How to assemble the booklets

Print out the downloaded PDF on standard-size printer paper. Follow the instructions on the right to create two small booklets that will fit in the game case.



Tools needed: Scissors or a craft knife

Cutting line (Cut the paper here)

Parents

Mountain fold line (Fold the paper so if forms a ridge.)

Valley fold line (Fold the paper so it forms a trench.)

Please assist young children when

using scissors and other craft tools.



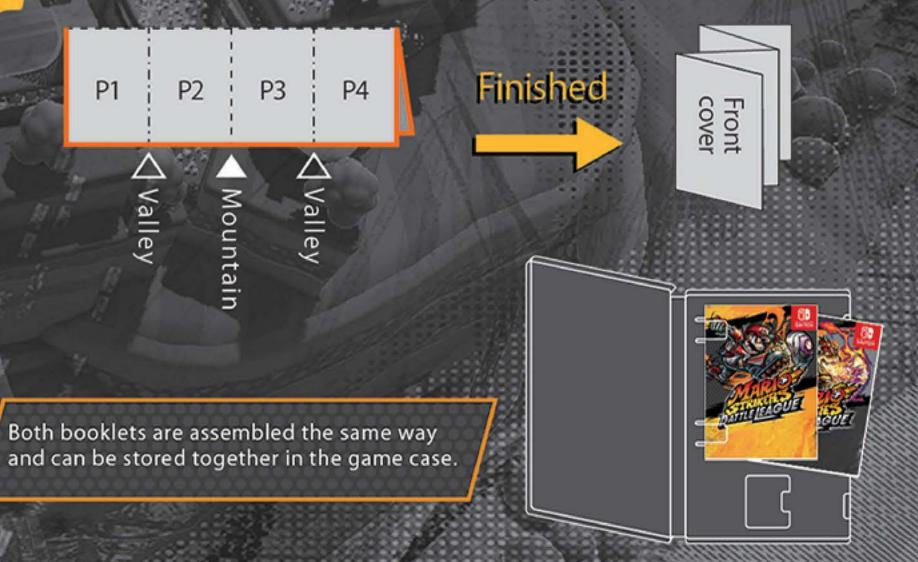
Cartoon Violence Cartoon Mischief

ONintendo

Cut along the solid cutting lin

Front cover	۲q	9d	Sq
P1	P2	P3	P4

Fold in half, then fold it like an accordion.





You can aim your shot (high, low, left side, right side) with the Left Stick when shooting.

5





If you fire off a Charged Shot, It may cause the goalle to drop the ball, even if they blocked it!



Increase your power (and your chances of scoring) with a Charged Shot. Use the Left Stick to aim and let 'er rip!

Offensive Techniques



Shooting

wide range quickly! temto tackle in a moorhsume seU



no deu of quinter more than a static management of the my you can also up to when the opponent's Strength at tributes are too high to tackle

suojidəərətil

or B to intercept the ball. Enter the pass course of the Lob-Pass and press 🗚

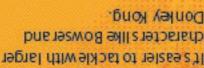
Interception! comes and gofor an the muntil the ball opponent dowin chase If you can't knock your





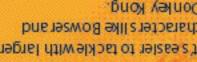






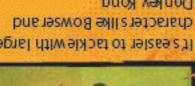












Donkey Kong.





hard-to-reach

In the way!

teammates, even when opponents are

Free Passes can be

down the field.

charged to go farther

Is more effective. pripred as the stranger of the prizerb nerw power of you rtackle. bneepnetalbert Charge to Increase

Try knocking down op ponents when you are defending.

Illed ant aven the ball!

You can tackle any opponent on the field - even if they

<u>Aber</u>

sənpindəəT əviznəfəQ

Besides regular passes, there are Lob Passes which go over opponents, making it more difficult to block. There are also

Passing

Without charge

15

O

Free Passes, which can be aimed to empty areas on the field.

Up close Lob Passes can get to down!

about the game





Fast characters can launch a Free Pass down the field, then dash forward to catch their own pass!

6



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5

Even smaller characters with less strength can tackle bigger opponents if they time it right. Steal the ball and go for a counter!

Perfect Combo Pass

Perfect Combo Shot

DN

6

for a goal.

These passes will not get Intercepted. Pass the ball safely and go

Charge up your

power while waiting

for a long pass from

unleash an explosive

across the field to

shot on goal.





with a Team Tackle sətemmeət ruoy teool

ben for a little bump for a big boost on the field. Tackling isn't just for op po nents any more! Give your

elkoal meel evieneflo

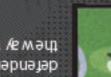
With the ball! stem mest e stybe T

leop ant of ye want defenders to dear Krock them through

3







control to manual.

You can try these

mode by setting the

ieveloping in gingle played

nedw neve seupinda

his last ing you up t he field in a hurry!



lock a to catch up on defense? Have a teammate tackle you,

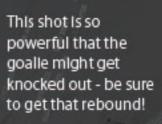
How to pull off Perfect Moves

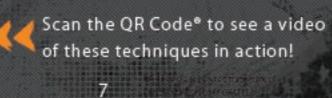
If you can perfect your timing on shots and tackles, you can pull off some powerful moves in Strike!

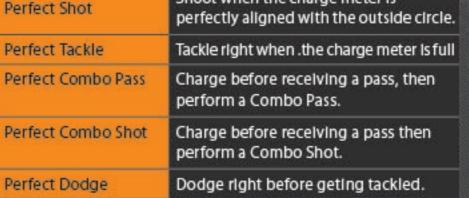
Perfect Shot

Perfect Tackle









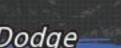
Shoot when the charge meter is

Perfect Moves pointers

behind!

Perfect Dodge

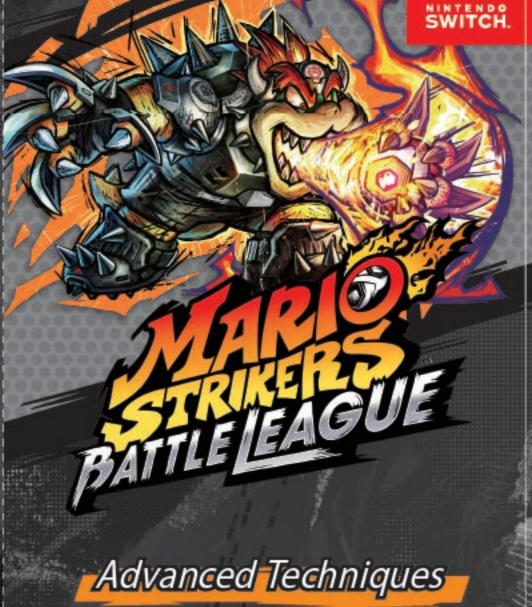
If you can dodge your opponent Just before getting tackled, you'll get a dash boost. Take advantage and leave the defense







try to launch a nother attack off the rebound! In I ght cause the goalle to drop the ball, so stay alertand Even if y our H yp er Strike is blocked, the power of the shot



Unleash powerful Hyper Strikes

two points and can be a real game changer! activate a Hyper Strike. If successful, they count as Collect the Strike Orb and charge up your shot to



have your teammates near by or use Items to keep from get ting tackled. You'll be defenseless while charging your Hyper Strike, so be sure to

tackled while charging. after 20se conds or If you're launch a Hyp er Strike goes away Actfast, though - your chance to

