter the alley which is at the left of Raijin Models to initiate a scene. Now your objective changes. Head to the path going towards right and walk up to the flag icon. Talk to Samantha and she'll challenge you for a match of soccer. ___ ___ | /----------\ | | /_ Match- Raimon VS. Street Sally's _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 25 Their Weaknesses- Lack of defence and dribbling moves in most of the players. Recommended Team Level- 30 Street Sally's are made up of members of town committee, and apparently that's why they are quite weak. Their entire forward line up lacks any dribbling or defending moves, save for Jones. Their defence line also has no special moves for defending, except for the two on the extreme sides of the defence line up. This makes taking the ball to the goal almost insanely easy. The goalkeeper also is weak, having only one weak goalkeeping move, thus scoring goals is also easy. Just try to use a powerful co-op move, like Inazuma Drop or Inazuma-1 and you will be fine. As for formation, Basic is enough. After you win, you will get Super Water and Street Sally's kit. After a bit of chit chat, you will finally get permission for what you came for. Now go up to the playground and open the chest there for a Youth Kit. Now head back to the shopping area by going back to the road and heading right. You will be at the area selection screen. Choose Shopping Area and voila! you are back to the same area. Oh, I almost forgot, you also unlocked a route on the Connection Map. At this point, I recommend you to level up your team as much as you want, you won't be getting a second chance until after the match against Otaku. You can also play against Street Sally's now by talking to the old man by the side of the goal in the Shopping area's soccer field. |==========| |Area- Shopping Area| |==========| Task- Tell Manny Artic the news! Chests- 0 Walkthrough- Just go to the cafe for a scene, which unlocks a route on the Connection Map. After the scene you will start at the soccer club room. Your objective now is to go to the nurse's room, which is located in the First Year Building. Head there. |==========| |Area- Raimon 1st Year Building| |==========| Task- Go to the nurse's room! Chests- 0 Walkthrough- Enter the building to trigger a cutscene, after which all of your team members' stats will drop to 1, except Mark and Axel. This means that all of your stats will be on 1. You can train the players to raise the stats back, but only God knows from where you'll manage that much Prestige Points. So, forget about training and head directly to the station and board the train. ___ ___ | /----------\ | | /_ Match- Raimon VS. Otaku _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 21 Their Weaknesses- No defence moves for forwards, no dribbling moves for the defenders. Recommended Team Level- 30 The team here is weaker than Street Sally's, so if you won against them easily, then they should be easy too. The only catch is that all of your stats are low, so you'll be relying on special moves for every duel, even though that too wouldn't be helping you much, as many times your move will just fail. Their formation is the thing you'll be getting most headaches from. Their formation is so tight, you can barely move, and there's a high (and I do mean HIGH) possibility that you'll be getting loads of offside due to movement of opponent players. Try to take the shot with Axel; he's way stronger than all of them, so he'll score. Another way is to use weak shots against the goalie to drain him out of its TP, then take a shot at him to score. After you win the match, you'll get a Hyper Bar, an Otaku Kit and a F-Super Star 5 match formation card. After the match you'll start at soccer club room and your objective will be to go to Mark's house for dinner (why wasn't I invited, after all, I was the one... never mind). Just head directly for Mark's house. |==========| |Area- Mark's House| |==========| Task- Go to Mark's house! Chests- 1 Walkthrough- Go to the lower part of the playground for a chest containing 125 Prestige Points. Now head inside Mark's house for a cutscene. Now you have to go to the maid cafe. You start at the club rooms (again). Head out. Also, you have unlocked another route in the connection map. |==========| |Area- School Pitch| |==========| Task- Go to the maid cafe! Chests- 0 Walkthrough- Walk up to the gate to initiate a scene. After the scene you'll have two things, one a Computer Room Key and second, Willy in your party. Now head out to the maid cafe. Before going into the maid cafe though, put a good striker in your party, you'll shortly be needing him. |==========| |Area- Shopping Area| |==========| Task- Go to the maid cafe! Chests- 0 Walkthrough- Walk to the maid cafe and enter it. Now go to the stage at the upper part of the area and open the door there. After you enter, you'll receive Hacking Records. You'll also be challenged by Otaku Geeks for a four man battle. Just win this one by using any specials you see fit and that's it. You'll obtain Sports Drink and Quick Draw move manual for winning. Also, a route on the.. oh you know what I'm gonna say, don't ya? Anyways, head back to the soccer club room to finish the chapter. ___ ___ | /==========\ | | /__ Chapter 6- Toe-to-Toe With Royal Acadamy __\ | | / \ | |/| / (CH6)\ |\| |/==========\| \/ \/ Task- Go to the car park to see the bus! Chests- 1 Walkthrough- You have to go to the car park which is at the club room area. But first head to the roof of the 2nd Year Building. Open the chest there for a B-Pressure battle card. Now head out of the building. |==========| |Area- School Pitch| |==========| Task- Go to the car park to see the bus! Chests- 1 Walkthrough- Go to (not in) the 1st Year Building and then to the lower part of it to find a chest containing Stamina Bar. Now head to the club room area. |==========| |Area- Club Rooms| |==========| Task- Go to the car park to see the bus! Chests- 0 Walkthrough- Head directly for the bus. After the scene, you'll be heading towards the soccer club room. Go there for one more scene, after which you have to head back to the bus. Go there and talk to Mr Wintersea for yet another scene. After this, you have to chase Wintersea down. Go to the pitch area. And, if you think you can just take the shortcut from the hospital, then it'd not work. So, just head to the pitch. |==========| |Area- School Pitch| |==========| Task- Chase Wintersea! To the front gate! Chests- 0 Walkthrough- Head to the front gate. After the scene, you have to go to the club room. Head back there (this stinks). You've also unlocked a route on the Connection Map. |==========| |Area- Club Rooms| |==========| Task- Go to the club room! Chests- 0 Walkthrough- Go inside the soccer club room and talk to Celia. After this, head to the 2nd Year Building (looks like coaches are on a sale or something). |==========| |Area- Raimon 2nd Year Building| |==========| Task- Go to the headmaster's office! Chests- 0 Walkthrough- Head to the headmaster's office on the 2nd floor and talk to Sonny or Nelly. Now you have to go to the Arcade area of the Shopping area, which is unlocked right now. So, head there. |==========| |Area- Shopping Area| |==========| Task- Go to Rai Rai in the arcade! Chests- 4 Walkthrough- You have to go to the far right part of the area. But first, go to the soccer ground where you played against Street Sally's. At the lower right corner of the field, there's a chest containing B-Train battle card. Now head back to the main area. Head directly into the arcade and go to the flag icon. Before you enter though, take a look in the alley at the left of the shop for a chest containing Dojo Key. Now head to the right and check the chest at the left of the path which leads down for Stamina Bar. Now go back to the noodle shop and head in there. After the scene, head to the river bank. You've also unlocked yet another route on the Connection Map. |==========| |Area- River Bank| |==========| Task- Meet Mr Sweet by the river bank! Chests- 2 Walkthrough- Open the chest near you for Gym Key. Now head into the next area for a cutscene. At the lower right corner of the area is a chest containing Meadow Kit. Now go and talk to Mr Sweet, who's in the middle of the soccer pitch. Now you have to go to Tower. Head there. Also, put a good striker in your party, it'll come in handy, and recharge your team before you go there. |==========| |Area- Tower| |==========| Task- Go to the tower! Chests- 1 Walkthrough- After the scene. put Bobby in your party and win the match against the Black Suit Mystery. After you win, you'll get Fervour Bracelet and Sports Drink. After a couple of scenes, your objective now becomes to go to the pitch. But first, we've some chests here to open. Go to the lightning bolt and follow the path there to find a chest for 480 Prestige Points. Now head to Raimon. |==========| |Area- School Pitch| |==========| Task- Get ready and go to the pitch! Chests- 0 Walkthrough- Just talk to Hillman who is standing in the middle of the pitch. After the scene, head to the station. |==========| |Area- Station| |==========| Task- Match day! Head to the station! Chests- 2 Walkthrough- Go up to find a chest containing an F-Phalanx formation card. Now board the train, and don't forget to recharge your team. As soon as you reach the area, a route on the Connection Map will be unlocked. Follow the path to reach the next area. In this area, go to the intersection and take the right path for a chest which contains Zigzag Spark move manual. Now resume your journey to the above to start the match. ___ ___ | /----------\ | | /_ Match- Raimon VS. Royal Academy _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 25 Their Weaknesses- Nothing in particular. Recommended Team Level- 32 The opponents here are well balanced, so it won't be an easy task beating them. You'll be relying mostly on your moves here to win. The goalie, King, often starts with a Power Shield, so use a medium power shot, like Dragon Tornado or Inazuma Drop. At the second shot, he'll probably use Full Power Shield, so use Inazuma-1. As for their shots, it's mostly Hatch's Wrath Shot and sometimes Death Zone and David's Emperor Penguin No. 2, which are counterable with God Hand. Also, they usually dribble with Breakthrough, which means you have a high chance to get free kick, so use it well and wisely. After your victory, you'll obtain Hyper Bar, Royal Academy Kit and F-Death Zone formation card. After a couple of scenes, the chapter ends. ___ ___ | /==========\ | | /__ Chapter 7- The Return Of The Legends __\ | | / \ | |/| / (CH7)\ |\| |/==========\| \/ \/ Task- Go to the soccer club room! Chests- 0 Walkthrough- You'll start as usual at Mark's classroom. Head to the ground floor and head out to the Tennis Courts. |==========| |Area- Tennis Courts| |==========| Task- Go to the soccer club room! Chests- 0 Walkthrough- Upon reaching there, you may notice that the 3rd Year Building, which was blocked by a bully is now open. So, let's head in there. |==========| |Area- Raimon 3rd Year Building| |==========| Task- Go to the soccer club room! Chests- 3 Walkthrough- In this building, there are three floors. On the ground floor, there are two rooms. Go into the room on the right and open the chest near the piano for Super Water. Now head left and open the chest at the end of the corridor for Falcon Shoes. Now head directly to the second floor. Head into the left classroom for a chest containing Hyper Bar. Now head back to the Tennis Court and then to the baseball field. |==========| |Area- Baseball Field| |==========| Task- Go to the soccer club room! Chests- 4 Walkthrough- Go into the Martial Arts Club which is at the lower left part of the area. Open the chest at the left of the stairs for B-Breakthrough battle card. On the second floor, open the two chests there for Flurry Kit and Fake Ball move manual. Also, talk to the guy standing at the left of the door leading to the club to recruit him in the team. On the third floor, open the chest at the lower right corner of the club area for 412 Prestige Points. Now get out and go to the club room area. |==========| |Area- Club Rooms| |==========| Task- Go to the soccer club room! Chests- 1 Walkthrough- Go into the club room for a scene, after which Nathan joins you. Head out and take the chest on the right of the path which leads to the pitch for Stamina Bar. |==========| |Area- School Pitch| |==========| Task- Go to the school pitch to practice! Chests- 0 Walkthrough- Just go to the pitch and talk to the guy there. Now you have to go to the river bank. So, let's go. |==========| |Area- River Bank| |==========| Task- Find Mr Sweet by the river bank! Chests- 1 Walkthrough- Just follow the road into the next area to trigger a scene. After this you will receive Manager Notes, which contain hints about the persons you are looking for. You've also unlocked a route on the Connection Map by this. Now head to the lower left corner of the area to find a chest which contains Hyper Bar (why am I listing all this stuff). Now head out from this area to the Tower/Station. It's your choice actually, it doesn't matter. |==========| |Area- Tower| |==========| Task- Find the Veterans! Chests- 0 Walkthrough- Go to the tower through the stairs to initiate a scene. After the scene, head out to the Station area. |==========| |Area- Station| |==========| Task- Find the Veterans! Chests- 0 Walkthrough- It's the same story, over and over again. Just enter, and then exit the area to the Shopping Area. |==========| |Area- Shopping Area| |==========| Task- Find the Veterans! Chests- 2 Walkthrough- Aah, finally, the shop's open. Go in if you want. If not, then head to the Golden Temple area and follow the alley to the right for Fine Veggies. Now head back to the main area and follow the path to right. At the lower pink path, there is a Bronze Shield Pendant. Now head into the arcade. After the scene, enter the shop. After yet one more scene, head to the river bank. |==========| |Area- River Bank| |==========| Task- Go and talk to Mr Sweet again! Chests- 0 Walkthrough- Just head to the pitch there and talk to Mr Sweet for yet (grrr) another scene. Now go to Mark's house. |==========| |Area- Mark's House| |==========| Task- Get the gloves from Mark's house! Chests- 2 Walkthrough- Go to the left of the playground for a chest in the front of a house. Open it for Fine Veggies. Now go to Mark's house, but don't enter it. Instead, follow the path to the right to find Stamina Bar. Now enter Mark's house. After the scene, you'll receive Souvenir Gloves and have also unlocked a route on the Connection Map. Now head out to Mr Builder. |==========| |Area- Shopping Area| |==========| Task- Go to the sports shop! Chests- 1 Walkthrough- Go to the sports shop and talk to Mr Builder to finally complete the task, erm, I wrote too early. Now head to the warehouse and enter it for a match with the legendary Inazuma Veterans. But first, open the chest at the right of the warehouse door for Hyper Bar. Now, head in. Erm, what the..., bah I do write too soon. Anyways, now that I've proven myself a total dork, you have to go up against the Shuriken four man squad. It's just like Otaku Geeks actually, just use the specials to win. After a couple of scenes, you'll end up at Raimon. Your task now is to head to the warehouse. |==========| |Area- Shopping Area| |==========| Task- Go to the secret warehouse! Chests- 0 Walkthrough- Upon entering the warehouse, you are challenged for a friendly against Inazuma Veterans (why didn't it happened sooner). ___ ___ | /----------\ | | /_ Match- Raimon VS. Veterans _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 34 Their Weaknesses- A little low on defence moves. Recommended Team Level- 38 WHAT? We are facing a team of old men, and that too a team of STRONG old men. You gotta be kidding me. Meh. Anyway, the opponent here has no general weakness of theirs, except for a trifle deficiency of defence moves on the left and middle. Their shots are quite powerful though, you have to watch out for them. Fortunately enough, Mark now has Majin The Hand, which is able to block most, if not all of the shots they take. Talking about goalies, the opponent's goalie, Hillman is also quite a bit of a powerhouse. Try not to go soft on him, you'll regret it. Kevin's pretty useless here, so you'll be probably relying on Axel. Don't hold back and hesitate in using special moves and you'll be fine. I almost forgot one thing, you can simply lose this match if you want, although you may miss your best and sure shot chance of obtaining the Classic Kit. After the win, you'll receive Classic Kit and Fine Veggies. A route on the Connection Map is unlocked as well. Talk to Mr Builder to arrive to the match day. Head to the station and board the train to start the match. ___ ___ | /----------\ | | /_ Match- Raimon VS. Shuriken _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 28 Their Weaknesses- Left flank devoid of defence moves, susceptible to TP drain due to possession of high TP draining moves. Recommended Team Level- 35 If you beat the Veterans or at least managed to score one goal, you'll be pretty fine in this match. Put Nathan up front if you want, he'll score a goal for sure with his Fire Rooster. If you're having problems with the match, try to drain the key players of their TP, as they usually have the moves which use up a lot of TP. After the match, you'll receive Fine Veggies, Shuriken Kit and F-Crane Wings formation card. Save and continue on to the next chapter. ___ ___ | /==========\ | | /__ Chapter 8- Break The Infinite Wall __\ | | / \ | |/| / (CH8)\ |\| |/==========\| \/ \/ As usual, you'll start at Mark's classroom. And yet again, a route on the Connection Map is unlocked (why am I listing THIS anyway). Now you have to (again as usual) to the club room. But first, some chests awaits you. |==========| |Area- Raimon 2nd Year Building| |==========| Task- Go to the club room! Chests- 1 Walkthrough- Go to the 2nd floor and then to the Principal's office for Super Water. Then head out through the door which leads to the Tennis Courts. |==========| |Area- Tennis Courts| |==========| Task- Go to the club room! Chests- 1 Walkthrough- At the upper right corner of the area, there's a teacher standing. At the left of the guy is the chest containing Fine Veggies. Now head left to the baseball field. |==========| |Area- Baseball Field| |==========| Task- Go to the club room! Chests- 2 Walkthrough- At the field, go to the left most part of the field to obtain Utter Gutsiness Bat move manual. Now head into the Martial Arts Club Room. In there, go to the 2nd floor and into the club to find a chest containing Prestige Gloves at the upper left corner. Now head to the club room. |==========| |Area- Club Rooms| |==========| Task- Go to the club room! Chests- 0 Walkthrough- Just go into the club room to initiate a cutscene. After that, you have to go to the pitch to practice. Go there. |==========| |Area- Soccer Pitch| |==========| Task- Go and practice at the pitch! Chests- 1 Walkthrough- Enter the area for a scene (so much for practice). Anyways, at the upper right corner of the area is a chest containing Super Water. Take it and head into the 2nd year building. |==========| |Area- Raimon 2nd Year Building| |==========| Task- Go to Nelly's office! Chests- 0 Walkthrough- Just head into Nelly's office for a scene, after which you've to go to the tower. Head out there. |==========| |Area- Tower| |==========| Task- Go to the tower! Chests- 1 Walkthrough- Go to the guy with the cycle and open the chest at the left of him for Fine Veggies. Now head upstairs. After the scene, you have to go back to Nelly's office, so head there. One more important thing, you may now be challenged for defend-the-ball soccer battles. |==========| |Area- Raimon 2nd Year Building| |==========| Task- Go to Nelly's office! Chests- 0 Walkthrough- Go to the office for a scene, after which a chase sequence starts. Don't get your hopes up though, if you've played any RPG title like this, you perhaps know what is to come. Anyways, head out from the Raimon, following the thief. |==========| |Area- Gym| |==========| Task- Catch the thief! Chests- 6 Walkthrough- After you enter this area, head to the small blue roofed room (not the gym building) at the lower area and open the chest there for Ocean Kit. Now go to the gym building and open the chest at the left of the door for F-Dot Prison formation card. Now head into the gym. Near the upper left corner, there's a chest which has Blue Sky Boots. Now head up through the stairs on the right of the door. Go to the stands and talk to the guy there to get him in your team. Now continue on to the upper right part of the area for a chest which has 375 Prestige Points. Now head out into the gang hideout. When in the hideout, go to the lower part of it and take the Afterimage manual. After that, continue to the sweet shop. After the ensuing scene, take the chest for F-Bow and Arrow formation card at the footpath, then follow the road (up, down or right) to arrive at the soccer pitch via the map selection screen. After that, head to the club room. You've also unlocked a route on the Connection Map. |==========| |Area- Club Rooms| |==========| Task- Go to the secret warehouse! Chests- 3 Walkthrough- Just head to the hospital, and then to the grassy part at the right for a Clone Faker move manual. Now, head inside the hospital and take the Super Water at the left corner of the area. Now go to the 2nd floor and take the Hyper Bar at the end of the corridor. Now head to the Shopping Area. |==========| |Area- Shopping Area| |==========| Task- Go to the secret warehouse! Chests- 5 Walkthrough- Go to the Golden Temple and take the B-Lance battle card which is at the right of Samantha. Now get back to the main area. Go into the maid cafe and take the Pretty Gloves there. Now head out and take the Shot Pocket manual which is at the right of the entrance of arcade. Now head into the arcade. Once in the arcade, head into the game shop. You'll find it just behind the arguing mother and son. Take the 750 Prestige Points there (woo hoo! stealing from a shop!). Now, head directly into the warehouse for a scene. Now go to the lower right part of the area and take the B-Triangle battle card. Now head to Mark's house. |==========| |Area- Mark's House| |==========| Task- Return to Mark's House! Chests- 1 Walkthrough- Take the Dirt Ball move manual from the park and then head into Mark's home. After the scene, you'll obtain Mysterious Key. Head to the soccer club room to find out the door for this key (boy, and I was the only fool who sought the right key for the lock/door). |==========| |Area- Club Rooms| |==========| Task- Find the right door for the key! Chests- 0 (errr...) Walkthrough- After the scene, you'll have Jude Sharp in your party. You've also unlocked a route on the Connection Map. You've also obtained the manual for Inazuma Break (don't use it yet though). Now head to the soccer pitch. |==========| |Area- Club Rooms| |==========| Task- Go to the hospital! Chests- 0 Walkthrough- After the (rather long) scene, go to the hospital. After you enter the 1st floor, a scene starts, after which you'll end up at the warehouse. Talk to Coach Hillman to finally arrive at the match day. Now go to the station. |==========| |Area- Station| |==========| Task- Go to the station! Chests- 1 Walkthrough- Take the chest in front of the store. Heal up your team and board the train to Farm. Put Axel, Jude and Mark in your starting line up if you haven't done it already. ___ ___ | /----------\ | | /_ Match- Raimon VS. Farm _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 31 Their Weaknesses- Weak offence, high TP draining moves, low TP, no defence moves for the strikers. Recommended Team Level- 38 The team, as hinted loads of times, is a master of defence. Therefore, there defence is quite solid, with heavy strong moves and high level defenders and goalkeeper (at least in comparison to their strikers and midfielders). Since you've learnt a move specifically to counter their defence, therefore it's a granted that you'll score with this move. and that move is... you guessed it, the Inazuma Break, done by Jude. So, try to get him to the goal and take the shot with the Inazuma Break. The rest is just defending (if you want to play safe). Or, if you want, you can score some more. Just don't let them near your goal as much as possible and you'll be fine. On the other hand, they have quite a set of moves, which are VERY strong. They include Whirlwind Cut and Harvest, which almost always wins out. The good news is that these moves take up a lot of TP, so they won't be able to use them for more than two times. After you win, you'll gain Fine Veggies, Farm Kit and F-Infinite Wall formation card. Watch the scene (long time since a voiced cinematic showed up) and then save the game. ___ ___ | /==========\ | | /__ Chapter 9- No Man Is An Island __\ | | / \ | |/| / (CH9)\ |\| |/==========\| \/ \/ As usual, a route on the Connection Map is unlocked. Now you have to go to the soccer pitch. But first, head into the library for a chest which contains Hyper Bar. Now head out to the pitch. |==========| |Area- Soccer Pitch| |==========| Task- Practice on the school pitch! Chests- Walkthrough- Just go down the stairs for a scene. After the scene finishes, you'll be only controlling Mark. This means no soccer battles, which further means it's chest hunting time! Leave the area and go to Mark's House. Note- I know that some of the chests which I'm gonna list here now were unlocked before. I'm listing them now because now is the best time to collect the chests as there'll be no interference from the side of opponents. You may, however tell me the exact chapter at which a chest was unlocked, I'd really appreciate it. |==========| |Area- Mark's House| |==========| Task- Go to the Flash Training Facility! Chests- 0 Walkthrough- Talk to the little girl in the park to obtain Cycling Club Key. Now head to the Shopping Area. |==========| |Area- Shopping Area| |==========| Task- Go to the Flash Training Facility! Chests- 1 Walkthrough- Go inside Raijin Models and take the Rodeo Clown move manual. Now head to the river bank. |==========| |Area- River Bank| |==========| Task- Go to the Flash Training Facility! Chests- 2 Walkthrough- Go down the first set of stairs and take the 1050 Prestige Points which are on the right of the stairs. Now go back up and follow the road for Lucky Bracelet. Now head to the tower. |==========| |Area- Tower| |==========| Task- Go to the Flash Training Facility! Chests- 1 Walkthrough- Go to the lover boy at the upper right corner for a chest which contains Freeze Shot move manual. Now go back to Raimon and head to the club room area. |==========| |Area- Club Rooms| |==========| Task- Go to the Flash Training Facility! Chests- 2 Walkthrough- When you reach here, head straight to the Cycling club. Open the two chests there for Fine Veggies and 500 Prestige Points. Now head to the baseball field. |==========| |Area- Baseball Field| |==========| Task- Go to the Flash Training Facility! Chests- 2 Walkthrough- Head into the Martial Arts club room and take the Super Water at the ground floor. Now go to the 2nd floor and take the Wild Claw manual there. Now head to the Tennis Courts. |==========| |Area- Tennis Courts| |==========| Task- Go to the Flash Training Facility! Chests- 2 Walkthrough- Go to the courts and take the Master Shoes from the chest in the upper left corner of the court. Now go into the 3rd year building and then to the 1st floor. Take the corridor to the right and open the chest there for Mole Fake move manual. Now head out to the swimming pool. |==========| |Area- Swimming Pool| |==========| Task- Go to the Flash Training Facility! Chests- 3 Walkthrough- Go to the swimming pool and open the chest at the upper left corner of the pool for Mineral Water. Now head into the changing room and open the chest in front of boy's room for Swimming Club Key. Now go to the comic club and take the Sacred Bracelet from the left of the club's wall. Now head to the gym. |==========| |Area- Gym| |==========| Task- Go to the Flash Training Facility! Chests- 2 Walkthrough- Go to the small white thing at the lower part of the area and open the chest there for a Defence Scan move manual. Now head into the gym. At the lower left part, there are stairs leading up. At the right of those stairs is a chest containing Fine Veggies. Now that our chest hunt is over, we can finally move on to the story. Head to the Flash Training Facility for a scene, after which you've to go to the tower. |==========| |Area- Tower| |==========| Task- Go to the tower! Chests- 0 Walkthrough- Just head up the tower for a scene, after which you've to head back to the club room. Do so. Oh, and don't forget to put the camera back to its original position with L/R buttons. After the ensuing scene, go to the newspaper club. After talking to Nathan, you've to go to library to talk to Tod. Do so and he'll tell you your next destination; the river bank. Go there and talk to Jack, who's at the pitch. Go there and after the scene, head back to Raimon. After the ensuing scene, you'll learn a new move and have unlocked a route on the Connection Map. Go to club room and talk to Silvia to start a scene. Go to the station after that and board the train to start the long awaited match. As a side note, you can recruit a player now from the hospital. Be sure to have Bobby Shearer in your party and visit the hospital for a scene, after which he joins your team. This also unlocks a route on the Connection Map. ___ ___ | /----------\ | | /_ Match- Raimon VS. Kirkwood _\ | |/| / \ |\| |/ \| \/----------\/ Opponent's Level- 31 Their Weaknesses- High TP consuming moves, right offence flank devoid of dribbling moves. Recommended Team Level- 40 Kirkwood has no particular weaknesses, so expect it to be a tough match. They do have some very high level moves, like Hurricane Arrows and Boost Glider, which are sure to give you a headache. But these two moves take up a lot of TP, so expect them to be out soon. Also, Tyler and Moore do not have a dribbling move, so they can be easily dealt with in terms of ball stealing. Their goalie too, is a nuisance. His Counter Strike can stop even the Inazuma Break, sometimes. Luckily enough, he uses it very rarely and it also drains him of his TP real quick, so try to use weak shots against him if he starts using Counter Strike. After you win, you'll obtain Fine Veggies (looks like this is the best they've got), Kirkwood Kit and F-Free March formation card. Save the game and continue on to the final chapter. ___ ___ | /==========\ | | /__ Chapter 9- The Last Battle Awaits __\ | | / \ | |/| / (CH0)\ |\| |/==========\| \/ \/ The chapter starts as usual with a scene, after which a route on the Connection Map is unlocked. Now you have to go to the hospital, which, right now, is the best thing to do. So, go there. |==========| |Area- Club Rooms| |==========| Task- Go to the hospital! Chests- 2 Walkthrough- Go to the back gate and open the chest at the right of the gate for Whirlwind move manual. Now head to the hospital. Take the Fine Veggies in front of the ambulance and then try to enter the hospital. After the ensuing scene, head up to Julia's room. After this, go out to help the two girls. Also, you've unlocked yet another route on the Connection Map (and I thought it was finally over). After one more scene, you have to go to tower for one more scene. So, let's go. |==========| |Area- Tower| |==========| Task- Find the governor at the tower! Chests- 0 Walkthrough- Just head up to the tower and talk to Sonny. After the talk, you will.... arrgh, just another route. Now that everything's settled, you've to go to the club room to get this match started. Just as Mark said, train finely, you're gonna need it. After you've trained to your satisfaction, head to the club room and talk to Silvia. After the funny scene (poor Silvia), head to the station. |==========| |Area- Station| |==========| Task- Head to the station! Chests- 0 Walkthrough- Just board the train to Zeus. After your arrival to the Zeus stadium, take the Inazuma Gloves from the chest at your right. Then take a right from the reception and go to the locker room to take the Plain Bracelet. This